* **Game Research Topic Title:**
  + How something as simple a jump can change a video game
* **Description of the Project:**
  + In this project I plan to recreate a level similar to World 1-2 of Super Mario Bros. and will examine how three different jumping mechanics change the way the user plays the game. The types of jumping that I plan to create are:
    - *Mario jump:* The player goes up, and then falls back down to the ground
    - *VVVVV jump:* The player flips and goes to the ceiling, jumping again flips them back down to the floor
    - *New jump:* The player jumps up like a normal “Mario jump”, but at the apex of the jump the map flips and the player lands on the new floor
* **Discussion of the Relevance/Importance to Game Design:**
  + Movement is one of the most crucial aspects of any game. Even with a game like Super Mario Bros. that by today’s standards has very simple mechanics it is still played on a daily basis. So examining how changing jump one simple aspect of the game can totally change how the game is played, and possibly its longevity as an icon of video gaming greatness.
* **Project Plan:**
  + *Sprint 1 (7/15 – 7/22):*
    - Work through a 2D Unity development course from udemy.com
      * Learning how to create a simple platformer in Unity
    - Create the logic for the Mario jump
    - Create a skeleton Game Design Document (GDD)
  + *Sprint 2 (7/22 – 7/29):*
    - Playtest the Mario jump with classmates on campus and if allowed in class
    - Add the mechanics for the VVVVV jump
  + *Sprint 3 (7/29 – 8/5):*
    - Playtest the VVVVV jump with classmates on campus and if allowed in class
    - Add the mechanics for the New jump
  + *Sprint 4 (8/5 – 8/12):*
    - Playtest the New jump with classmates on campus and if allowed in class
    - Submit GDD, project, and relevant papers
  + *Continuous:*
    - Update GDD as new mechanics are added
    - Record player feedback and playtest results and add them to their respective documents
* **Deliverables:**
  + 1 GDD explaining the mechanics of the game, relevant information, and what was learned
  + A digital copy of all playtest feedback, and forms that were used
  + 1 digital copy of the game (if allowed by Unity – not sure what I can create with a free account)