**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? | Our team has chosen a zombie survival game, with a safe zone the player must stay in. LIMITED IN SCOPE. We have chosen to omit survival mechanics for now. |
| WHAT MECHANIC ARE YOU CHANGING? | We are removing the traditional shooting mechanics found in this genre. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | We are introducing the ability for the player to throw physics-based objects at zombies or use zombie food to distract them. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | We are looking to the create feeling of anxiety and tension within our players as they try to survive waves of zombies. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Some of the key design problems will be deciding on how complex the visuals will for the time we are allocated and the skills of the designers. Creating animations something which the designers have never done before. Creating a balanced and yet challenging game. Providing reward mechanics that can make the player feel accomplished. Creating backstory for the game and trying to avoid first-level consciousness. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The scope of the game is quite large but is manageable. The AI will be quite challenging to implement, but it is zombie AI which is rather simple. Creating physics objects to throw will be quite difficult to implement. Another issue will time allocations due to the scope of the game it will be quite difficult to implement all of the features we want in the game. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  We want the players to feel like that their lives were in danger.  We want the players to fell fully immersed in the game, as they fight for their survival within the game. |