**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? | Platform |
| WHAT MECHANIC ARE YOU CHANGING? | Removing camera movement with player |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Constant velocity of camera movement on level |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | In order for player to learn the game, initial velocity of camera will be low to help progression, however at the later levels, the camera will be moving at velocity close to constant player sprintspeed, this will induce many failures which will lead to anger and frustration, but will culminate to relief and joy when that level is completed. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | When the camera is moving quickly, the overall feel of the game could feel rushed, so it is important to captivate the player's attention to the asthetics and story, without distacting the player from the gameplay. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | I dont believe there are any big issues, however implementing a smooth character movement and jump can be tricky, ensuring enemy collisions also requires fine-tuning. Without these the player experience could be serverly compromised. |
| 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 diffucult it was, it made every level seem like a big accomplishment, and the story made me want to continue, definately a game i'd play again." |