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As a group, we immediately kept in mind that we would not wish to create something too complicated or intricate for us to handle. Therefore, we decided to create a game in which you control a character using four mouse keys for directions (right and left). The object that the player controls will constantly be bouncing up and down. The object will bounce to the same height every time and will not speed up or slow down. There will be small platforms that the player must jump on and the object of the game is to get as high as possible.

The inspiration for our game came from current mobile video games. We wanted to create something that was simple, yet addictive. So we thought of current games that had these attributes and considered creating a game that is similar to Mega Jump or Doodle Jump. However, instead of creating a game that is endless, like the aforementioned, we want to create one that either has levels. Once the top of a level is reached, the player advances to the next level. After a bit of playing and successfully completing subsequent levels, there will be some sort of winning condition. Our audience is primarily younger children. The game could, however, catch on with teens and young adults.

Roles:

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