Game Genre Research

Chosen game genre: FPS

Core mechanic : Shooting

Proposed changed mechanic: Feeding by throwing items

The player is placed in a constrained zone. Enemies are coming towards the player and he must survive for as long as possible (waves system?). Instead of simply shooting the enemies, the player must pick up an item and throw it outside his safe zone to lure enemies away from him.

The type of fun this game would be hard fun. The game is progressively becoming more challenging which makes the tension to grow for the player. The relief will come from a simple upgrade system. He will want to play the game again to earn more money to buy upgrades in order for him to survive more and beat his high-score.

Target audience is casual players who want a simple way of passing the time as well as a small challenge.

The key design problems:

* Choosing how complex the visuals will be based on how much time we can allocate to this and also based on the designers’ skills.
* Creating the animation.
* Balancing the difficulty of the game.
* Adding more rewards for the player to make him feel like he is accomplishing something.
* Choosing the backstory of the game, trying to avoid first-level consciousness