**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

|  |  |
| --- | --- |
|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Strategy |
| WHAT MECHANIC ARE YOU CHANGING? | Base building |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Nothing, provide player a starting base with capabilities to build all units and produce resources to build those units. Once a building is gone, the benefits of that building are lost for the remainder of the session. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? |  |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? |  |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | This would be an AI-heavy project and could prove difficult to complete within the time frame. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- |