**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? | Shooter |
| WHAT MECHANIC ARE YOU CHANGING? | Shooting |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Object manipulating and physics |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Amusement, wonder, curiosity, fiero |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Controlling the level of difficulty of the game in such way it is challenging but achievable.  Controlling tension and releasing tension moments. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? |  |
| PLAYER FEEDBACK (1) | “I was overwhelmed by the choice of items I got to throw at the enemies.”  “It was hilarious to kill enemies with random objects that I could find, especially when picking up some that have special features to them”  “I did not believe I could do it, but after a lot of trial and error I won the game” |