# JumperDude

Hamza Unsal

Sevinj Abdullayeva

## *Software Technology and GUI Design*

# Description

**CONCEPT**

The aim of our Jumper Dude project is to produce fun and addictive. As we could imagine from the name, there will the main character. This main character's main job is trying to catch the notes and bonuses. In the game, there will be notes which are raining from the top or some of them stabile on the area. The character of the game should get the necessary point to finish game.

There will be also some minus points. As we think about our project, we planned to make some extra "minus points". If the character touches the minus points and cannot get enough notes in the time then there will be trouble for the character and the game will be over.

The game's purpose is very basic. Collecting the necessary points and you have to get rid of minus points. There can be also another bad character (Giant) that stops the game as well but we are still working on the improvement part. That is why I do not want to include here details but to cut it short; this "bad" character can hurt the main character (Jumper Dude). When Jumper Dude does not have enough health, the game will be over again.

# What will be in the game?

The jumper Dude game is a point-based game. So, we will have a counter for points. We will have also a target point area. This means, if the user would like to be successful, should reach to target. Otherwise will fail.

**MAIN CHARACTER**

There will be the main character called Jumper Dude. There will be a colorful background that shows the main attraction of the game.

**SCORES**

There will be notes (points) around that Jumper Dude should collect. These notes will be placed automatically randomly so that will make a real action game. During the gameplay, the score will be indicated at the top right of the screen ad will be increased as the Jumper Dude progresses further.

If the user fails, the screen will appear as GAME OVER. If the user reaches the goal, we will be able to see how many seconds and how many points. In the end, if the user is good then the user's point will be on the list of "Hit Points". There will be some functions that calculate the point & the game duration.

At the beginning that's going to be starting page. Users will be able to choose start, stop, resume and hit points. Users will be able to use stop, resume functions during the game. Otherwise, the user will not see or neither not click any of it.

## OBSTACLES

**Minus points** - If the player touches the minus points and cannot get enough notes in the time then the character will be fail and sent to the game over screen.

**Giant** - There will be a character Giant which the player must avoid in order to not to be killed and sent to the game over screen.

## POWER-UP

**Power Pen -** It makes the main character - Jumper Dude fly upwards for a few seconds.

# Wireframe of the game

We prepared simple wireframe to show our idea and plan. We are basically thinking like on the Wireframe but not exactly the same of course. We are thinking better and more functional. As you can see in first part with logo, you are starting the game. You can also see the points that who made the highest.

**Jumper Dude Wireframe**

## Jumper Dude Logo

**Start Game**

**Hit Points**

Player Name: RandomlySelected
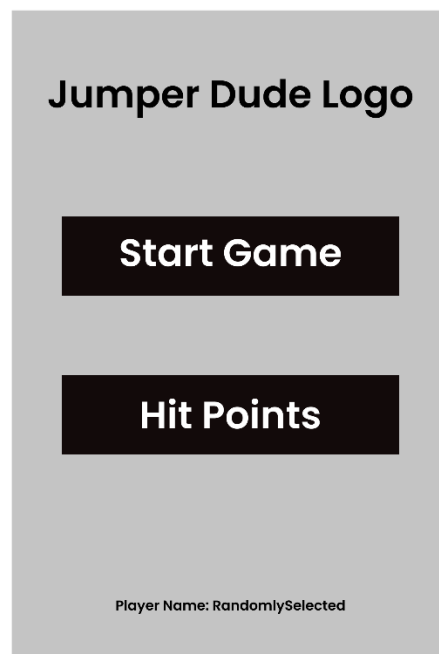
The second part, we are showing elements and ideas of the game. There is time as well that counts from the 60s ( or how we decide). If you cant manage to make it on time, the game is going to be over and users will be failed automatically. .

# Jumper Dude Wireframe

YOU : 10 Points
Health : %90
TIME : 60s

IN GAME

Target: 150 Points

PAUSE

**Minus Points Element**

**Plus Points Element**

Randomly
Placed
Obstacles

**Character Start Point**