**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? | First-person shooter. |
| WHAT MECHANIC ARE YOU CHANGING? | We are changing the **aiming** mechanic. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Rather than aiming, the reticle will move in a pseudo-random (so appears random, but can be predictive) way around the screen, and the player will need to position their characters in a way so that they can target the enemies and shoot. The idea is that it removes the skill component that the aim mechanic gives, and instead provides the player with more of a mix between chance and skill. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | In terms of emotions, our main target is to find enjoyment, laughter and surprise in the players. All of these mostly fall under the easy fun category. We are also expecting to see emotions like fiero and wonder. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | One of the key design problems will be level design, as we need to make sure that the level the player goes through is big enough to contain all the action, whilst also making sure it is not too overwhelming.  Another issue may arise in the 2D character designs, since they will need to be designed in a way they bring out the emotions we aim for, whilst not being too distracting for the player. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | A key programming issue would be moving the aiming reticle around, separate from the player camera, as well as making various weapons react to it in a correct way, for example shotgun shooting around the reticle, rather than having all shots directed towards the middle, like a sniper would have. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  Some of the responses we would like to have would include:   * “What the heck?” * “Why am I holding a blue banana?” * “What happened to these people?” * “It was really fun.” * “Did you see that great shot?” * Laughter |