**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? | Stealth |
| WHAT MECHANIC ARE YOU CHANGING? | Sneaking/Hiding |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Distraction/diversion of enemies (being loud and using npc abilities to cause a commotion) |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Tension, Wonder and Surprise |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Retaining tension whilst keeping the overall feel light-hearted and fun |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Moving player control from original character to an NPC ad having specific commands for skills depending on the type of NPC |
| PLAYER FEEDBACK (1) | “During play, I never knew what to expect since the tasks given to me where so different but similar each time I entered a new level. The humor combined with the tension-based play is so interesting and I can’t wait to see what happens after each task.” |