

Pizza Jump

Little Wing Pizzeria

The Concept

The idea was to create a game that was suitable for 7-10 year old kids, however, not too hard a 5 year old couldn't play it and not too childish that an adult wouldn't want to give it a go.

Pizza Jump is a game where the player is a pizza slice that is running on a platform, who has to jump over flames as obstacles. As well as jumping over obstacles, the player has to collect ingredients such as; pepperoni, anchovies etc. Every so often a set of wings will appear which allows the player to unlock a bonus mode for a short period of time which will allow them to earn extra points. Earning a certain number of points allows the player to unlock new characters and wings as rewards.

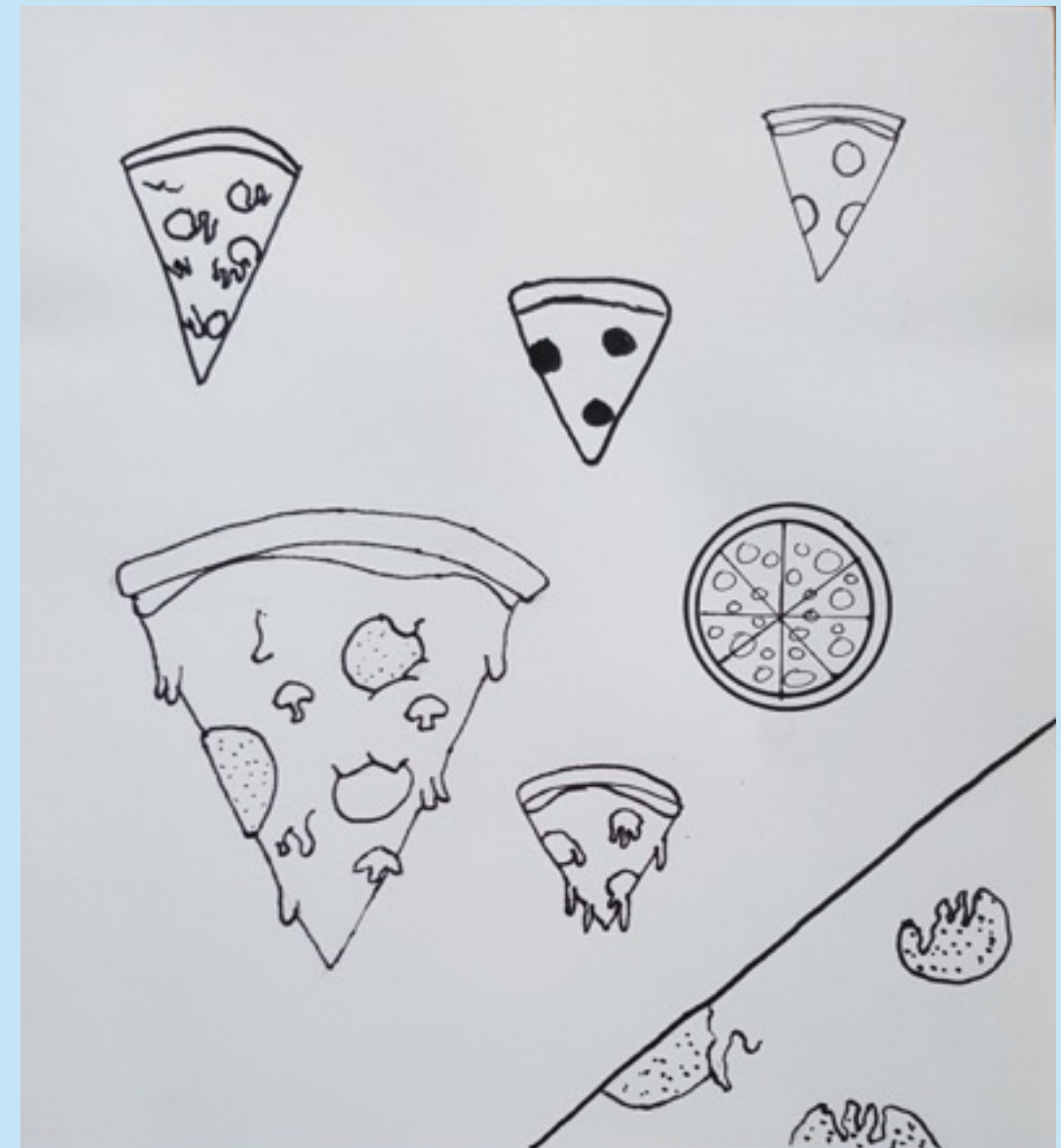
Personas



Sketches



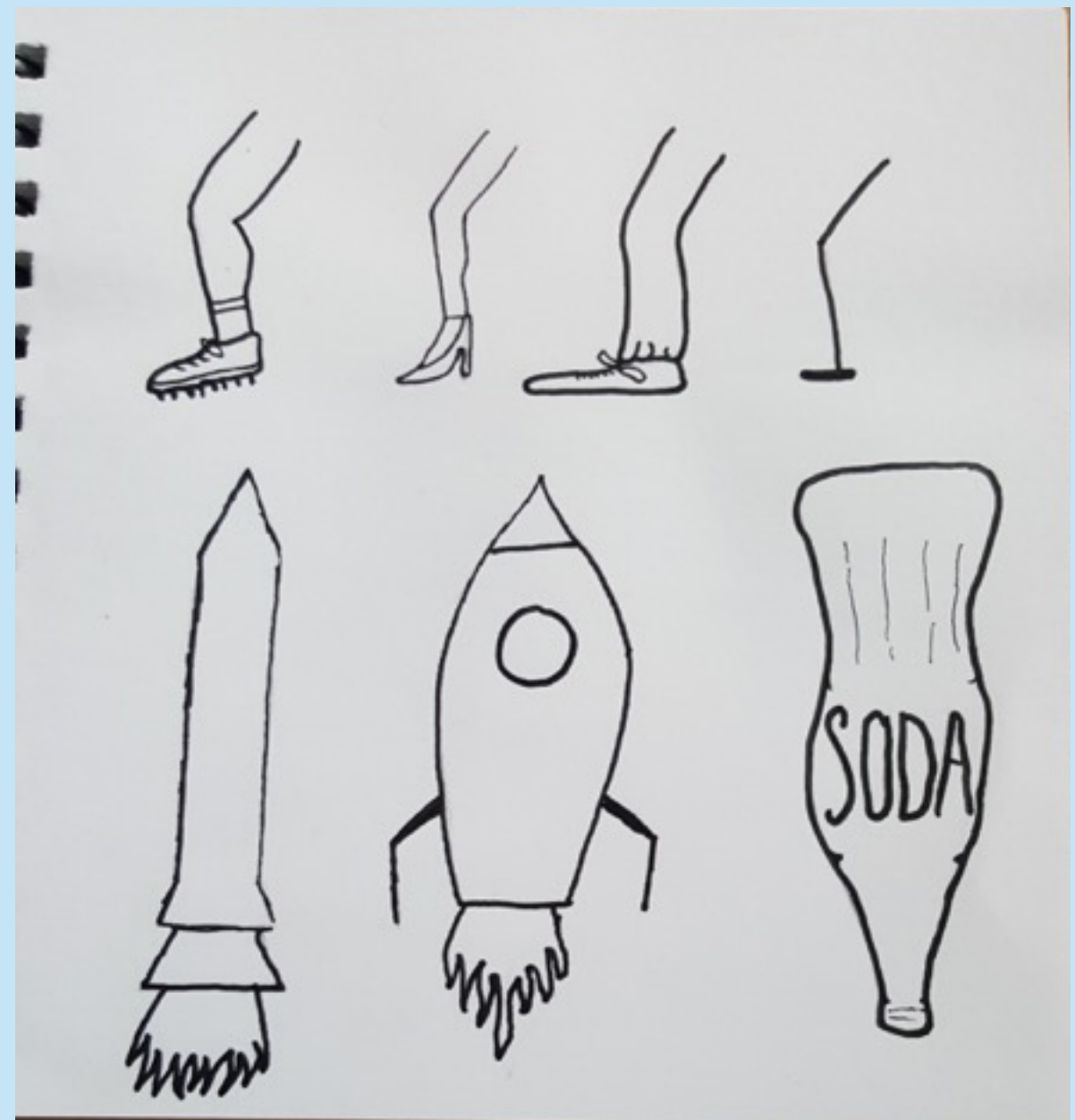
Sketches for the logo to appear on the Home Screen of the game



