**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

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Tower defense |
| WHAT MECHANIC ARE YOU CHANGING? | The defending aspect of the game |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Instead of choosing the towers to use to defend against the enemy advances, you will choose units to use to advance on enemy defenses. Tower defense in reverse, if you will |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | A sense of accomplishment for choosing the right units to use for a level along with a sense of tension and anticipation as they move through a level |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Trying to keep a balance between level difficulty and making it possible to be completed |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The number and variety of units and towers may be an issue to program simply down to pure volume of stuff to create. It’d also need some form of AI to target the player’s units. |
| PLAYER FEEDBACK (1) | “The game was fairly challenging and really made me think on some levels but it wasn’t overkill, the balance was perfect” |