**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

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | 2D Platformer |
| WHAT MECHANIC ARE YOU CHANGING? | Movement |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The ability to select an area to teleport towards |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | This will encourage players to take a move strategical approach towards completing the level as opposed to a move reflex-based action style as seen in other platformers |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | The issues of this design are to give the player multiple fun and interesting options to traverse that give their own consequences. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | For programming the main concerns there are, are the ability to move your character to still have it locked to a radius around your current position and also displaying that radius. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  “The change in skill set in a fresh experience and forces me to think ahead before I choose my moves carefully, considering all possibilities before deciding.” |