

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

	PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB
WHAT GENRE OF GAME ARE YOU CHOOSING?	Match-3 puzzles
WHAT MECHANIC ARE YOU CHANGING?	Swapping (or placement) of pieces on the board. Depending on the game, there are different ways to score points in traditional match-3 games. The most common is to swap a piece to an adjacent tile in order to get a matching row or column of 3 or more pieces. A common variation of this allows players to drop pieces into the board (like in Tetris).
WHAT MECHANIC ARE YOU CHANGING IT TO?	Idle game mechanic wherein the player has to change the pieces on the board by clicking and using upgrades and power-ups purchased with points.
WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE?	Relaxed: Traditional match-3 games like Bejeweled are fast paced and sometimes stressful (e.g. if timed). By changing the main mechanic, I am looking to give players a more relaxing experience. Elation: The feeling of success when clearing levels faster Satisfaction: When clearing a levels quickly after obtaining certain power-ups, or item upgrades.
WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE?	Keeping the game interesting and engaging. One of the common negative feedback about idle games is that they are too repetitive. Keeping the pace of the game at a satisfactory level. Progress must not be too slow or too fast. Balancing the game: how much upgrades help create matches and make combos.
WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME?	The math behind balancing the upgrades and power ups. Offline progress, if required.

PLAYER FEEDBACK (1)	<p>Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-</p> <p>A great idea for an idle game with mechanics that keep the game interesting and fun to play. Aesthetically pleasing visuals and animations.</p>
------------------------	--