**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? | Platformer |
| WHAT MECHANIC ARE YOU CHANGING? | Player character movement |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player can move everything in the level directly, apart from the player character |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Pity – The main character is helpless, so the player must help them  Excitement – The player is having to modify the level as the character is moving  Joy/Relief – Getting to the end of a difficult level  Satisfied – Coming up with a clever solution for a level |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Level design will be a challenge, as it will be the center of the game’s mechanics. Creating levels that will be challenging yet fun, that the player can still interact with will be difficult. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | I anticipate that creating a level that the player is fully able to move around and modify will lead to some unforeseen challenges |
| PLAYER FEEDBACK | Ideally, a player playing the finished game would feel that the game is clever and interesting, with some unique ways of interacting with the level. Additionally, they will also hopefully find the main character to be cute in a helpless kind of way. |