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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Roguelike (mechanic change could also work with platformers or runner games). A roguelike can be defined as a procedurally generated dungeon-crawling game with permeant death. |
| WHAT MECHANIC ARE YOU CHANGING? | Core movement; transition away from traditional core movement system (walking along pre-confined axis – e.g. 4 way movement in The Binding of Isaac) |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Momentum/kick-back based system; players use their core weapon as both a tool to kill enemy NPCs, as well as the primary method of movement – the player utilizes weapon knockback to move |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | * Fiero as dramatic tension reaches climax and, subsequently, pay-off * Hard Fun through challenge and mastery * Light elements of Easy Fun through unique kickback mechanic |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | * General core weapon balance, especially in regards to how movement is influenced; how hard should the kickback be? How fast should the rate of fire be? How much damage should the weapon deal? Etc… * Creating unique types of enemies to fully utilize the unique movement |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | * Procedural Dungeon Generation * Enemy AI |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  “I thoroughly enjoyed the unique movement mechanic offered by the game. Judging the knockback as hordes of enemies attacked me was very dramatic – I was never sure on when exactly to shoot at enemies or shoot away from them to escape. Moreover, the replayability offered by the randomized dungeons really incentivized me to replay and master the core game loop.” |