**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? | Golf / Mini golf (3D) – see ‘Golf It!’ And’ Golf With Your Friends’ on Steam. |
| WHAT MECHANIC ARE YOU CHANGING? | Putting / swinging a golf club / simple aiming + locking in a power bar |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player would have a pool/snooker cue, similar input to a normal golf game, but would have to hit a separate ball in to the golf ball to move it around the course – think snooker/pool but with one ball to pot and on some mini/crazy golf courses. |
| 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? | Physics implementations if we choose to create them could be fairly complex, but there are libraries or built in engine physics we could also work with. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- A deceptively simple, visually pleasing game with a uniquely challenging element. |