**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? | Action arcade shooter |
| WHAT MECHANIC ARE YOU CHANGING? | The ability to shoot |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Deflecting and Avoiding |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Tension  Hard Fun  Frustration  Fiero  Relief |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Losing lives - delays when character gets hit.  Leaping to deflect enemies and facing damage   * Improving level design |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Deflection - the hit boxes and timing to make fair play  Movements of enemies coming down and projectile timings  Character speed adjusted for fair game play |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  I really enjoyed this game as it gave that same challenge and tension as arcade games and has a likable theme that is comical and portrays the natural struggles of cats and birds. It was difficult and frustrating at times but the motivation of play never went away as it’s a game that builds skill. It's a simple game and it makes it easy to pick up and play and be immersed in. |