**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

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | 2D Puzzle platformer Side-Scroller. |
| WHAT MECHANIC ARE YOU CHANGING? | Remove jump. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player can directly interact with the world, for example moving platforms. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Empathy – From caring for the character by directly changing the world and helping them during hardships and suffering.  Fierro - From the tension and release from the player overcoming the platforming puzzles by using the strengths and benefits of both playable characters.  Hard fun – From overcoming the challenging obstacles/puzzles  Easy fun – From exploring the world.  Curiosity – From seeing how the world interacts with the character’s abilities.  Wonder – From unusual combinations in level and character design. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | 1. Creating an emotional bridge between the player and the character on the screen. 2. Creating an interesting narrative that immerses the player within the game and sustaining that immersion. 3. Creating a level which keeps the player interested by balancing challenge and enjoyment. 4. Sticking to the Brief. 5. Creating a level which utilizes the players input. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | 1. Collision errors. 2. Coding controls for character and the player to influence the world. 3. Coding a way for the player to change the world 4. Bug fixing and iteration so the game plays as intended. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  ‘I liked how difficult it was, it made every level seem like a big accomplishment, and the story made me want to continue, definitely a game I’d play again.’  ‘what an interesting and compelling story, the game also challenged me through difficult and interesting puzzles. I also genuinely cared for the characters.’  ‘Interesting gameplay perspective, however there were some small and I mean small bugs, but overall enjoyed the game.’  ‘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.’ |