**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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| WHAT GENRE OF GAME ARE YOU CHOOSING? | 3D Puzzle platformer. |
| WHAT MECHANIC ARE YOU CHANGING? | Removing the skill aspect of the game by removing the jump mechanic, so the player will use tactics instead of skill by changing specific elements of the level. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player can directly interact with the world by using inputs such as dragging tapping and holding ECT, the player will be able to use these mechanics in order to plan and progress through the levels, for example holding a moving platform in place so the character can move between them. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Empathy – Feeling with the character. Since the actions are directly responsible for the characters well-being.  Fierro - From the tension and release from the player overcoming the platforming puzzles through repetition and tactics.  Sense of accomplishment – The pride of overcoming the challenging obstacles/puzzles.  Curiosity – From seeing the effects of their manipulation upon the world/level and how the character also interacts with these changes.  Wonder/Awe – From the sense of curiosity about the world and it surrealism in its 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.’ |