**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? | 1. Shooter 2. Platformer 3. Stealth game 4. Racing |
| WHAT MECHANIC ARE YOU CHANGING? | 1. Shooting 2. Basic movement 3. Avoidance/the stealth element 4. The player-based racing |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | 1. Dodging/defending – player has to move around the battlefield trying not to get shot whilst colleting something or traveling towards a common goal. 2. All walls are moving the character instead, and the player can only control whether the character unsticks from the wall. 3. Players need to stay in a field of view of the enemy for a certain duration or until the objective is reached. 4. The player bets ‘money’ on which racer will win. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | 1. Hard (frustration, fiero) and easy (awe). 2. Hard (frustration, fiero) and easy (wonder and awe) fun. 3. Hard (frustration, fiero). 4. Serious (excitement, focus, relaxation) and hard (frustration, fiero) fun. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | 1. Level design – how the players will be able to use their surrounding to help them achieve their goal 2. Level design – the movement of walls will need to be precise to make sure levels are possible to do as well as they have various ways they could get completed. 3. Level design and obstacles – what can we do to make it harder for players to stay inside the field of view of the target, also how the player can interact with the level to help them achieve their goals. 4. Keeping player interest high and balance between randomness and predictability – player should be able to make guesses based on the stuff they know, rather than keep making random guesses hoping they could win. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | 1. Probably enemy AI. 2. Making the moving walls functional. 3. Probably target AI. 4. ? |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- |