**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 Side scrolling/Top down platformer. |
| WHAT MECHANIC ARE YOU CHANGING? | The Player – Controlling only one character. (working alone) |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The Player – Controlling two characters. (working together) in different perspectives for example one character is in third person view and the other character is in a top down view of the level, so the character can control both characters simultaneously and use both characters to overcome the puzzles. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | 1. Fierro - from the tension and release from the player overcoming the platforming puzzles by using the strengths and benefits of both playable characters. 2. Happiness and sadness - similarly to Ori, journey and the walking dead I want to create a narrative where the player experiences the vicarious emotions of the playable characters in the game world. 3. Conflict - through the narrative I want the player to make difficult and meaningful decisions which will affect the characters. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | 1. Creating an emotional bridge between the player and the characters 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. Creating a level which utilizes the characters advantages, for example jump height, speed and size. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | 1. Coding multiple controllable characters with different play styles such as jump height and speed which make the different characters feel uniquely equipped so solve unique puzzles. 2. Coding a way for the player to change characters. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  ‘’ what an interesting and compelling story, the game also challenged me through difficult and interesting puzzles. I also genuinely cared for the characters. ‘’  ‘’ Definitely a game I would play again. ’’  ‘’ A very good story and challenging puzzles. ’’ |

**Research**

**Games I researched;**

1 - Ori and the blind forest.

2 - Journey.

3 - Telltale walking dead series.

4 - Super Mario.

5 - Super Meat Boy.

**Player feedback (from those games);**

Ori and the blind forest:

‘’ Natural wonder, nonlinear exploration, and brutal difficulty come together beautifully in Ori and the Blind Forest. ‘’

<https://www.youtube.com/watch?v=yZOqrskZ6lI>

‘’ It looks like it should be a nice, cheerful family-friendly game, but beneath the cartoon surface it’s as hardcore as Super Meat Boy or N+. We love Ori and the Blind Forest lots. We also hate it just a little. ’’

<https://www.trustedreviews.com/reviews/ori-and-the-blind-forest>

Journey:

‘’ It was my eighth playthrough and the tears still streamed, almost inexplicably; Journey is a song without words, reliant on its rapturous presentation and liberating movement to stir your mind and move your heart. ‘’

<https://www.gamespot.com/reviews/journey-ps4-review/1900-6416195/>

‘’ It deploys more 'gamey' elements than any of the developer's works before it, and does so successfully, while maintaining the feel of an evocative, interactive art piece. Three hours long at most, it's concise but not overly short, its cycle of emotional highs and lows best experienced in a single sitting. ‘’

<https://www.gamespot.com/reviews/journey-review/1900-6363693/>

Walking Dead:

‘’ It's a strong season that manages to tell a gripping story and offers plenty of dangling threads to keep you invested. ’’ [Aug 2017, p.86]

<https://www.metacritic.com/game/playstation-4/the-walking-dead-the-telltale-series---a-new-frontier>

‘’ When pundits talk about a game changing the industry or leaving an indelible mark, they usually give the title in question a while to weave its way into the tapestry of our culture. Even though The Walking Dead: The Game is just now arriving as a standalone disc, there’s no denying the impact Season One from developer Telltale Games has had on video games. Using player choice, award-winning writing, and your own emotions, The Walking Dead: The Game delivers an experience that’s flawed but unforgettable. ‘’

<https://uk.ign.com/articles/2012/12/12/the-walking-dead-the-game-review>

Super Mario:

‘’ Perfection comes in many shapes, sizes and ideas. Sometimes, it doesn't take much to attain the height of perfection. You can even attribute perfection to being at the right place at the right time. Shigeru Miyamoto probably had no idea he was creating perfection when he invented his portly plumber character named Mario... but one single game would change his life, and Nintendo's future, forever. ‘’

<https://www.gamespot.com/classic-nes-series-super-mario-bros/user-reviews/2200-366137/>

‘’ Super Mario Bros is one of my favorite Mario titles of all time, as it has the overall greatness that you would expect in a Nintendo game as well as the challenging levels, the music and the creativity that made Super Mario Bros one of the greatest platformer titles that ever lived. ‘’

<https://www.gamespot.com/classic-nes-series-super-mario-bros/user-reviews/2200-12568018/>

Super Meat Boy:

‘’ This is a pure platformer that boils gameplay down to nothing but running and jumping. Meat Boy's goal is always the same: he must reach Bandage Girl, who is ever in another castle. Doing so is never an easy task thanks to the numerous dastardly traps in the way. One prick from a Buzzsaw, spike, or monster's jaws will splatter Meat Boy's bloody pixels (which remain as a grisly reminder of your failure during your next attempt). Even though you only have two maneuvers at your disposal, the developers never run out of clever ways of obstructing your path. ‘’

<https://uk.ign.com/articles/2010/12/01/super-meat-boy-review>

‘’ The levels instantly reset after each splat—often before the death splatter of your previous body has hit the ground—and this rapid-fire repetition makes the most difficult levels feel doable. With each failed attempt you'll learn a little more, and by the time you reach Bandage Girl, the bulk of it will be muscle memory. ‘’

<https://www.pcgamer.com/uk/super-meat-boy-review/>

**How I used the information I gathered;**

The focus of my research was centered around the player’s experience when playing the games, it is because of this I chose to research player reviews of the games;

1 - Ori and the blind forest;

The main information I gathered from the reviews of Ori was about the design aspects of the game. The aesthetics of the game are shown to create natural wonder; however, the game still has its challenges similarly to games like super meat boy and other challenging platformers. Also, the character has a unique set of abilities which the player uses to overcome obstacles. I also found out that the end goal of the game suites the narrative and the use of the narrative to act as a tutorial instead of a screen of further aids in maintaining the immersion of the player.

2 - Journey;

Again, much like Ori the focus of my research was on the player experience through narrative, however the mechanic of proximity which is used to power the characters was a seamless method of incorporating the narrative and mechanics of the game. I want to use a similar mechanic of cooperation however in a single player format.

3 - Walking dead;

The waling dead is another game which focuses on the narrative aspect of the game however the use of quick time events adds a ticking clock mechanic to the game, this creates urgency within the player and forces them to act under pressure to enhance the players experience. The game also creates meaningful and difficult decisions which the player will need to choose from, and those decisions have a profound effect on the story maybe by killing characters or changing their relationship within the game by stating ‘’clementine will remember that’’.

4 - Super Mario;

the reason I chose the Mario franchise was to discover why this game has survived to create many sequels, what I learned is that through consistent design and challenging platforms the game keeps player interested, however the game also protects players and influences their player through the games design. For example, upon introducing the mushroom growth mechanic the developers placed this in an area without enemies and in an area designed to force the player to collide with the mushroom to show the effects without causing the player confusion.

5 - Super Meat Boy;

The focus of my research was into the difficulty of the game and how it kept players interested, one player stated that the use of repetition enables them to feel like the levels are doable, this causes cognitive immersion as the player is so engrossed in solving the level rather than the narrative of the game.

Conclusion

So, in conclusion what I learned that is that we will need to balance the challenge of the game with the narrative aspects of the game, this can be done by using the level design to influence and sometimes force players into specific scenarios like in Mario to guide them in an interesting and dynamic way. The narrative of the game should work with the challenge to cognitively immerse player and emotional immerse players like in Ori. We should also investigate creating meaningful and interesting decisions within the game that could affect other characters or the game world if the time allows.