**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? | Turn-Based Role-Playing Game |
| WHAT MECHANIC ARE YOU CHANGING? | The "Combat" System |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player does not physically, magically, or otherwise attack the encountered enemies, but instead have to solve puzzles or riddles to defeat the enemy during their turn, whilst engaging in a pseudo-bullethell to avoid the enemy's attacks |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Hard fun due to the skill needed to avoid the enemy's attacks, and solve the puzzles  Pride at accomplishment for defeating a difficult enemy, or a confusing riddle  Fiero, assuming that Bosses are added |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | A smooth difficulty curve for when there are multiple enemies attacking simultaneously  Coming up with several attack patterns per enemy, so that it's not too repetitive per battle or per turn  Creating programatically simple but entertaining puzzles for the player's experience  A stable difficulty curve for levelling up, so the player doesn't completely ignore enemy projectiles due to their higher health pools  Adding potential Bosses, especially ones that thematically make sense based off of previous enemies; EG- Lich King after Skeletons and Undead |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Temporary invincibility frames after getting hit by a projectile, so the player doesn't get "one-shot", unless it's an intended mechanic in that battle  Some puzzles may be difficult to program, so, as said before, I may have to make them simple or scrap some entirely  Balancing experience gain, the amount of experience needed to level up, and health scaling  Scaling enemy damage or projectiles so that as the player levels up, it doesn't become easier |
| PLAYER FEEDBACK (1) |  |