**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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| WHAT GENRE OF GAME ARE YOU CHOOSING? | The genre of game that we settled on is going to be a 2D top down shooter. |
| WHAT MECHANIC ARE YOU CHANGING? | In most top down shooters, the player is given a weapon that he can attack/shoot with. In this case, we are taking away the shooting mechanic (from the player) which is a core mechanic of such games. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | We have been fluctuating between being able to dodge incoming bullets or deflect them, but we eventually settled upon having the player deflect incoming bullets, which could add a whole new perspective to the gameplay (while hopefully making it fun!). |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | These types of games (together with bullet hell games) invoke emotions of excitement, fiero and a bit of frustration to go along with the feeling of triumph in a truly engaging and quite hard game. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | While discussing this with my team, I believe that the main design problem that we will face is going to be creating a good level design in order to make the gameplay fresh and exciting. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | As the only programmer in the group, I can safely say that the key programming issue that I am going to encounter is going to be creating the A.I. in such a manner that the player feels he’s fighting enemies and not just a sprite dancing around the level. Path finding and tracking the player will prove to be a challenge that I am more than determined to overcome. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :  As a player, playing my finished game, the ideal feedback would revolve around how good the controls feel (moving around the map, reflecting the bullets in a timely and neat manner) as well as how good the game looks (not only the sprites, animations and particle effects, but the level design and general aesthetic and narrative feel of the game). |