**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? | Metroidvania |
| WHAT MECHANIC ARE YOU CHANGING? | Backtracking in a continuous map. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Separate areas connected via portals the player creates, so they are always moving forwards but sometimes repeating areas with their new abilities. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Discovery – Finding areas and items.  Curiosity – Where can I go with my new abilities  Wonder – Seeing new places  Fiero – Completing challenges |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Rising tension when levels can be played in any order.  Guiding the player when levels can be played in any order.  Creating a set of unlockable abilities which feel natural in the setting and intuitive to control. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | A player controller that feels good, with different unlockable abilities.  Dynamically connecting levels using portals.  NPC enemies and other dynamic hazards. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  It was exciting when I found a new ability, because when I returned to previous areas I was able to find new things. Unlocking a new portal destination felt dramatic, and exploring the new area invoked feelings of wonder. I appreciated the ability to quickly revisit past areas with minimized travel time, because the game felt fast-paced and all gameplay was meaningful. Sometimes it was difficult to find the next objective, but it was satisfying when I did. |