Project-description

Game idea:
Lumberjack Jack is a game about the angry lumberjack Jack, who abducted by aliens is using his chainsaw and incredible physique in an attempt to escape.

Gameplay:
Jack will be constantly moving forward, and the player is left with trying to avoid or destroy any obstacles in his path. The controls of the games are simple, pressing the left side of the screen will result in Jack jumping, and pressing the right side of the screen will cause Jack to throw his chainsaw towards the location pressed. The level is infinite, and the difficulty of the game is increased progressively during gameplay, the challenge of the game lying in getting as high of a score as possible.

Development team:
- Johan Barbero Unenge - Scrum Master, Developer
- Sebastian Odbjer - Project Owner, Developer
- Alexander Hederstaf - Developer
- Jesper Persson - Developer
- Jonatan Rapp - Developer

Features:
- Run - The main character moves forward automatically.
- Infinite game world - The game world is auto generated during runtime and is never ending.
- Obstacles - The game world is full of obstacles which the main character has got to adapt to.
- Throw - The main character carries a chainsaw, and that chainsaw is throwable. This is utilised to progress through the game world by destroying obstacles that are in the way.
- Jump - The main character can jump to get over obstacles.
- Score - The game features a score system and the current game score should be clearly visible to the player.
- Progressively increasing difficulty - The difficulty increases during the game - the more time that passes the faster the main character runs.

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