**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? | The genre I have chosen is 2D platformer games. |
| WHAT MECHANIC ARE YOU CHANGING? | The mechanic I plan on changing is the jumping mechanic where players presses a button to make the character jump to another platform or avoid enemies. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | I’m changing the jumping mechanic to a create and place mechanic. This means that place can drag and place ‘assets’ while the character is at a constant speed. This is an alternate way for players to direct where the character can traverse the 2D landscape. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | I’m looking for focus and quick reactions from player to determine what they must drag and place to get through the level safely. I’m also looking for verbal reactions as the level progresses from silence to stress that they may want to let words that associate with stress. Finally, a sense of relief that a player has reached a certain distance that they managed to achieve from focusing and guiding the character. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Providing a suitable user interface in gameplay that allows for quick gameplay decisions in the game for the player access quickly and efficiently. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Providing a random generator for obstacles in the game that will allow for different scenarios in the game, so the gameplay experience is different the next time the player starts a new game. |
| PLAYER FEEDBACK (1) | ‘The gameplay is slow and there are issues where the character is stuck on certain areas and I have to reload the game, the obstacles are in the same place so there’s no randomness. Also dragging the ‘assets’ is too slow for the code to respond to the input of the mouse’. |
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