What genre of the game is it

Action Platform

What mechanics can we change

The jumping from the platform

What emotions do we want them to experience

The emotions we are going to experience is rage as the person will be expecting the game to be a normal platformer. The next emotion will be joy and appreciation as they understand the games mechanics. The last thing will be sadness as they complete the game as they realise its over unless they decide to start over.

What are the key design problems will we encounter

The first major one is harmony and that will we get the ideas across in a way with everyone agreeing what they would like to happen within the game. The second thing is the emotions and the one we want to generate and how we do this. Me and Lenneth have the right ideas with the design elements.

Player feedback