**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

|  |  |
| --- | --- |
|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Top Down Shooter |
| WHAT MECHANIC ARE YOU CHANGING? | The ability to shoot |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Enemies can shoot other enemies, so the player must position themselves in harms way to have enemies shoot one another |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Potential schadenfreude  Stress when in harms ways  Excitement when facing many enemies at once  The game has puzzle elements of figuring out how to make enemies shoot one another |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Making sure players do not get bored due to enemies being too spaced out or too close together  Managing difficulty effectively (Too many enemies = more bullets to dodge = more bullets to shoot enemies with) |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Making the enemies less predictable while also making winnable scenarios available. |
| PLAYER FEEDBACK (1) | Wants the game to have a consistent fast pace  Feeling of accomplishment from clearing challenges  Entertainment when watching enemies shoot one another |