

Jump!

By Argenis Lamadrid

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GDD Template Written by: Benjamin “HeadClot” Stanley

Repo Url:

[http://rijeka.sdsu.edu/argenis2/CS583F18_2D_Game_Lamadrid_Argenis_Jump.
git](http://rijeka.sdsu.edu/argenis2/CS583F18_2D_Game_Lamadrid_Argenis_Jump.git)

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Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Project Scope

Influences (Brief)

- <Influence #1>

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Core Gameplay Mechanic #2>

- <Core Gameplay Mechanic #3>

- <Core Gameplay Mechanic #4>

Story and Gameplay

Story (Brief)

Gameplay (Detailed)

Assets Needed

- 2D

- Sound

- Code

- Animation

Overview

Theme / Setting / Genre

- Post-apocalyptic survival Platformer

Core Gameplay Mechanics Brief

- Player Jumps between platforms trying to survive for as long as possible
- Head-guy enemies move up and down trying to shoot player
- Bullet-guy enemies pursue the player and cause damage on impact
- Endless waves, gets exponentially harder

Targeted platforms

- PC

Project Scope

- <Game Time Scale>
 - Cost: No cost to make
 - Time Scale: ~ A week
- <Team Size>
 - <Core Team>
 - Argenis Lamadrid (Everything)
- <Total Costs with breakdown>
 - \$0.00

Influences (Brief)

- <Influence #1>
 - <Post apocalyptic platformers>
 - Based on games I played as a child.

The elevator Pitch

You're the last person alive, survive for as long as possible against endless waves of enemies.

Project Description (Brief):

A simple 2D platformer with two enemies, ones who strafe, ones who chase and crash into you. Endless waves of exponentially more enemies.

What sets this project apart?

- The cool game music.

Story and Gameplay

Story (Brief)

The world has been ravaged by war. You're the last person alive, endless hordes of robots seek to take you down. Hold out for as long as possible.

Gameplay (Detailed)

Application executes, splash screen, then a menu. Options are credits, instructions, and start. Once you hit start a new scene loads, the game begins. You try to survive, wsad and arrow keys for movement and mouse1 or spacebar to fire. Endless waves of enemies spawn, if your health falls below zero you're dead. Then an options menu pops up and you can go back to the starting menu and give it another shot.

Assets Needed

- 2D

- Textures

- Head_Boss_01.png
- Head_Boss_02.png
- Head_Boss_03.png
- EA2_1.png
- EA2_2.png
- EA2_3.png
- EA2_4.png
- ship2.png
- robot.psd
- Engine_fire_1.png
- Engine_fire_2.png
- Engine_fire_3.png
- Engine_fire_4.png

- Robot_idle_1.png
- Robot_idle_2.png
- Robot_idle_3.png
- shield1.png
- shield2.png
- shield3.png
- sparkle1.png
- Sparkle2.png
- Sparkle3.png
- Lazer3.png
- Lazer4.png
- Basic1.png
- Top1.png
- Top2.png
- Top5.png

- Characters List

- Player
- Head-guy
- Bullet-guy

- Environmental Art Lists

- sky.png
- cloud02.png
- cloud03.png
- building2.png
- building3.png
- building4.png

- Sound

- Sound List (Ambient)

- Background Music

- wyver9_Arcade Level(8-bit).wav
- wyver9_Beat'em up Level.wav
- wyver9_Thorns'n'Ropes(8-bit).wav

- Sound List (Player)
 - Character Movement Sound List
 - laser4.wav
 - SFX_Jump_09.wav
 - Character on Injured / Death sound list
 - Haha.wav
- Sound List (Head-guy)
 - Head-guy Movement Sound List
 - laser6.wav
 - Head-guy Injured / Death sound list
 - explosion.wav
- Sound List (Bullet-guy)
 - Bullet-guy on Injured / Death sound list
 - boom3.wav
- Code
 - Character Scripts (Player Pawn/Player Controller)
 - PlayerMovement.cs
 - CharacterController.cs
 - Ambient Scripts (Runs in the background)
 - MainMenu.cs
 - SoundManager.cs
 - SoundMusicManager.cs
 - WaveSpawner.cs
 - RightWallController.cs
 - LeftWallController.cs
 - LaserRoundController.cs
 - LargeLaserController.cs
 - GameOverMenu.cs
 - NPC Scripts
 - BulletGuyAI.cs

- BulletGuyController.cs
- HeadGuyAI.cs
- HeadGuyController.

- Animation

- Character Animations

- Player
 - Player_Idle.anim
 - Player_Death.anim
 - Player_jump_pack.anim

- NPC

- Bullet_Guy_Death.anim
- Bullet_Guy_Idle.anim
- Head_Guy_Death.anim
- Head_Guy_Idle.anim