**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? | 3D Platformer |
| WHAT MECHANIC ARE YOU CHANGING? | Jumping/Vertical Movement |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Alternate methods of propulsion: Boosting/Grappling Hooks/Time Freeze/Rocket Jumps etc. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Fiero, Joyful, Pride, Playfulness. I am looking for the players to enter the state of flow. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Designing the game loop to be challenging enough to keep the player in a constant state of flow. Creating a game based on hard fun, that is not too challenging as to become unappealing to casual audiences. Designing the levels so that they are challenging enough, but not frustrating. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Implementing the new mechanics in the game, in a way that won’t limit their use. Being able to create a quick prototype of the game, allowing for early playtest of the ideas. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  “The game felt intense, I was constantly paying attention. I love the way you navigate around. Level x was a bit tricky to do, but I managed to finish it after a few tries. I like how your game has both mental and physical challenges.” |