**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

**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*

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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