Game Engines Task 1

- RESEARCH -

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1 Game Idea

My game idea is based around a game in which the main goal of the player is to jump and reach new heights. This will be achieved by including an item in which when the player collects it, it will make him jump, the more he finds, the more he will jump higher. If the player isn't able to reach another item that makes him jump, he will start to fall down and if he doesn't find any item to make him jump up he will die and the game will start back from the beginning.

Visual Inspiration

Color Splash!   Keep Jumping!   Kitty Jump   Tappy Stack

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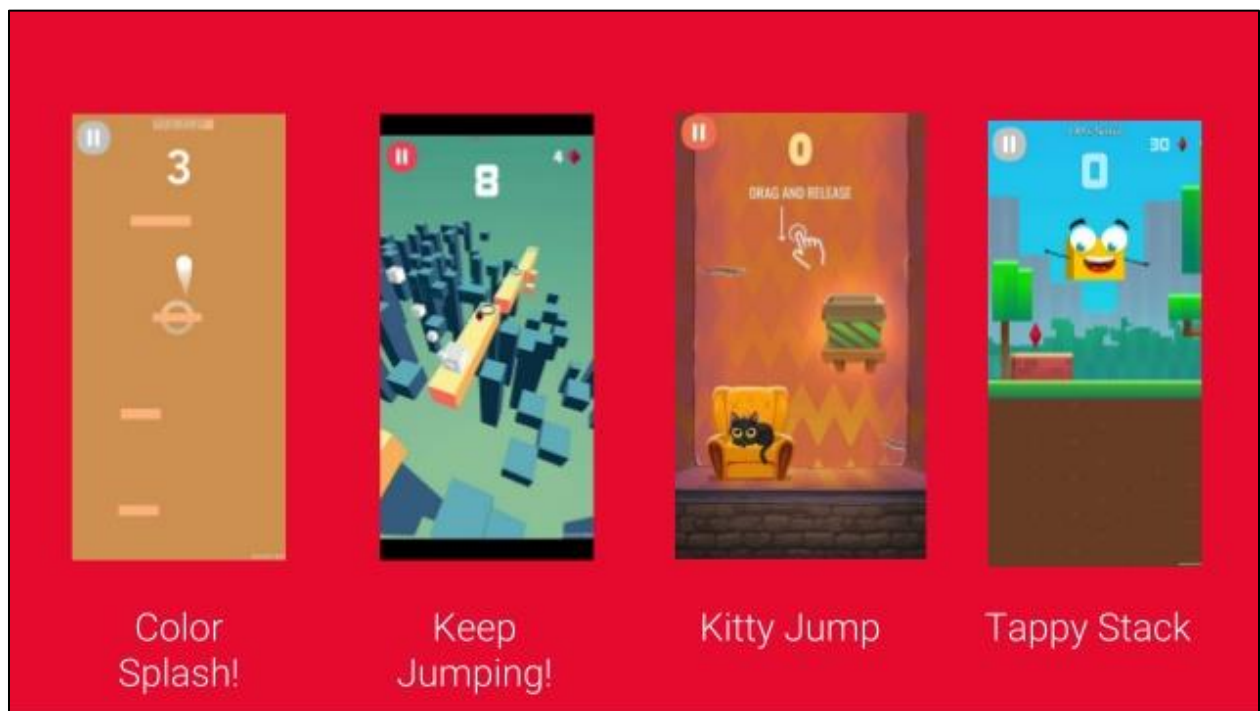
Core Mechanics

• **Example 1:** When player hits game object 1 (Banana), the player will jump to a certain height

• **Example 2:** When player hits game object 2 (Bananas), the player will jump double the normal height

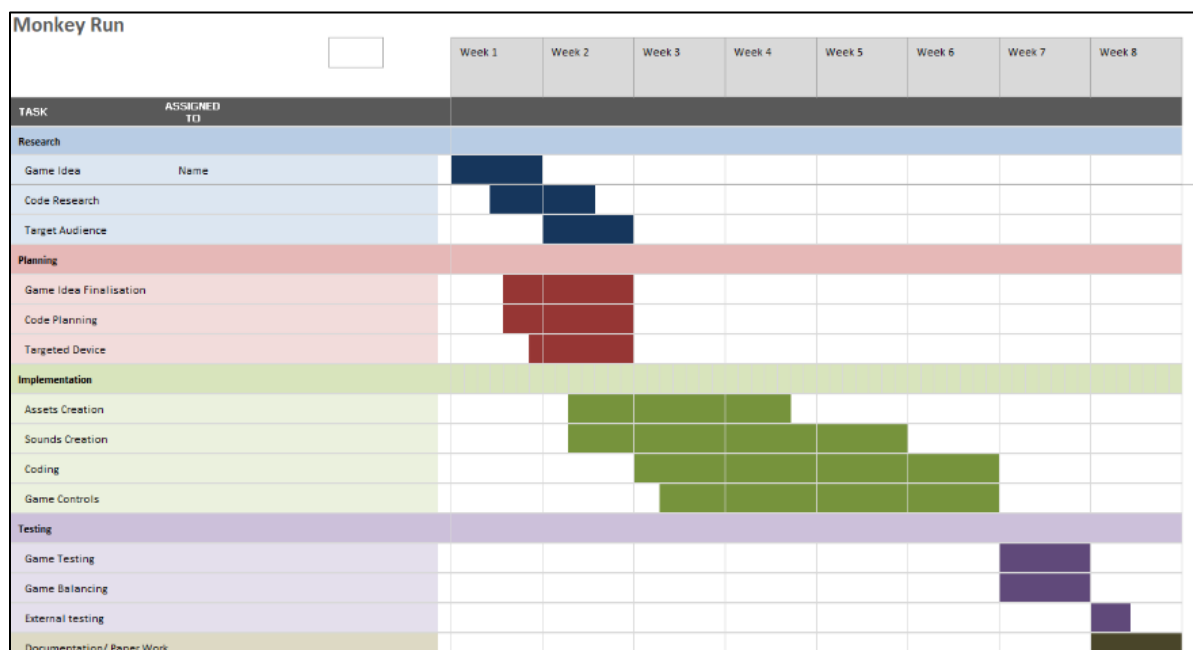• **Example 3:** When player hits the bird, the player will die.

