**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? | Shooter |
| WHAT MECHANIC ARE YOU CHANGING? | Shooting |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player does not shoot only the enemies do |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Excitement when the player is dodging the bullets, fiero when they have faintly passed a hard part of the game and frustration when they can’t beat an area. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | level design so that the levels feel fun to play |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Programming the ai so that it is not too easy but not so hard that its unfair. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  the game is fun but challenging  the concept was interesting and enjoyable to experience  the game was a nice challenge, nothing too easy |