**GROUP PROJECT BRIEF : The Final Decision**

* 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? | Take away shooting option |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | There will be a randomizer of shooting instead. The player has to control of the aim and their movement to get through a mob of enemies, but the shooting will be randomized from long and short ranges of weapons making the player think of their placements and aims depending on the weapon |
| 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? | Over scoping on design assets in terms of making too much and going over the time of work |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Avoiding overcomplicating AI  Controlled Randomization |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  The game is challenging but so much fun. It has an interesting way of randomizing weapons and the game play is pretty smooth with changing weapons and collecting coins and it just puts you on your toes and keeps you concentrated. |