<Run’n & Jump’n >

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

Our game will be a 2D platformer in the same vein as Mario on the NES, where the player starts in a level with the objective of finishing it. The player will move to the right dodging enemies and collecting the collectibles strewn throughout the level.

## Theme / Setting / Genre

The game will be a 2D platformer with levels set in a wacky nonsensical like world, reminiscent of Alice in wonderland.

## Core Gameplay Mechanics Brief

- Jump

-Move right

-Collect

-Avoid obstacles

## Targeted platforms

- Pc

## Project Scope

- <Game Time Scale>

- the time scale for this game’s production will be one semester

## Influences (Brief)

### - <Influence #1>

Our game is heavily influenced by Mario on the NES.

## The elevator Pitch

This game will be for all the retro gamers that yearn for that old 2D platformer like feel, there will be no hand holding and the game will have that old school difficulty that players look for.

## 

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

Player movement will be simple and tight, they can run and jump

- <How it works>

The player will be able move using A to move left, D to move right and space to jump.

### - <Core Gameplay Mechanic #2>

- <Details>

The player will be able to pick a power up that allows them to jump higher and run faster for a limited amount of time

- <How it works>

Once the player picks up the power up there will be a jingle that plays while the power up is active and ends once the power up is over.

### - <Core Gameplay Mechanic #3>

- <Details>

The player will lose a life if they die. If the player runs out of lives they will return to the main menu.

- <How it works>

Once they player hits a spike or an enemy, they will die and restart the level, die too many times and they will be booted back to the main menu.

# 

# Assets Needed

## - 2D

- Textures

- Background screens for levels

-Tiles

-Player

-Enemies

-sprites for the menu options (Currently picked and not picked)

## - Sound

- Sound List (Ambient)

-Jump sound

- Collect sound

-death sound

- Victory sound

-power up sound

-background music

-main menu music

-picked sound effect for menu options

## - Code

- Character Scripts (Player Pawn/Player Controller/AI Controller)

- Ambient Scripts (Runs in the background)

## - Animation

- Character Animations

- Player

-Enemies