**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? | First Person Shooter |
| WHAT MECHANIC ARE YOU CHANGING? | The use of enemies that fire at the player as an obstacle |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player instead uses his weapons to solve platforming puzzles, ie using it to give him air to cross a gap or to shoot an obstacle out of the way |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Wonder, Awe, Fear? |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Creating 3D Models to a reasonable polycount and texture size. Creating puzzles in a 3D space that challenge and engage the player, as well as giving them a suitable difficulty curve. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Finding the most efficient way to make the puzzles consistently sovable, choosing between triggers or just using a physics engine for example. Programming weapons to have an effect on the players movement will also be difficult as we need to balance ease of use with ease of movement, so the player only gets knocked back or up when he wants. |
| PLAYER FEEDBACK (1) | Challenges were interesting and challenging. Explores the new mechanic in a creative way, felt very fluid and smooth to play. Pretty and interesting environments |