

# “Jumpman Juke” Prototype Jam 1

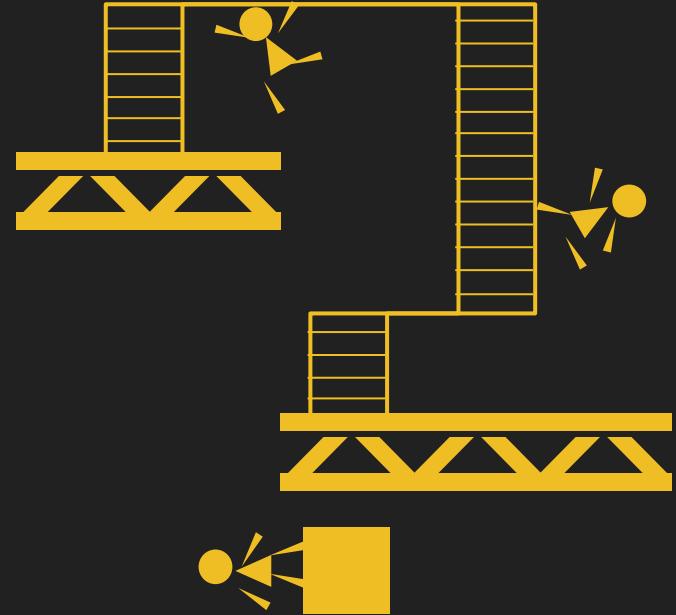
Solo or with partners...

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/UBHJhla8T04>

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!