# JumpBlox Design Document

This game was developed by 3 software development students. The game was designed with the theme of “Run and Grow” in mind with the ability to collect gold to “grow” the player’s wealth. The game is in the form of an endless runner in which gold is collected by having the player jump into the gold to trigger a collision and increment the amount of gold the player has while avoiding enemies and collecting power ups.

The player plays as a square that endlessly moves through a 2 dimensional plane as they dodge enemies of different variations and collecting power ups. The player simply presses the spacebar to cause the player to jump. The art style is simple and made up of trap commands provided in Assembly 68k. The 8-bit sound effects were designed and downloaded from the website jsfxr.

The game consists of three levels, each one with changing backgrounds as the game goes on. The game has different types of enemies including airborne enemies and grounded enemies that will get in the way of the player to prevent them from collecting power ups to increase their health as well as from collecting gold. Both the background and enemies will be updated as the player reaches new distances.