

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

	PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB
WHAT GENRE OF GAME ARE YOU CHOOSING?	2D/3D Platformer, puzzle
WHAT MECHANIC ARE YOU CHANGING?	Removing the jumping mechanic
WHAT MECHANIC ARE YOU CHANGING IT TO?	Adding another “character” and input for moving objects
WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE?	Fiero- Upon completion of the level the player should feel strong sense of achievement Empathy- The narrative will make the player care for the character Affection, Sadness- ^
WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE?	Designing the level so that it fits the mechanics. Issues with the narrative. Building the relationship between the player and the character, by using various design methods.
WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME?	Implementing the new mechanic. It might be challenging to work with 3d. Working with multiple levels.
PLAYER FEEDBACK (1)	“My relationship with the character grew stronger with every obstacle. I feel that the character is a part of me. I helped it move around the levels, protected it and provided for it.”

Research

Ori and the blind forest: <https://www.youtube.com/watch?v=BT9NSFWqz1g>

Rayman legends: <https://youtu.be/MGHudLM7W5U?t=248>

Lost words- <https://www.youtube.com/watch?v=oSylRfvHfOY>

Journey: <https://www.youtube.com/watch?v=UGCkVHSvjzM&t=12s>