Jump Over Robots

\*insert logo here\*

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# 

# Overview

## Theme / Setting / Genre

- There are robots, and you jump over them.

## Core Gameplay Mechanics Brief

- Player movement, jumping

- Timer mechanic

- Level completion

## Targeted platforms

- PC

- LHC (if we can get permission from the French and Swiss)

## Project Scope

- 15 weeks

- 3 members

- Madalyn

- Matthew

- Kevin

## 

## The elevator Pitch

-You jump over robots and try not to get shot at by said robots.

## Core Gameplay Mechanics (Detailed)

### - Movement & Jumping

- The player will use the WASD keys to move the character, and space to jump.

### -Enemies

-Enemies will be moving towards the player, based on their pathing.

### - Timer

- Player will have a certain amount of time to get from the start to the end of the level. If they do not make it to the end in time, it results in a life lost and the player will be forced to restart the level.

### - Level completion

- When the player reaches the end of the level, to indicate that the player has finished the level, the player must stand on the finish platform and the player will be teleported to the next level. After which, a summary will display to show the player how many points the player has earned.

- In-level currency is 1 point, enemies are destroyed in the level are 3 points, and lives remaining are 10 points.

### 

# Gameplay

## Gameplay (Brief)

Jump over enemies as you progress across a platform going from Point A to Point B.

## Gameplay (Detailed)

Using the keyboard, the player must travel from Point A to Point B of the platformer. Enemies will stand or move in the player’s way to try and stop the player from reaching Point B. The player also has a time limit to reach Point B. If the player gets hit by an enemy or doesn’t make it to Point B before the timer runs out, they lose and have to play the level again.

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# Assets Needed

## - 2D

- Textures

- Background Texture(s)

- Environment Texture(s)

- Character Sprites

- Player Sprite

- Enemy Sprite(s)

- Collectible Sprite(s)

## - Sound

- Background Music

- level completion music

- Sound List (Player)

- Jump sound effect

- Enemy collision (Electricity sounds)

- Collecting ingame currency

- Player death (scream?)

-Sound List (Enemy)

- Enemy movement (Beeping Sounds?)

- Collision/Death Sound (crushing metal?)

- Character shooting lasers (sci-fi pew-pew?)

## 

## - Code

- Character Scripts (Player movement and jump)

- Ambient Scripts (Runs in the background)

- In-game currency

- Score system

- Level script (timer, end of level, etc.)

- NPC Scripts

- Enemy Movement, player detection, etc.

## - Animation

- Character Animations

- Player, Enemy

- Stationary

- Moving

- Jumping

- Collectibles

-In-game currency