Sketches for the character, I tried some minimal design and more detailed



Sketches for the wings that would be used in the game when the power-up was used

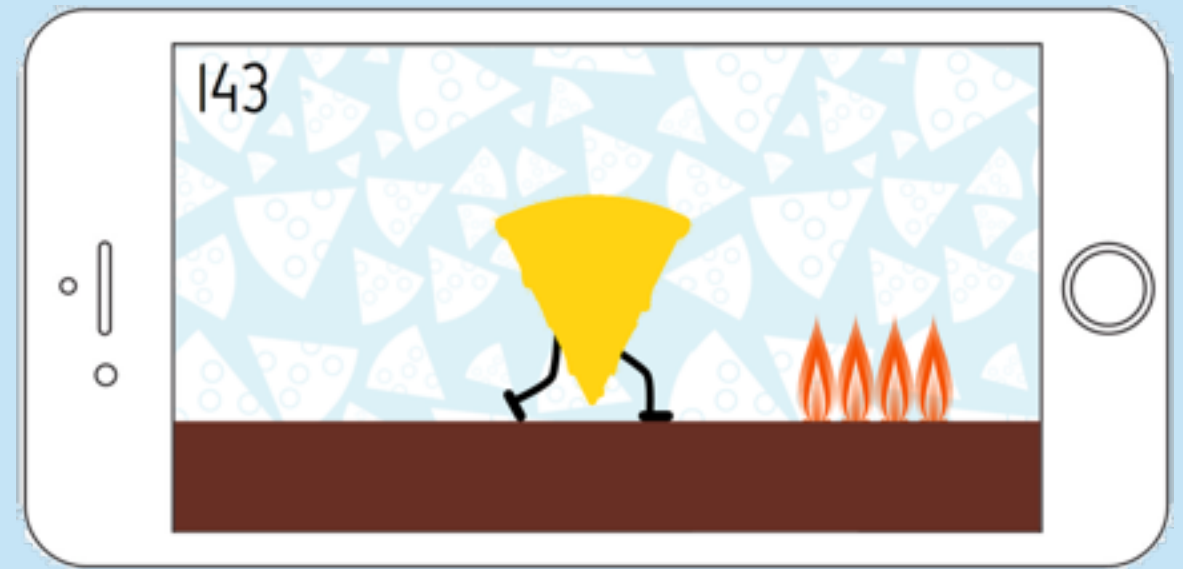
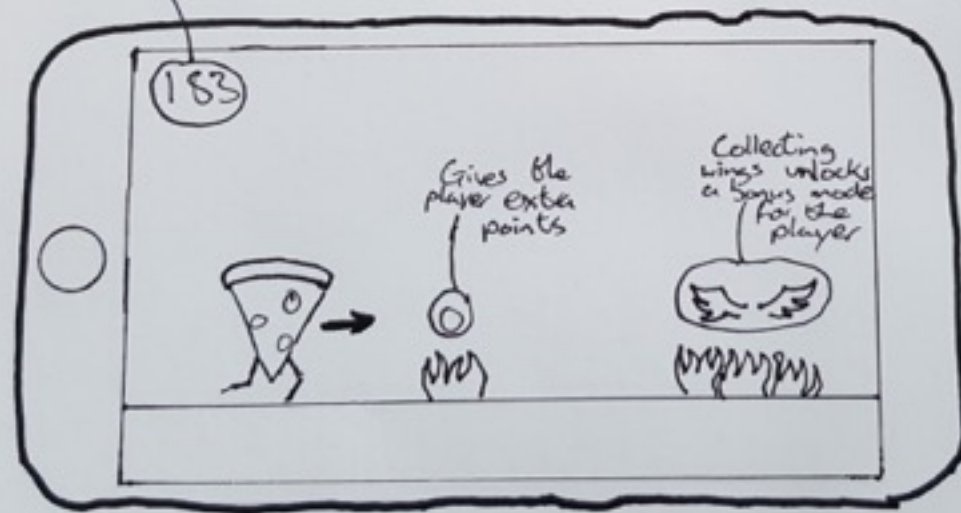


