**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? | 1st person shooter |
| WHAT MECHANIC ARE YOU CHANGING? | Movement (walking, jumping etc) |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Projectile-based movement – the player shoots himself to different locations as if out of a cannon |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Satisfaction from working out the right trajectories and defeating enemies  Excitement from fast-paced, challenging gameplay |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Level design – ensuring the layout of the levels and the behaviour/placement of the enemies is conducive to enjoyable gameplay  Art style – we must keep a consistent art style to produce a polished product |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The complicated movement system must work with the camera – the player could be disorientated or nauseous  The enemies’ AI needs to be right for the layout of the level otherwise the levels will be unsolvable or tedious  3D animations will be challenging  The game must run smoothly – choppy framerate would ruin the experience |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  Wow, that’s a cool idea! The **pace** is fast enough to be exciting and tricky but not so fast as to be frustratingly difficult. I liked how the **level design** made me think about my next move carefully within the restraints (time, ammo). I loved the consistent **art style.** |