Sugar Rush!

*Two JJ Game Studio Production*

**Game Identity:**

Stylized sprint platformer where a puff makes her way back up a large hill to her parents, while eating all the fruit that she can before depleting her energy.

**Characters:**

Player: Puff (baby)

NPC’s: Mama and Dada

**Game Story:**

During a typically lovely Sunset in the Grass Mountain High Valley, a puff has made her way out of the nest and down the grass mountain so that she can pick delicious, otherworldly fruits. These fruits are nearly ripe, but not quite yet. After making her way to the bottom, she grows tired and rests on a beach hammock. The hungry puff wakes up to an ever closer sunrise. She rises from a hammock at the mountain base, and picks the now ripe fruit in order to sustain her rush back up to Valley Nest.

Puff rushes home, up the mountain, and back to the valley nest.

**Conflict:**

She is only safe to deplete her energy on the flatland platforms in between each RUSH, where she will have to pick fruit to replenish her energy. On her ascent of Grass Mountain, she must avoid hammocks that hinder her RUSH up to the valley nest.

**Resolution:**

After many RUSHES, she’s satisfied, tired, and happy to return to her Valley Nest, and give Mama and Dada a *big, big, big hug,* as she closes her eyes, under the star-lit sky.

**Design Pillars:**

Stop & Go. Fast. Increasingly difficult. Cute. Love. A sense of home.

**Mechanics:**

On Flat land

* The full range left and right character movement mechanic.
* The forward and backward movement mechanics are automatically set by the game engine. While the energy bar has
* Sugar Rush uses a depleting energy mechanic which is maintained by consuming wild fruits.
* There are hammocks that possess a hinder and assist mechanic, depending on the status of the creature. (Ascent or descent.)

**Interface:**

**W:** Forward / **S:** Backwards **A:** Left / **D:** Right

**Art Style:**

Cute, cartoonish designs. Think Jiggly Puff and a sun with rotating rays. Hammocks that swing like someone’s in them.

**Technical Design:**

* Big-O Notation
* **!INPUT NEEDED FROM GAME DESIGNERS!**

**Game Loop:**

