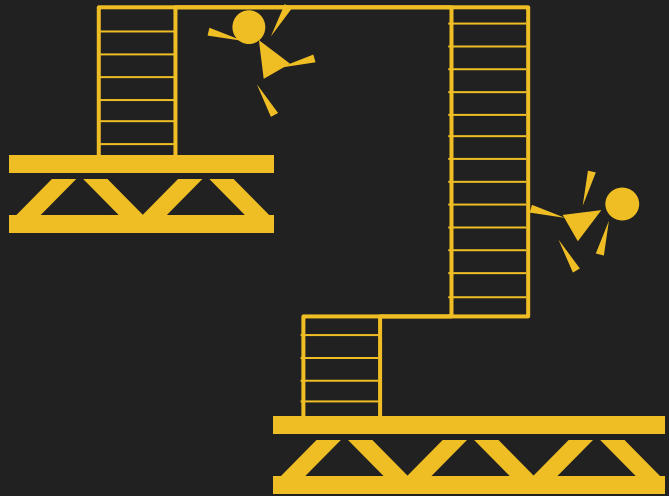


# “Jumpman Juke” Prototype Jam 1

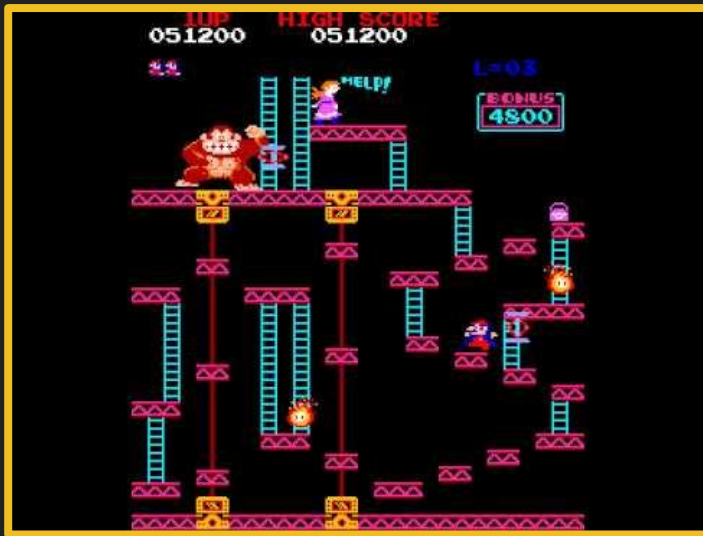
Solo or with partners...  
Create a level for the 1981  
arcade game Donkey Kong,  
but put your own twist on it!  
Be bold, but keep it brief!



▲ No need to replicate the aesthetic or mechanics of the original game!



# Target the minimum viable product (MVP)!



Donkey Kong (1981)

<https://youtu.be/UBHJhla8TO4>

Jumpman could walk, jump, climb, fall, collect items, hammer, die, respawn, and win the game. That's a lot!



# Target the minimum viable product (MVP)!

- ❑ Tweak an Unreal Template: keep gameplay simple!
- ❑ List all assets/functions needed > delegate tasks!
  - How much are we getting ourselves into?
  - When will I have time to work on it this week?
  - Who will need to receive and use my files?
  - What can I reuse from my prior assignments?
- ❑ Use your strengths, and seek fun in the process!
- ▲ Need help? Ask around! Search it! Try, try again!