

Donkey Kong (1981)

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Created by: Shigeru Miyamoto

Info derived from: [https://en.wikipedia.org/wiki/Donkey_Kong_\(video_game\)](https://en.wikipedia.org/wiki/Donkey_Kong_(video_game))

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Game Summary

This game will focus on the user controlling the hero (named Jumpman) trying to save the princess (named Pauline) from a large, gorilla-like creature (called Donkey Kong) who has captured her. Jumpman will have to go through levels where hazards are thrown at him and power-ups are awarded. All of the levels will include arcade-style puzzles the user will have to confront and survive through to get closer to saving his princess.

Intended Game Systems

A platform arcade game with a projected shipping date of mid 1981. Eventual intended system will be Nintendo consoles.

Target Age/ Intended ESRB Rating

This game is intended for all ages, therefore an ESRB rating of E for everyone is intended.

Game Outline

The game will provide many obstacles for the user and will be presented as a simple arcade game where the hero will have to climb up ladders and across platforms while being attacked by Donkey Kong from the top, who has the princess hostage. Once all obstacles are overcome in stage 1, stage 2 begins as Donkey Kong runs away with the princess. This continues until stage 4 where Jumpman has to go through a series of puzzles in order to finally be reunited with the princess. Once accomplished, the user will be introduced to the same levels with a higher difficulty in order to achieve the same satisfying outcome. Every movement Jumpman makes (jumping over barrels and obstacles as well as picking up power-ups and the princess' items along the way) will increase the high score for the user.

Gameplay

In order to begin, the user will:

- Insert coin into machine
- Begin play
- Pass Stages 1-4 to save the princess
 - If unsuccessful and lives lost, the user will be given the opportunity to insert another coin and restart.
 - If successful, continue to play through same levels with greater difficulty, gathering more points.
- Enter name for High Score at the end of progress, whether successful or not.
- Be given the choice to restart from Stage 1 and gather higher points and success.

The user will experience an arcade game of greater difficulty than ones that have come before. The controls will be backwards, forwards, jump, climb up and down, and pick-up 'loot' – all available on an

arcade game machine. The music will be in keeping with a traditional arcade game, with distinct sounds attached to each action and interaction. Below is an image of the controls used and the type of design anticipated for the arcade machine.

