**UI:**  
 **players lives**   
(3 jimmy heads, 1 hit loses a life).

**Weapon in use**   
(Weapon icon that flashes when you shoot).

**Super charge up meter**  
(A blue bar, water texture; that fills up when the player pumps up there weapon for bonus damage).  
   
**Main menu**(Splash screen, main menu, full setting control, option for controller support and Quit).

**Pause**(Continue, load checkpoint, settings, Quit).

**Game over Screen**(Jimmy has been caught, player can either retry level or return to main menu. Animation of jimmy caught looped).

**Star system**   
(3 stars given depending on end score of level, these will vary between gold and red).  
  
**Player mechanics**:  
   
**Cursor Aim**(fixed fire points, vertical, diagonal and horizontal shooting).

**Pump Mechanic**(Improve damage and size of projectile by pumping up the water gun, Hold down a key/button and flick the mouse/Right stick up and down for pump action).

**Dash**(Use the dash to reach greater distances by pressing a key/button).

**Enemy type:  
Charger enemy**Snapping crocodile toy (Tutorial/Level 1) – snaps back and forth looking for victims to walk right into its jaws.

Lawn mower toy (Tutorial/level 1) – Runs back and forth trying to keep the floor completely flat, don’t enter its space your it could be you who is flattened.

Toy Car (Climbing frame/Level 2) – Normally these cars are manually operated however these cars have gone autonomous. Beware they don’t run you over there are still some bugs in there programming.

Caterpillar (Woodlands/level 3) – The Hungry caterpillar just wants a snack, make sure it isn’t you!

**Ranged enemy**  
Flying bubbles (Tutorial/Level 1) – These aren’t your ordinary bubbles. These bubbles are kamikaze bubbles and their number one target is you. Watch the skies as they dive bomb towards you.   
  
Helicopter seeds (Climbing frame/Level 2) – It must be late spring because the helicopter seeds are back and boy do they mean business. Watch the skies as they plummet down to the ground cutting up anymore unfortunate enough to stand near there blades.   
  
Rugby Ball (Climbing frame/Level 2) – Who throw that ball?! Never mind there’s no time for questions only dodging. Watch out for rogue rugby balls.   
  
Wasps (Woodland/Level 3) – Wasps are always angry, watch out you don’t line up in there sights or you will soon find a stinger flying towards you.  
  
**Obstruction enemy**Bubble Toad (Tutorial/level 1) – The bubble toad bloats up and releases lots of flying bubble projectiles. Sounds fun but wait till one pops on you. The bubble Toad blocks the trains path to the climbing frame.  
  
Spider (Woodland/level 3) – The Spider is the guardian of the deep woods, beyond lies freedom. Nested in his web, the spider will shoot his poison goo at anyone who tries to enter.  
  
**Bouncing enemy**Moody face stress ball (Tutorial/level 1) – These stress balls stress so much they throw themselves up in the air in rage, be sure they don’t land back on you.  
  
Pogo Stick (Climbing frame/ level 2) – Looks like the someone left the Tuckshop door open because the pogo sticks are free and rampaging across the park, be careful not to get squished.  
  
Woodland bouncing enemy still up for discussion.   
 **Character Art & Effects**  
  
VFX for Main projectile  
  
VFX for spider attacks  
  
Rugby ball 2D asset  
  
flying bubbles 2D asset  
  
Snapping crocodile 2D asset  
  
Lawn mower 2D asset  
  
Toy car 2D asset  
  
Caterpillar 2D asset  
  
Helicopter 2D asset  
  
Wasp 2D asset  
  
Bubble toad 2D asset  
  
Spider 2D asset  
  
Moody Face stress ball 2D asset  
  
Pogo Stick 2D asset  
  
Jimmy sprite sheet

**Environment Art**Level 1 is set in a toddler day care centre. The tutorial level is situated on a play road map surrounded by colourful building blocks:  
- 3D building blocks  
- 2D Roadmap for floor and background  
- 3D Building block Train  
- 3D Building block Train station  
- Building block shader   
  
Level 2 is set on a climbing frame. Jimmy has now made it out of the day care centre and into the park. The park is made up of a classic wooden structure:  
-3D assets for climbing frame  
-3D asset for climbing frame castle  
-3D asset for climbing frame rope bridges  
-3D asset for stepping logs  
-3D asset for Zipline  
-Wooden material for models  
-Lava floor Texture  
  
Level 3 is set in a woodland area. Jimmy has now escaped the confines of day-care and has entered the wild:  
-3D assets for trees  
-3D assets for broken branches  
-2D toadstools  
-River Stream and river textures  
-Toadstools  
-3D asset tree house  
-3D asset boat

**Animation:  
Main Protagonist:**Jimmy running  
Jimmy idle  
Jimmy directional points of shooting  
Jimmy jump  
Jimmy dash  
Jimmy pump  
Jimmy fire  
Jimmy hurt  
Jimmy caught  
Jimmy wins  
Jimmy loses  
  
**Enemy**:  
Crocodile Snapping  
Crocodile Dying  
  
Rugby ball rotating  
Rugby ball dying  
  
Helicopter seed spinning  
Helicopter dying  
  
Toy car wheels spinning  
Toy car dying  
  
Lawnmower movement  
Lawnmower dying  
  
pogo stick jumping  
pogo stick dying  
  
Moody face stress ball jumping  
Moody face stress ball dying  
  
Bubbles floating  
Bubbles dying  
  
Caterpillar crawling  
Caterpillar Dying  
  
Spider turning  
Spider shooting  
Spider dying  
  
Bubble toad reloading bubbles  
Bubble toad dying  
Story of imagine that:  
Jimmy the uncontrollable has been left at day care while his dad works for the day, Can jimmy escape before dad gets back.