**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

**We are looking for you to complete as fully as possible in response to the Brief. Upload to Github.**

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Roguelike |
| WHAT MECHANIC ARE YOU CHANGING? | Perma-death |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | When you die against an enemy you can then take the control of its body |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Anticipation, complacency, joy and easy fun |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Balancing, maintaining immersion, design impactful rewards and avoiding overcomplication |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Correctly generating the dungeon, the unpredictable AI of the enemies, path finding |
| PLAYER FEEDBACK (1) | I could play his game on-and-on. The fact that we never die and change body is really interesting. |