What is it:

Write a 1 page description of a proposed game that uses the core mechanic turned in for Milestone #3. The goal of this exercise is to come up with a creative re-purposing of the core mechanic. That is, we want the user to do the same activities, since that is what the mechanic specifies, but we want the user to do them in an environment totally different from the context from which the mechanic was drawn.

If your core mechanic description in Milestone #3 received less than 5/10, then the first section of this deliverable must be a new attempt to describe the core mechanic. You must think in a very detailed low-level manner about exactly what players do and how they do it, not in dihetic terms that come from the game universe ("The player shoots alien ships"), but in more specific concrete terms: "The player scans a two-dimensional field for alien ships, identifies those that might pose a threat, orients and navigates his ship towards them and fires on them." Your description must use the concept of the perception, analysis, decision and execution cycle.

The proposed game should differ as much as possible from your original in all of its thematic, narrative, and semantic elements. If you started with a first-person shooter game, your proposed game should not involve guns or other projectile weapons. If you started with a racing game, your proposed game should have nothing to do with piloting a vehicle around a track. Working with the core mechanic of Asteroids, a possible re-purposing might be a frog swimming around in a pond snapping up flies with his long tongue, and avoiding the occasional predator. You will have to rewrite this proposal if turns out to be too similar to the original game.

You should prepare by doing a lot of brainstorming. Have each team member write down 3 or 4 crazy ideas and circulate them with the rest of the team. Out of these ideas, pick a few to develop further before settling on a single proposal.

Your proposal should describe the game's overall theme and structure, indicating how the core mechanic will be applied in it. You can assume that the reader has read your Milestone #3, so you do not need to re-describe the core mechanic here.

What to turn in:

Submit a MS Word document containing this description (and if necessary, your revision of Milestone #3) as Design Project Milestone #4. Only one team member needs to do this. Please put the full name of each team member on all your design project submissions.