Yohance Huggins (Project Manager)

Mrs. Gerstein

7-8 A Technology III

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***Project Description- Minority Report***

For our final project game, we decided to do a game that we called Jump Jump. The objective of this game is for a bear that starts at the bottom of the screen to keep jumping upwards on boards that keep falling in random places from the top of the screen. As soon as the game is loaded the first order of business is the start screen. The start screen has a picture of the bear saying "Let's jump", instruction link for our game, a play button, and the name of our game. After you press the play button to get passed the start screen you will start the game. The game will start the bear in the middle and after he jumps on the first block that is moving vertically he will need to keep jumping onto other blocks that are falling without touching the bottom of the screen or the spikes on the wall which will essentially kill him. There is a couare different levels to let you know how far you made it in the game before you died and that substitutes for a score counter. Once you miss a block and fall off or hit the spikes, it is game over and it shows your level and a damaged bear on the gameover screen. The simplicity and attraction of this game will suit the younger to elderly crowd because it is straightforward and not extremely difficult to maneuver, but due to the fact that most elderly people would not be playing videogames, our target audience is children ages 5-9. Children in this age range may find it addictive and we believe that they will love it.

Code Monkey- Alex LeGrand

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UI- Natalia Rincon

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