**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? | Real time strategy |
| WHAT MECHANIC ARE YOU CHANGING? | Research new technologies |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | At the start of the battle each player will choose a set of technologies they are allowed to use, and they can’t change them during the game. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Anticipation, tension, joy, competitive |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Balancing and designing the technologies because we want them to have a big impact on the gameplay so the players will have to plan how they want to play the game before they start playing. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The AI of the units, generating resources on the map |
| PLAYER FEEDBACK (1) | Really competitive!  I like the initial choice you have to make every game because it makes the game different every time I play it. |