Sketches for the different character legs and wing upgrades

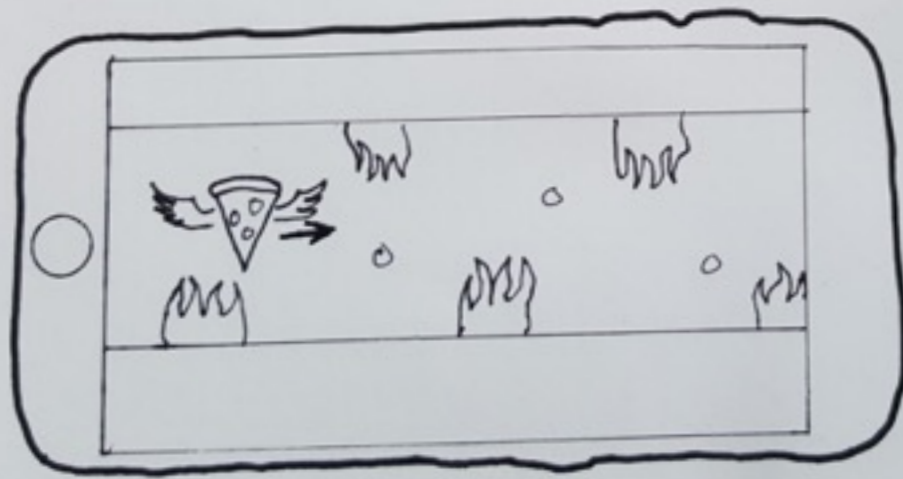
Wireframes

- Player must tap the screen for the character to jump.
- For single flames, the player must tap the screen and where there are multiple flames the player must hold their finger on the screen for a boosted jump

