**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? | Platformer |
| WHAT MECHANIC ARE YOU CHANGING? | There will be no way for the player to jump |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player instead controls sections of the platforms they have to climb in order to reach the final goal. The platform sections all move at the same time; on a toggle function |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Relief – When they beat a certain part of the game that is difficult  Determination – When they are playing, and what to complete the level they are on |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Making sure that each platform that is movable, is clearly displayed to the player, as well as show the direction that they will be moving, once the player toggles the specific button. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Moving all of the platforms either up or down at the same time, as well as making it into a puzzle that the player has to figure out as they are playing. |
| PLAYER FEEDBACK (1) | *Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-*   * Fun to play * Easy functionality, and simple to understand * Must have complete focus on the game, or you may lose |