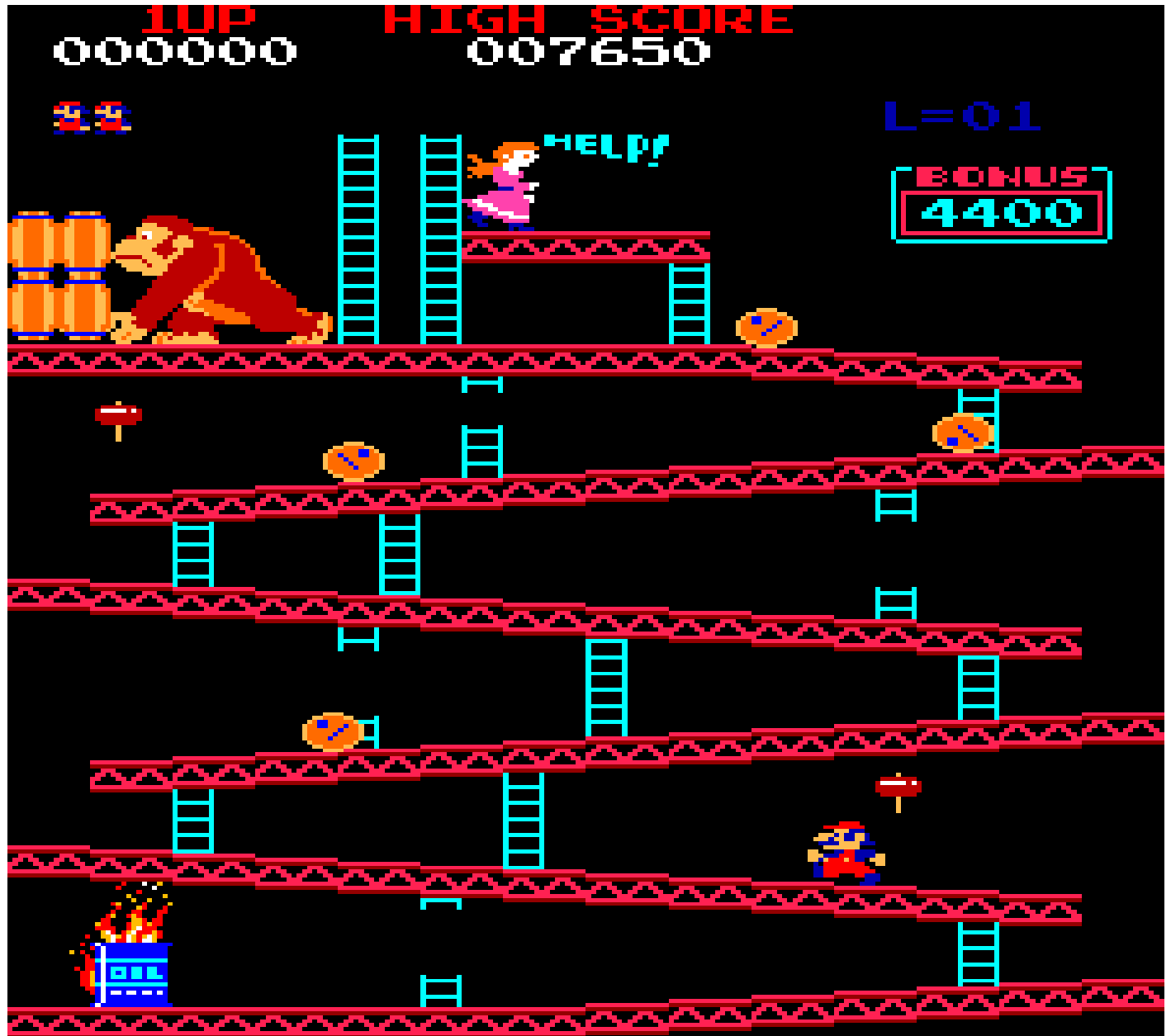




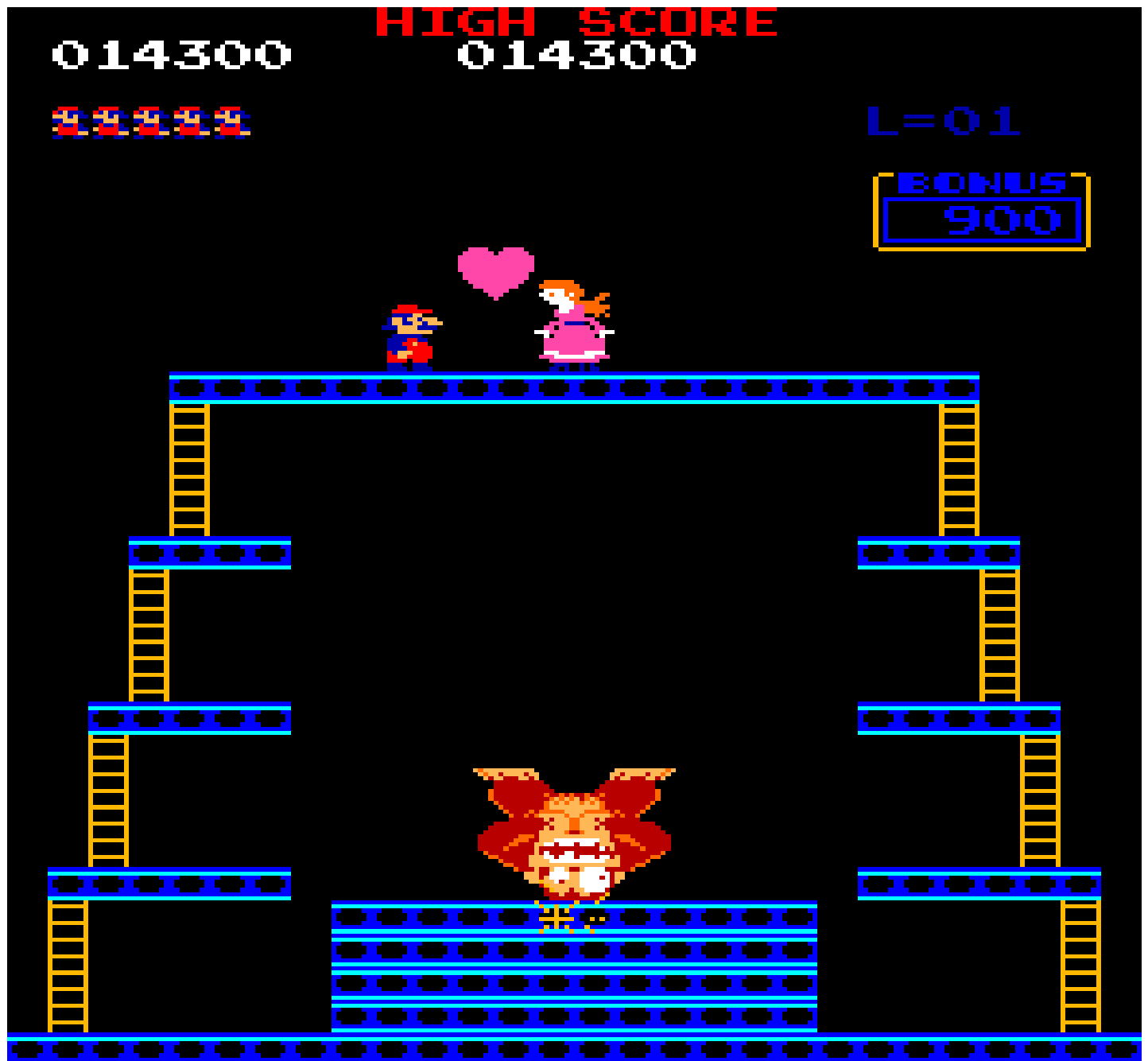
The user will guide Jumpman through levels that will offer obstacles such as climbing ladders, jumping over barrels and crossing platforms unharmed as well as picking up loot along the way that will either add points, health or power for the user to use against the hazards thrown at them by Donkey Kong from atop.