Music

Sounds are used throughout all parts of the game, there will be a cheerful background sounds playing throughout all of the game but then there will be also sounds which will be used only during certain actions such as; jumping and colliding with other objects.
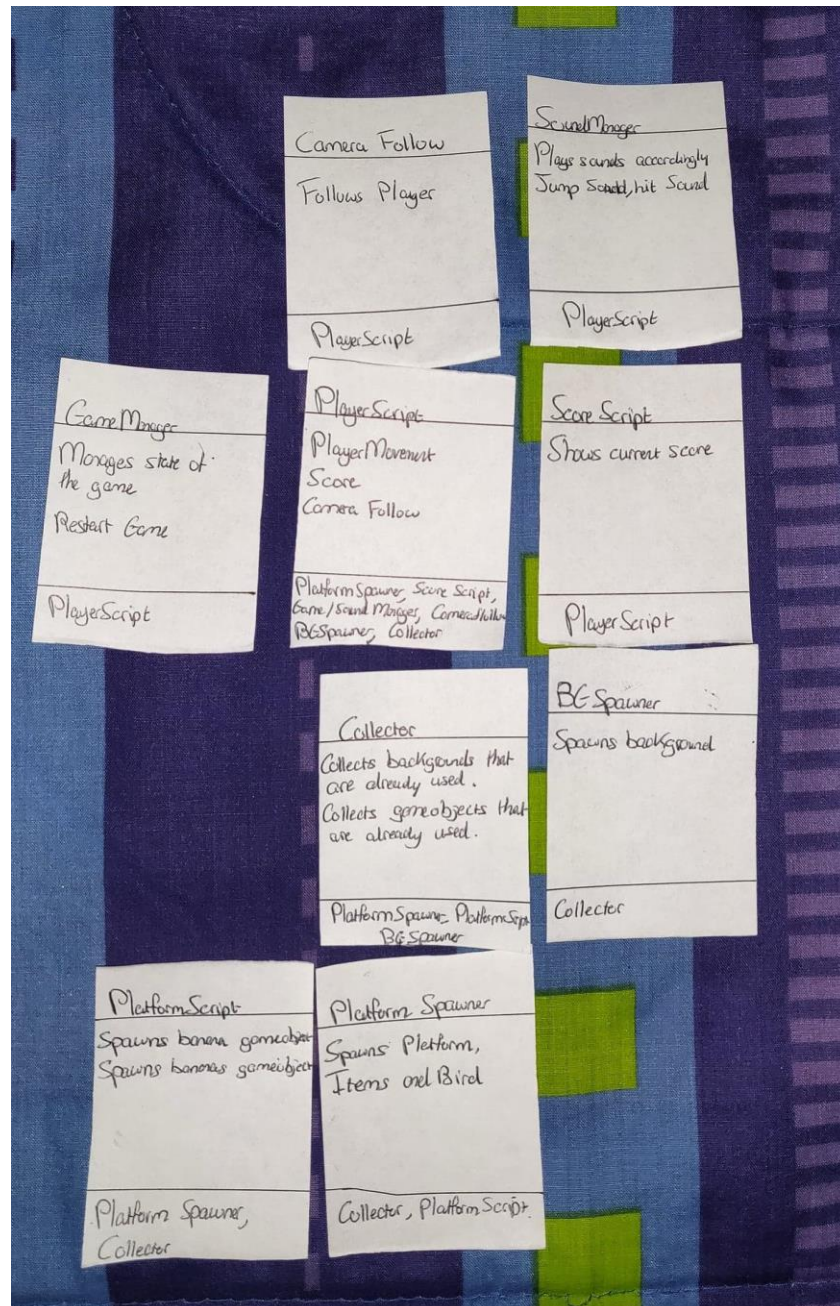
Art Style

The art style of my game will be mainly cartoon style based.

2 Timeline

Monkey Run			Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
TASK	**ASSIGNED TO**									
Research										
Game Idea	Name									
Code Research										
Target Audience										
Planning										
Game Idea Finalisation										
Code Planning										
Targeted Device										
Implementation										
Assets Creation										
Sounds Creation										
Coding										
Game Controls										
Testing										
Game Testing										
Game Balancing										
External testing										
Documentation/ Paper Work										

3 CRC CARDS

CameraFollow	So

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Follows Player		Plays Sound
PlayerScript		P

PlayerScript		Pl
Player Movement		Spawns Ban
Score		Spawns Ban
Camera Follow		
PlatformSpawner,ScoreScript,GameManager,SoundManager,CameraFollow,BGSpawner,Collector		Platform

Collector		
Collects backgrounds that are already used		
Collects gameobjects that are already used		
Platform Spawner,PlatformScript,BGSpawner		