**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? | The Player’s ability to control the main character. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | With ability to control the level. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Sympathy-This should be felt through ludonarrative (with the player trying to help the adorable creature traverse through the level).  Shock-This should be felt when the player witnesses the brutality of failure that is bestowed in the game.  Relief-This should be felt when successfully completing 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 | Neigh |