**GAME GENRE ANALYSIS**

**YOUR NAME: Pauline Do**

**GAME TITLE: Doodle Jump**

**GENRE: Platform**

**TARGETED AUDIENCE: All ages**

**OVERVIEW AND OVERARCHING THEME**

The theme of the game is to guide a four-legged creature/alien (Doodler) up a never-ending series of platforms leading into space without falling. There are monsters and UFOs that will try to kill the Doodler and prevent it from continuing upwards. The higher the Doodler is up the platforms, the higher the score is.

**CORE MECHANICS**

The player has to tilt their mobile device from side to side to control which direction the Doodler goes. If there are enemies, the player can tilt the phone and have the Doodler jump on or tap the phone screen to shoot them.

**CORE DYNAMICS**

The player has to be very careful and precise so that the Doodler does not fall off the platforms. The game also tests the player’s endurance to achieve the highest score possible.

**CORE AESTHETICS**

Low stress and low commitment. Relaxing because it is easy to play.

**USER INTERFACE**

Tilting the phone side to side and touch works well because it is easy for the player to control the character and not too complex.

**THEME SUPPORT**

There is no background music. There are sounds when the Doodler is jumping, landing on flimsy platforms, and when it is near monsters. The art looks like doodles, hence the name. It is very simple and there was not much attention to details.

**STRUCTURE**

Pathway: Is the game linear, non-linear, sandbox/open world, or some combination? Linear (Vertical)

View: Pick one: 2D/2.5D, 1st/3rd person; and screen of game (pick phone, tablet, computer monitor, or TV) 2D and Phone screen

Size: How big is the world (small, medium, or large)? Google and/or guess how many minutes of gameplay is necessary to win the game? Small, no limit to minutes of gameplay.

**WORLD INTERACTIONS**

NPC core interactions, if any: No NPC interactions

Core sound effects (game feedback to player input, such as gun noises): Jump noise, monster noises, and platform noise when it breaks.

Number of players (single, multi, MM): Single

Social affordances (communication, proximity, roles, and metagame): None

**PROGRESSION/PACING**

Breaks: how frequent are rest spots and cutscenes? No rest spots and cutscenes

Goal spacing: how often or quickly do you need to attain a goal before progressing? No goal attainment

Difficulty curves: how difficult is it to learn how to master the game? Not difficult at all

Winning condition: No definite winning condition, other than beating your personal high score or scores of other players

**Overall Comments on Game**

*Are there any mechanics, controls, sound, or interface features you would like to see changed or added?*

Background music should be added and more variety in gameplay when it comes to maps. The maps are just different designs and the game doesn’t necessarily introduce new concepts or show change in difficulty.

*What did you like the least about the game?*

The art is quite ugly, but it is the style the creators intended.

*What did you like the most about the game?*

The concept of the game is simple but is still able to hold the player’s attention and make them play more.

*Are there any other comments about the game that you would like to provide?*

**N/A**