Points that are earned

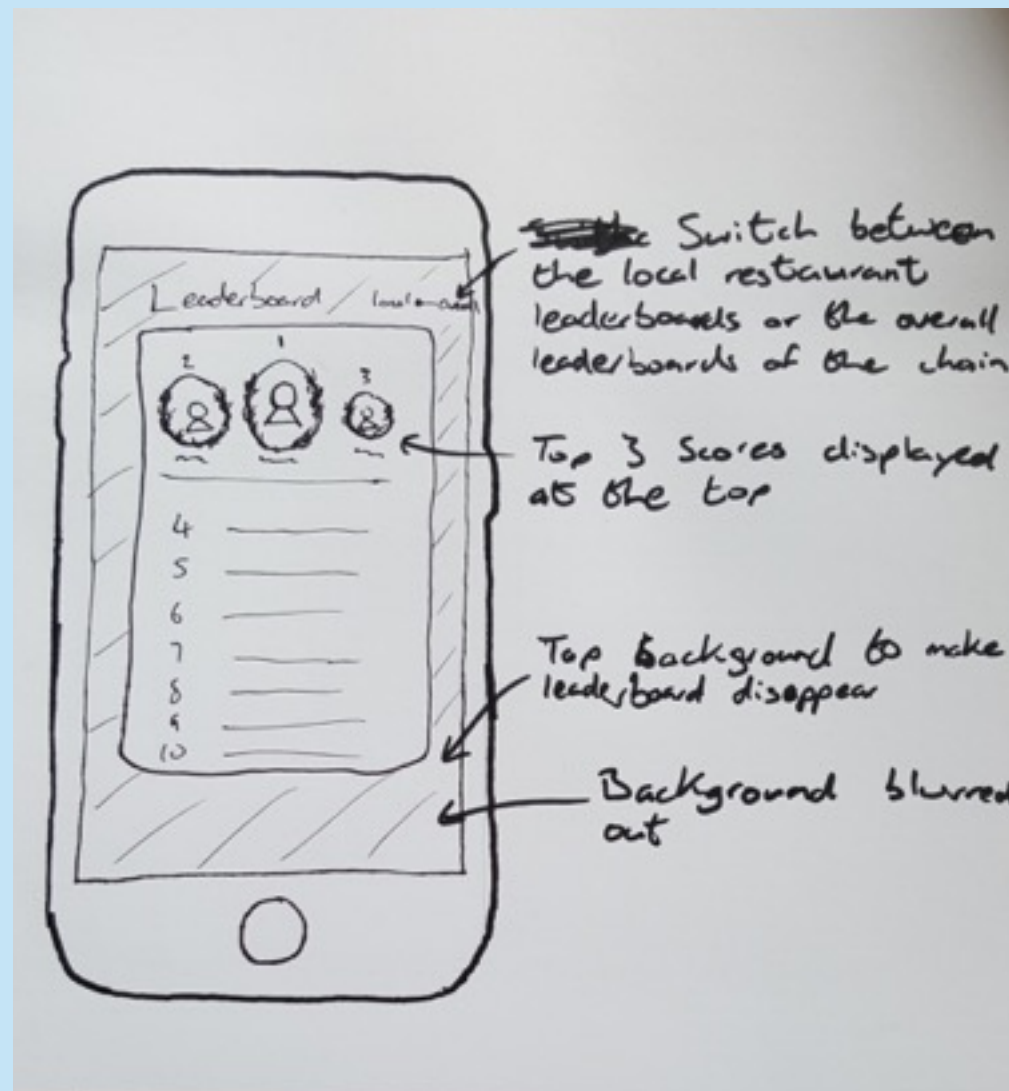


- When the Bonus Mode is active flames appear from the top of the screen as well as the bottom
- The Bonus Mode lasts 15 seconds
- While Bonus Mode is active the player must hold and release their finger from the screen which allows them to navigate and avoid the flames

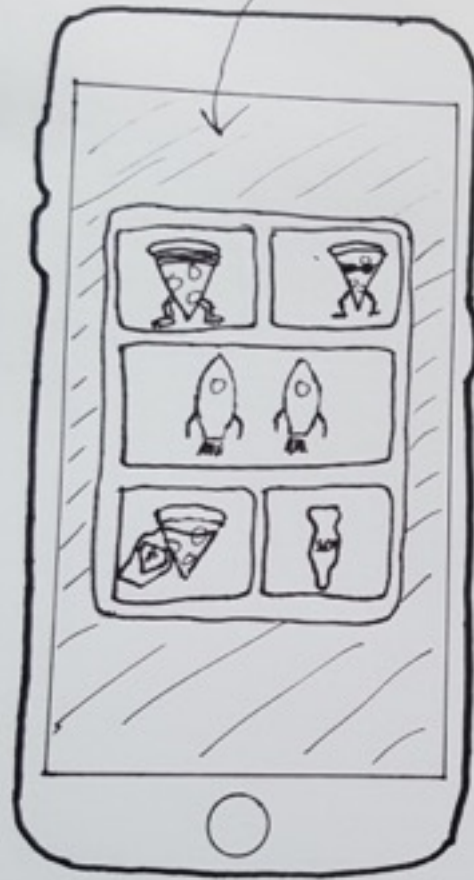


- When the player dies, a screen will appear with a pizza box. The pizza box will open revealing their score.
- Buttons will also appear at the bottom displaying a ~~house~~ house for 'Home', bar chart for 'leaderboard', speaker for 'music' and a pizza for 'characters'.



