**JumppyJumper**

* **Team**

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* **Introduction**

JumppyJumper is a 2D game which take place in a fantasy world where gods and creatures lives together. You incarnate a weak god who like follow and watch the live of a slime family.

After a nuclear catastrophe, the slime family is in danger. To save them, you will have to use the few power you have and your agility.

* **Game**
  + **Technologies :**
    - **JAVA**
    - **Slick2D**
    - **Kryonet**
  + **Plateform :**
    - **Windows**
  + **Customers :**

Every people who can use computer with a mouse. There is no age limit, but the player should have the possibility to use the mouse and the keyboard (maybe more than 7 years old). It could be a good learning game for children, it offer a first step in the force and gravity apply on objects. The first challenge in this game is to calculate the direction and the speed of the slime to catch him with new portal.

* + **Persona :**

Classic gamer who want to play a fast and energic game between two game of League of Legend or Dota.

* + **Pain points :**

No pain point due to the team, because i do the project alone. The only pain point is the time.

* + **User scenarios :**

When the user enter in the game, he has to choose a level, if he finish it, he can access to new one.

Then the user have save the slime family by putting them at the end of the map. For doing this he has to create portal (which can make the slime jump in a specific direction) to dodge trap.

* + **Goals :**

Produce fun and challenge to the player. The game will be easy to play, but hard to master. And a point classement will push the player to invent different strat to finish the level.

* + **Non Goals :**

The game is too hard and no one can finish the levels. Players don’t like the game design.

* + **Interactions :**

In the first version of the game, the player could use 1 action : create a portal

The slimes will interact with the portal, i twill make them jump in a direction defined by the player at it creation.

The portal can have 2 types, increase or decrease the speed of the slime. If the player stack 2 portal in the same place, a new effect with be added.

The effect can be : increase speed and destroy a destroyable wall, protect the slime …

* + **Open isssues/Risks :**
    - Physics and collisions bug
    - Timeline : 1 developer in the group
  + **Priority :**

Do the best and fiable world physics by myself. It is the most important and hard thing to do in my project.