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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | The Genre for the idea of my game is a 2D Platformer |
| WHAT MECHANIC ARE YOU CHANGING? | The mechanic I would remove is jumping |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player can left click and right click to rotate the map so they can walk on walls to avoid obstacles |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | A sense of frustration  Hard fun  A sense of excitement when they narrowly avoid obstacles |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | The gravity change could be tricky to get right, as too fast could make the player fall back and too slow to leave the player frustrated and impatient. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? |  |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- |