**Slime Jumper**

**Game Design**

**Document**

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# High Concept Statement

You have to get out of the hole before you melt away in the lava while collecting parts of yourself that has detached.

# Story

You are a slime creature that has accidentally fallen into a hole within the ground and now find yourself meters away from burning hot lava and the only way to go is up. You have no other choice but to use your surroundings to get out of the hole with as much slime as you can without falling into lava.

# Genre

The genre of this game will be casual top-down scrolling game where if you fall (miss a platform or don’t have any more slimes to give you a boost) you die.

# Gameplay

The gameplay will be medium speed casual style game. Using the screen the player is able to control the character and attempt to get them to safety. They will have different methods to get out of the hole, with either platforms or slimes that are spawned in.

# Setting

This world takes place at the bottom of the underworld. In the background there is lava that is fast gaining on you, and as you move up the setting will change with a parallax background, so you will appear to be moving from a heavy lava zone to an area with fossils to above ground with a blue sky. The mid-ground will contain two different images of dark clouds to give off the illusion of the darkness that is in the environment. The foreground will have the main components with what the player interacts with including, the normal and special slimes, and the platforms, which can be breakable and non-breakable. All these levels of background will move at different rates to give off the illusion of motion.

# Hardware Platforms

This game is developed for the iOS hardware, both on iPhone and iPad devices.

# Game Controls

The player controls a little bouncing slime by touching and holding down the screen to determine where it goes in the game world. The player is to navigate their slime safely out of the underworld by using a combination of platforms, which some are breakable and others are not and slimes, which give the player a velocity boost upwards.

# Intended Audience

For individuals who want to keep busy when they have nothing to do. This

# Development Team

I will be coding all of the game play mechanics myself. In addition, I will be creating all of the assets myself this will include the art and the UI system. The only thing that will not be my own is the slime animation images as I got that off the internet.