**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? | Platformer |
| WHAT MECHANIC ARE YOU CHANGING? | Remove jumping and climbing mechanics |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player will have a power to build his own way through a level (placing ground tiles) The player won’t be able to move higher than his current position |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Pensiveness and excitement from building different ways Pride from the completed level Freedom |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | To make each level as clear as possible. Players must know where things necessary for finishing the level are located. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? |  |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  This game was harder every next level and I was constantly thinking how to build my way to the finish. I was excited how many ways I could finish each level. I’ve even tried some of them again later. |