**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? | We are going to be doing a top down 2D shooter. |
| WHAT MECHANIC ARE YOU CHANGING? | We are going to be taking away the mechanic for the player to be able to shoot back at the enemies that are going to be in the game. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The shooting will be changed with a dodge mechanic meaning you cannot shoot back but must rely on dodging the bullets instead. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | For emotions we are going to be trying to make the player feel excitement, fiero and frustration. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Making sure that the art is consistent and that the level is designed properly for the type of game we are making. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The hardest task for the programming will be making the AI that is going to be in the game. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  The ideal kind of feedback I would like to get is how well the flow of the movement system works with the dodging all the bullets and not getting hit. Along with this I would also like to hear that the game is not too easy nor difficult meaning it is fun for the player to play. |