Designer’s thoughts on Jumping Jax

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1. Game Direction

The current game’s direction (based on the level design and objectives) is a mix between parkour and bunnyhoping. This is implemented really poorly in practice. There is no clear distinction between the two reflected in the levels. (In game design, to make a distinction between two modes, you need to assign a thing often used in the game to the two modes. These can be environments, objects, goal types, characters etc.. (For example: The parkour maps are set at ground level, in construction sites, while the bunnyhoping maps are set on top of skyscrapers. This would provide a clear distinction in this case.))

1. Object types

In levels, the player is given a certain number of different platforms to either avoid or to jump up on. This is great, however 1) these are not defined clearly enough, meaning in each map an object has other purpose that in the previous map. ()