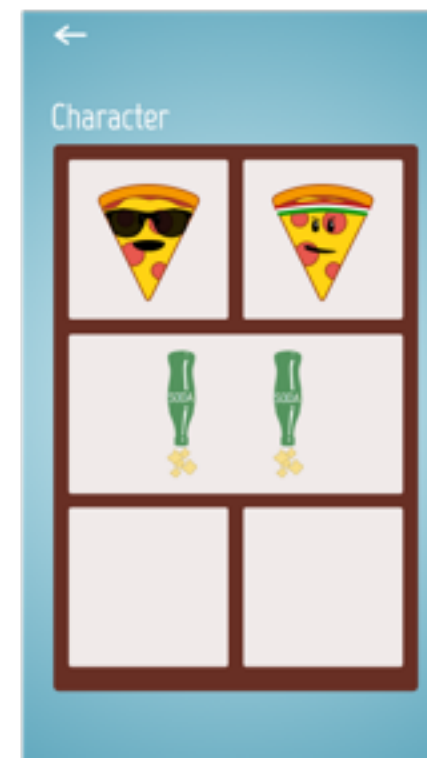
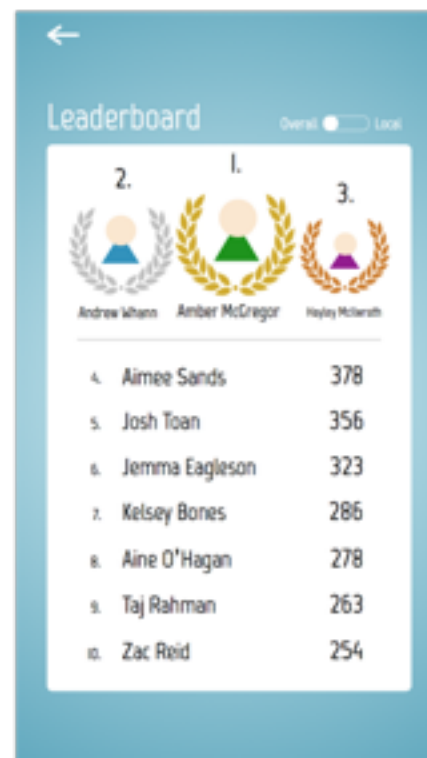
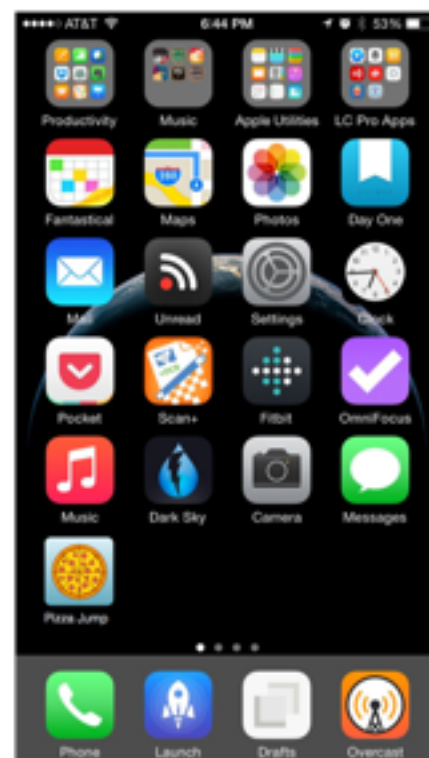


Screen blurs the background out



- Different characters and wing upgrades are available to be unlocked once a certain score has been reached.
- Each upgrade is different and affects the player's experience differently.





Prototype

Invision: <https://invis.io/G74QDLKFC>

Principle: <https://vimeo.com/145389901>