**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? | Adventure (Roguelike) |
| WHAT MECHANIC ARE YOU CHANGING? | Remove elimination mechanic |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | When enemy catch the player, the player will be controlling that enemy (every other AI character remains player’s enemy). With this swapping mechanics, player will need to solve puzzles to finish the level. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Curiosity, tension, alert Pride from the completed level |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Not make it too hard to orientate throughout the map. Prepare balanced amount and difficulty of quests. |
| 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? :-  Game with many options to do. Interesting mechanics, good narrative. Well-designed map, meaningful quests. This makes the gameplay really enjoyable. |