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