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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Metroidvania (i.e. a genre of platformer spawned from Metroid/Castlevania where the player character unlocks abilities which grant access to new areas.) |
| WHAT MECHANIC ARE YOU CHANGING? | The player character receiving upgrades. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The world changes when items are found instead of the player. To facilitate this, there will be multiple individual worlds instead of one, each with their own style and theme. When an item is found in one level, elements will appear in the other level(s) allowing further progress. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Discovery – Finding areas and items.  Curiosity – What’s going to be different when I return?  Wonder – Seeing new places  Fiero – Completing challenges |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Guiding the player between separated worlds.  Levels which play well in several possible states.  Creating the assets for different contrasting themes efficiently. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | A player controller that feels good, with a lot of polish and good “game feel”.  Dynamically connecting levels using portals.  NPC enemies and other dynamic hazards.  Changes in states of levels. |
| 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 item, because I knew that when I returned to the other worlds, I would get to see the effects of the item and discover new things. Exploring new or changed worlds invoked wonder, and the different themes of each world made me feel different emotions. I appreciated the ability to quickly revisit past areas with minimal travel time compared to other games in the genre. Sometimes it was difficult to find the next objective, but it was satisfying when I did. |