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**Brief synopsis of the concept for the game, including game play and general feel**

Ninja Space Jumper is a basic platformer that was made in Python using the Pygame game engine. The game consists of three levels of varying difficulty where the player needs to jump their way to the “Exit” sign of each level. Levels are fairly basic in nature but can require a few tries at least to get through all of them. Each level introduces a mechanic in the beginning, and this new mechanic is soon put to the test as the level gets harder. Platforms will start out as standing, then become horizontally moving, and then finally vertically moving. This game is meant to be relaxing and rage free. There is no time limit or other variables that would stress out the player. There are no hidden tricks that would throw off the player, cementing this straightforward playing mentality. The game is meant to clear the mind and provide as little thinking as possible. The only controls used are the arrow keys to move and jump from each platform.

**How does this game meet the requirements of the assignment?**

The requirement that I chose to tackle here is the “The pen is mightier than the sword” quote. I drew inspiration from this quote by making a game that is simple to play and does not involve a lot of thought or thinking. The goal of my game was to be simple and enjoyable for the casual and competitive players.

**What specifically are you trying to show, express, teach or encourage.** I am specifically trying to show how games do not need to be competitive or rage inducing in order to be fun. I purposely did not put a timer for my game to create a stress free environment for the player. There is only one objective to my game, and that is to make it the end of each of the three levels.

**What are the game goals?** Get to the end of the level (the exit sign) and advance through each of the three levels.

**Who is the target audience?** Players who like a challenge and do not mind trying many attempts at levels

**What are the game mechanics?** Arrow keys to move and jump

**General rules?** Use the arrow keys to make your way to the “Exit” sign of each level

**Genre?** Space platformer

**Number of players?** 1 Player

**What games / media were inspiration for this game?** I was definitely inspired by the try until you win mechanics of some games like Getting Over It, Super Meat Boy, Flappy Bird. I wanted to use this type of gameplay without all of the rage that is typical for these types of games.

**Why would people play your game?** People would want to play my game if they want a nice enjoyable experience playing a game that does not require much thought.

**Images of the game**





