

NinJump

A ninja platformer



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Game Analysis

The game NinJump aims to be a platformer but with ninjas. You play as a ninja that needs to retake scrolls from the enemy ninja clan. The player will have to traverse obstacles to avoid falling into the void while also avoiding the incoming shuriken the enemies. A single missed jump can mean your demise and a shuriken hit will work just as well. The player will have one life meaning they have to start all over again if they are to die. This may seem bad but it makes it so the player has to improve little by little until they can make it in one go.

Mission Statement

In NinJump you are a ninja who needs to find the scroll that the enemy ninja, or Noninjas, stole from your clan. Using your trusty shuriken, you will traverse through the levels, avoid death, defeat the Noninjas, and take back the sacred scrolls.

Genre:

The genres of NinJump will be 2D platformer, shooter ex:shuriken throwing, and retro style.

Platforms

This game will be made for the PC but could be integrated on other platforms if needed.

Target audience

This game will appeal to two very different audiences. The first would be younger kids between ages 8-14 because they enjoy themes like ninjas. Most kids around this age like to pretend with their friends that they are ninjas so what is better than being able to play as one in a game. The other audience this game will be geared towards is adults who grew up playing on the GameBoy. The game aesthetic will intentionally look like an older gameboy game with its limited color pallet. People who grew up with a gameboy would most likely like to play this game simply based on the aesthetic.

StoryLine/Characters

Being that this game is a platformer the story won’t be super in depth. Basically you are a ninja that needs to return scrolls that were stolen from you by the enemy clan. This enemy clan is known as the noninjas because they don’t look like ninjas but can still throw shuriken like the main character. Once the scrolls are obtained from the levels the player will have won and defeated the Noninjas.

| Character Name | Description | Characteristics | Additional Info |
| --- | --- | --- | --- |
| Player Character | A ninja well versed in shuriken throwing | Quiet. No voice lines only action for this guy | He hate the enemy clan |
| Enemy | Known as Noninjas  Also well versed in shuriken throwing | Quiet they don’t say much and don’t know how to move very well | They hate the player character |

Gameplay

Overview of Gameplay

NinJump is a 2D platformer with a shooter element mixed in. Unlike other 2D platformers, Ninjump has the player restart after death making the game much more frustrating to get the hang of. This won’t negatively affect gameplay because the overall size of the levels is small.

NinJump will be a single player putting the player against other AI ninjas. It will have one gamemode that requires the player to retrieve a scroll that was stolen from them. NinJump will also be made for PC but will have a control scheme that could be used on a console with a controller.

Player Experience

As the player you will be tasked with obtaining scrolls that the enemy clan, the Noninjas, stole from them. This will require you to traverse through jumps and avoid spikes. For if you get caught in the spikes you will die. Another hazard the player faces is the throwing stars that the Noninjas try to hit you with. While they may not be too smart, their throwing stars can kill. If you manage to get past all of them then you will be able to get the scroll they stole.

Gameplay Guidelines

The first major guideline for NinJump would be that it will be made for English speakers. This is more for simplicity, as it could be translated into other languages if it were an official title. Another guideline is that there will be limited violence so that the game can appeal to more demographics. So enemies will “die” but it won’t be graphic enough to warrant a rating change.

Game Objectives/Rewards

| **Level** | **Rewards** | **Penalties** | **Difficulty** |
| --- | --- | --- | --- |
| Level 1 | At the end of the level the player is awarded a scroll. | Hitting spikes, getting hit by enemies, falling. If health is reduced to zero player restarts from beginning | Easy |
| Level 2 | At the end of the level the player is awarded a scroll. | Hitting spikes, getting hit by enemies, falling. If health is reduced to zero player restarts from beginning | Medium |

Gameplay Mechanics

| **Character Attributes** |  |
| --- | --- |
| Main Character | Able to jump and throw throwing stars but only throws straight forward or backward |
| Enemies | Can jump, only patrol areas of the level and shoot at player if the player is in range |

| **Game Modes** |  |
| --- | --- |
| Platform mode | The only gamemode in NinJump will be to platform to the end of levels. There will be a total of two levels the first being the easiest and the second being a little more difficult |

| Rewards For Completion |  |
| --- | --- |
| Level 1 & Level 2 | The player will be awarding with a scroll that serves as the reward for completing the level |
| Level 1 & Level 2 | Scattered rice balls that can replenish health |

Level Design

| Level | Description |
| --- | --- |
| Level 1\* | Difficulty: Easy  This level is intended to look like a cave with enemy ninja scattered throughout. There will also be spikes on the walls. Periodically there will be a rice ball. |
| Level 2 | Difficulty: Medium  This level will have a similar look to the first but with more difficult jumps and more enemies. It will also have less rice balls. Making it a more difficult version of the first level. It also will have more downward jumps so the player can’t tell what is below them |

Control Scheme

| Input | Action Performed |
| --- | --- |
| A | Moves to the left |
| D | Moves to the right |
| Space | Jump |
| F\* | Throws shuriken |

Game aesthetics/User Interface

Aesthetics

This game will shoot for an older gameboy advance style. The sprites will have a limited color palette making it appear like an original gameboy game. The background music and other noises will sound like older games as the sounds won’t be realistic. The player will most likely experience anger on their playthrough of NinJump but will be filled with confidence and happiness after successfully beating the level.

User Interface

The user Interface for NinJump will be very simple with buttons that lead from the main menu to the levels and visa- versa. As NinJump is meant to be played recreationally it won’t have saving, the player won’t ever be too far from where they initially started. The “pause menu” will not consist of much other than a return to main menu functionality. The player won’t have many controls, like sensitivity, so to keep the game a simple platformer.

Schedule/Task List

Make player die properly

Add in enemies to level 1 and 2

Pause menu

Build the game

Clean up scripts

TDD