**Team Members**: Andy Rivera, Joshua George Pangilinan, Samuel Gelinas, Aaron

**Title** Jeremiah’s Jungle

**Tag line** “Who’s the real king?!”

**Genre** Arcade/Platformer

**Target**  Casual and all ages

**Goal Beat the obstacles and get to his crown**

*Draft of Box Art*

**Plays like** Donkey Kong meets Water Girl and Fire Boy

**Core Mechanics**

1. Jump: allows character to jump over and dodge obstacles
2. Dash: allows character to evade/dodge and cross traps faster, can be used in the air and ground

**Related Games (Optional, remove section if you don’t use it)**

1. Donkey Kong: Nintendo, arcade, 1981
2. Water Girl Water Boy: Oslo Albet, arcade, 2009

**Game Project Summary**

*Supporting Screenshot / Drawings / Collage for Worlds / Levels / Characters / Game Items*

Jeremiah’s jungle is a game about a frog named Jeremiah trying to claim back his crown after losing it avoiding coconuts and obstacles along with platforming through the jungle to reclaim his spot as king. The first level is a tutorial, letting the player familiarize themselves with the mechanics and movement, letting the player start on a stationary platform trying to navigate through moving and stationary platforms. After the first level, the player is rewarded with a dash ability they could use in the air and on the ground, the second level will allow the player to experiment with the new dash ability with smaller platforms, wider gaps and more obstacles to traverse through. The final level will be a boss fight for Jeremiah’s crown, with a mysterious animal dropping coconuts on Jeremiah, similar to Donkey Kong’s role in Donkey Kong.

*Supporting Screenshot / Drawings / Collage for Worlds / Levels / Characters / Game Items*