Jumping Jax game design document

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Game overview

Game concept

Jumping Jax is a 3D cyberpunk styled platformer, where the player has to find his dog (Jax) on each level. This is done by either bunnyhopping or platforming through the level. Cyberpunk style music will play during the level.

Target audience

The target audience of this game is people who

- Love cyberpunk games
- Love platforming games
- Love the bunnyhopping mechanics of games like CS: GO

Game flow summary

Art style

The game will use cyberpunk, neon style lighting. The play areas will always be set in a narrower space, even in open areas. Light will come from both the sides and from below the character. We will try to stay away from lightning from the top.

Due to the rapid expansion of humanity, there is barely any space left to build, however, necessary infrastructure still needs to function. For this reason, bridges and tunnels have taken over suburbs and residential areas, with subway stations appearing in small streets in big cities.

Gameplay styles

Levels will be either fast-paced or slower-paced, with the second one being parkour areas. Parkouring will mainly be done when the player has to move vertically, while bunnyhopping will be used when horizontal distances need to be covered.

Gameplay mechanics

I.   Bunnyhopping
II.   Parkouring
III. Collectables
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Gameplay mechanics descriptions

Collectables

The player will have to option to collect glowing dog bones during their progression. These dog bones will count towards their rating at the end of the level.

Level completion-time rating

When the player finishes a level, they will get a dog bone rating depending on the time they completed the level under. By default, there are 3 available dog bones to achieve. However, the collected optional dog bones will count into the rating, meaning if a player only gets a 2-bone rating, but if they collected 1 bone during the level, they would get a 3-bone rating. The player will be able to get more than 3 bones as rating.

Portals

On certain maps, the player will have the option to create a maximum of 2 portals for them to use for traversal.

Portals will allow the player to teleport instantly by walking through a portal on one wall, and out the portal placed on another wall.

- A player can shoot one portal through another
- Portals preserve the player's momentum
- Portals can teleport other objects besides the player
- Players cannot create a portal while inside of another portal
- Left click always places the Blue Portal (unless it is re-bound to a different hotkey). Pink Portal is placed with right click.
- Portals can only be placed on Portal Walls, or more specifically, objects with the Tag PortalWall and the Layer PortalWall.

We are not intending to ship this feature in the first alpha release.

Custom levels

The player will be allowed to create custom levels using a built-in editor, and then post them on the Steam Workshop of Jumping Jax.

We are not intending to ship this feature in the first alpha release.

Replay

The second time the player progresses through a level, their body will have a hologram clone that will follow the player's path from the original run. The previously pressed keystrokes would also appear on the HUD.

Tutorial texts

On each level, tutorial text will appear containing whatever the level designer wrote in it. This text will disappear when the player presses TAB.

Developer console

The game will feature a console, which will host several commands for the developers and the players.

These commands are:

Command	Description	Requirements
GetGameInfo	Prints out the following: • Game version • Date of release • Steam name of owner • Unity version • Unity date of release	

Setting

The game will be set in the far future. The player character is a young woman of color who loves to play hide-and-seek with her dog, Jax. One day, Jax gets out of control, and the player has to chase him down.

HUD

The game will feature a HUD. It will contain the following elements:

- The player's speed (m/s)
- Their time
- Current portal status (crosshair)
- Tutorial text for current level
- Keystrokes