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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Roguelike Bullet-hell. |
| WHAT MECHANIC ARE YOU CHANGING? | The player’s ability to attack. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Player must lay traps and lead enemies into them, while avoiding enemy attacks. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Challenge – derived from obstacles. Hard fun, with potential for fiero. Discovery from entering new spaces. Tension. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | * Designing tough, intimidating enemies * Keeping the fast pace, keeping immersion (worry of immersion being lost through tough difficulty) * Keeping tension high * Potential boss designs * Having a good reward schedule (Pickups, etc.) |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | * Enemy movement – especially in following the player * Balancing of different powerful traps * Balancing damage output * Physics – how object momentum will impact the rest of the world |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-   * Nicely challenging – glad I was finally able to beat it! ☺ * Stimulating visuals – I felt intimidated and inferior. * Exciting mechanic workaround. |