A. Campbell, N. Mohamed-Aly, E. Shepherd, K. Villafuerte

17 June 2013

We wanted to create something that we hadn’t seen done before using Processing. We wanted it to complicated but not impossible. Therefore, we decided to create a game with very similar game play to that of Doodle Jump. We did, however, give the game a feeling of originality through its creation. For example, whereas Doodle Jump is an infinite, score-based game, ours has a total of three levels which need to be completed. Our game also has a sense of personality; we implemented different players and backgrounds to each level. To add onto this, we integrated fitting music as well. The different settings include a graveyard and heaven, while the characters include a ghost and Bloo from *Foster’s Home for Imaginary Friends*.

As stated, the game play is very similar to Doodle Jump’s. In level one, there is a bunch of gray platforms available for the player to jump on. Once the player has hit the platform, the bounce score increases by one. In order to move on from one level to the next, the player’s bounce score must reach a certain number. In order to add a bit of variety to the game, we decided to add a different type of platform. The smaller, green platforms are harder to land on, but more beneficial to the player. They give the player 5 bounce points instead of one bounce point and send the player much higher in the air than the regular, gray platforms. The colors of the platforms change in order to look attractive with the background images for each level. Our audience is primarily younger children. The game could, however, catch on with teens and young adults.

Throughout most of the creating process, each team member stuck to his/her duties. Nada created many images for the characters and also helped code some user interface aspects of the game, such as the menus. Ethan completed the project description and added minor things when a bit of help was needed. Adonijah was the primary coder for the game and created a large portion of the code and project as a whole. Kevin acted as a coder-quality assurance tester hybrid who split his work between the two jobs and aided Adonijah whenever he needed assistance.

Roles:

Programmers: A. Campbell, K. Villafuerte

Quality Assurance: K. Villafuerte

User Interface Designers: N. Mohamed-Aly

Graphic Designers: N. Mohamed-Aly

Project Manager: E. Shepherd