

Jump And Launch (JAL)

Jonathan, Anh (current leader), Logan (next leader)

<https://github.com/Eometheous/Web-Platforming-Game>

Jump and Launch (JAL)

Jump and launch is a player vs player platforming game with some mechanics to launch projectiles to the other player in hopes to slow them down.

- Frontend: Svelte, Tailwind, Javascript, CSS, HTML, Unity, Aseprite
- Backend: Flask, Python, C#, SQL



Job Assignments (Per Individual)

Jonathan:

- Front end flask developer
- Back end SQL developer
- Unity Developer

Anh:

- Unity Developer
- Level Designer
- Sound Designer
- Mockup Adobe XD ([Link](#))

Logan:

- Sprite artist and character designer.
- Unity Developer

Milestones

M1 (2/6 - 2/15): All document details, product specifications, Adobe XD Prototype, and Setting up code and game engine

M2 (2/20 - 2/29): Based on movement and platform, set up log-in and sign-out

M3 (3/5 - 3/14): Store user's basic data in the database, Set up Lvl 1, Add shooting mechanics, Check that Unity works on the website after signing in

M4 (3/19 - 3/28): Lvl 2 & 3

M5 (4/2 - 4/11): Beautify the website and add starting screen

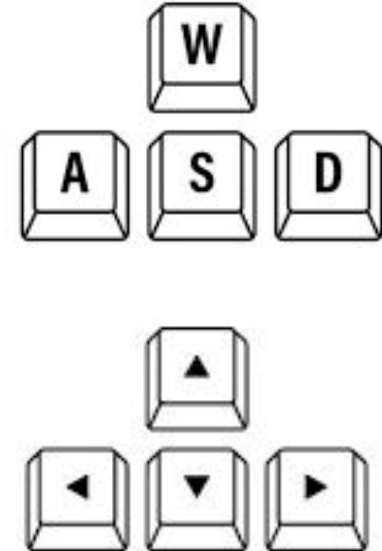
M6 (4/16 - Finals): Minor adjustments and testing

Algorithms Used



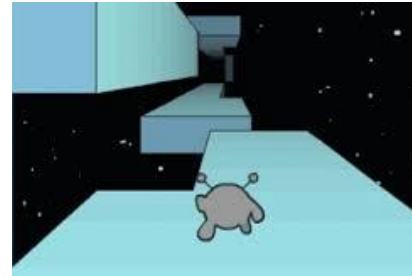
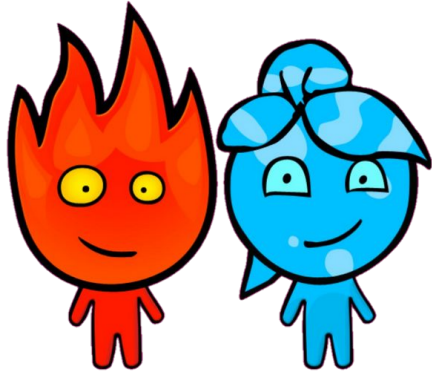
Linear searching for user information within SQL tables. $O(n)$

Input Keys	Action
Up Arrow W	Jump
Left Arrow A	Move left
Down Arrow S	Move Down (Change elevation)
Right Arrow D	Move Right
Enter Space	Shoot/Launch projectile



Market Space

The nostalgia aspect, similar to the old (2 player) Flash games, will draw people in The game also offers competitive gameplay that 2 people can play on the same device



Partner team and their feedback (GeoUnity)

- I liked the mission to revive physically-present multiplayer games
- UI was clear and unobstructed - easy to just enter into a game
- Homepage & game screens clearly defined
- Game needs some clarification
 - Jumping like mario - can users interact? are there 'items'?
- What kind of levels? How many? Randomly generated or manually created?
- If two players are playing on the same physical screen, how will both users be accounted for? Will both login?

Adobe XD Prototype ([Link](#))

Thank you for listening