**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? | Puzzle video game (Tetris) |
| WHAT MECHANIC ARE YOU CHANGING? | Looking to replace the single piece movement that comprises Tetris. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Instead of moving the tetris pieces to a new location and rotating them. Instead the pieces fall i a locked form and the background moves and rotates to obtain the piece |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? |  |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? |  |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | initially starting with restraining the playable movement when rotated. afterwards it would be making the rotation fit with the falling block as to not make the user dizzy and allow the shape to keep falling in the smae direction the while way while how it lands is changed by the outside box rotating. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- Even with a finished game i would like improvements to make things more streamline for the player experience and or to make it more engaging with the mechanical change. |