**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? | platformer |
| WHAT MECHANIC ARE YOU CHANGING? | No possibility to jump |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Use a grappling action |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | astonishment, craze and excitation |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | We would always need to have a surface on which the player can use its grapple or else he would be stuck as he can’t move in another way. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Add the action of grabbing a surface and tracking the position of the player as he move towards the specified point |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game.  What is the ideal feedback you would wish to have?   * I like the idea of the grapple, it opens new possibilities of actions, we need to think a bit more on were to grab on the wall to get to a certain point. |