Jump It

Graphical user interface, text, application, chat or text message

Description automatically generated

By Ryan Jenkins

20088363

Link to Demo video: <https://youtu.be/bBrwhRJ0m_Y>

Link to Trello Board: <https://trello.com/b/rAiJg0lF/jump-it>

Link to project: <https://github.com/RyanJenkins99/Assign3Platformer>

## Introduction

* Jump it is a very basic platformer game that expresses a typical C++ game using a proper game engine and SFML. This game uses correct physics, audio, UI and other small components in it’s entirety.

## Technology

* This game uses CLION as it’s IDE.
* It uses the coding language of C++
* It also uses SFML which provides a simple interface to the various components of your PC, to ease the development of games and multimedia applications.

## Objective

* The main objective of this game is for the player to just survive and make it back home.
* There will be objects that can kill the player so they will have to avoid these at all cost.

## Gameplay

* In Jump it, the aim is to guide our creature called "The Jumper" up a series of platforms without falling. This will go on and on until the player reaches the very end of the game.

## Levels

* The levels themselves are basic enough and get progressively more difficult as the player goes on.
* The first level is just really to get the player used to the controls and then it amps up a bit from there

## Controls

* Mouse and or keyboard (other controller)
  + These controls were added in a physics component class and are triggered by the specific keys pressed and those keys were assigned based on how you’d expect.
* The controls for this game are simply done using the arrow keys.
* The player can also jump using the space bar.

## GUI/In-game menu

* There is a main menu screen containing a play button and an exit button
* The style of the menu suits the style of the game itself.
* There is a loading menu from the main menu to the first level. This is a great way to give it a real game feel.

## Artwork

* The artwork used in this game really just suited the game itself.
* The menu itself and game are quite similar in that regard.

## Sound (sound effects)

* The sound effects used in this game are used for the players jumping movement.
* In order to add this it had to be done using a player audio component.
* Once that was completed I was able to assign the audio file to the players jump in the physics class.

## Music

* Is the music randomly chosen for each game.
* The music for this game was chosen to suit the theme