**IT6034 Game Development: Project**

**Game Overview**

**Game Title:** Skeleton Jump

**Intended Game Platforms:** Windows PC and Mac PC

**Target age of players:** 5 years and up

**OFLC\* Classification:** G: General: Suitable for General Audiences

A picture containing table

Description automatically generated

**Summary of games story:**

Skeleton Jump is a multi-level pick up object game where the skeleton is trying to get to the castle and win the treasure chest. Along the way, it must overcome challenges and obstacles while collecting points and beating the timer to progress through the different levels of the game. If the timer runs out, then the player’s score returns to zero and they must begin the level again.

There are different objects that when collected, effect the player differently. Coins add to the score, clocks add additional time to the timer and enemies slows the player’s speed. Each level gets gradually more difficult and the background changes. Once all levels have been completed the skeleton reaches the castle, they win the treasure chest.

**Unique selling points:**

\*Simplicity of design and play

\*Family friendly – Perfect for the young and old

\*Easy to understand the concept

\*Familiar layout and concept