**GROUP PROJECT BRIEF :**

* Single player game
* Consider a genre or type of games that have a typical mechanic or set of mechanics defined as integral to them
* Develop a game without the specified mechanic or mechanic set
* Substitute the mechanic with a refined new solution to the problem that removing the mechanic creates
* Emphasis on a single mechanic

**DELIVERABLE :**

* A game that is self contained and needs no explanation from the developer to play.
* Emphasis on the gameplay experience
* A game that abstracts itself from the conventions of a genre by removing a key mechanic or set of mechanics

**We are looking for you to complete as fully as possible in response to the Brief. Upload to Github.**

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Side scrolling shooter / platformer |
| WHAT MECHANIC ARE YOU CHANGING? | The shooting mechanic from the players perspective. The player will not be able to shoot directly. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | We will employ a reflecting mechanic; the player will have an Object (Umbrella / Shield) that they can use to reflect in coming projectiles. The angle at which they strike the reflecting object will determine its subsequent trajectory. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | The game will seek to evoke Easy Fun through curiosity encouraging the player to explore their environment and make progress. Hard fun - Fiero as they overcome increasingly difficult game challenges which can also be a source of frustration. And serious fun through collecting a series of in game items linked to rewards. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Constructing the level flow to allow constant challenges and for them to teach the player how to progress. We would like to employ ‘KISHOTENKETSU’ Koichi Hayashida's 4 part method (1 – Introduce concept, 2 – Develop it further, 3 – hit you with a twist to change it up, 4 Conclusion to show your mastery) |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The key issue will be with building the reflecting mechanic for the player, it is also envisioned that the item be dual purpose and can be employed by the player to catch projectiles instead of reflecting them. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- Really fun to play, the level design flowed really well and I really wanted to get to the end of each level, when I had to repeat something I wanted to beat my previous best. |