Once each stage is complete and Donkey Kong runs away with the princess, a new level will begin, offering the same type of gamestyle and obstacles, but will be slightly longer to get through. This trend continues until the final level is reached and Donkey Kong is faced. Jumpman will have to work against time to quickly solve a puzzle in order to drop Donkey Kong and take the princess safely into his arms.

Below is a concept art example of one of the levels that Jumpman will have to traverse through, and the expected artwork for the successful completion of the game. It illustrates the hazards (oil barrels, etc) that Jumpman would have to avoid, as well as helpful power-ups to pick-up along the way.

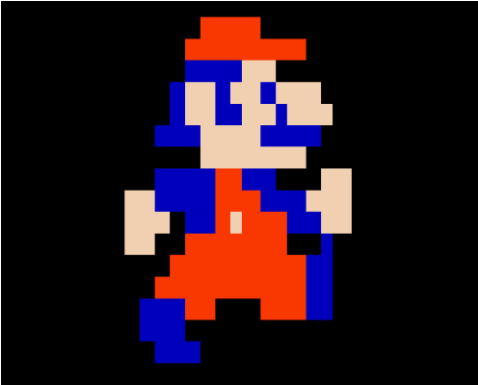


This second photo is concept art for the end of the game when Jumpman finally is able to save his Princess Pauline.



Characters

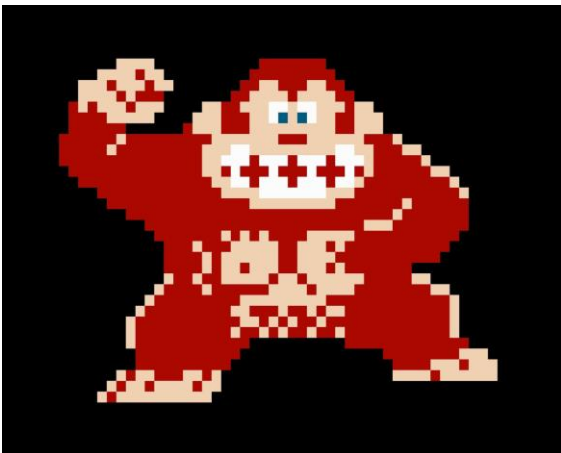
Minimal characters are required for this storyline. The concept art for them is introduced below.



Jumpman, the hero in the game trying to save his princess Pauline.



Pauline, the princess abducted by King Kong and in grave danger while being held hostage by Donkey Kong.



Donkey Kong, holding Pauline hostage and trying to thwart Jumpman's efforts to save her.

Monetization

This arcade game is expected to be a jumping-off point for further exploration into this genre and the creation of expanding not only the storyline, but also the characters and the accessibility of the game to other systems. With the expected positive user review, we will use the earned income to continue expanding with our partner companies and creating sequels that will further our brands as well as provide users with gaming experiences that are always a step ahead of the competition.