

**CGRA 151**  
T2 2016  
**Assignment 5 Plan**

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**Name of game/artwork:** Star Jump

## Vision

**1. Game concept:**

The concept of my game is modelled off Doodle Jump and Color Jumper made by Stephen Sahrn found here: <http://www.openprocessing.org/sketch/102745>.

The plot involves a star which has fallen out of the sky and need to climb the clouds to rejoin the other stars in space. The objective of the game would be to make the star stay up in the air for as long as possible by jumping onto and off platforms.

The platforms are magical and consists many different types which are constantly moving downwards so the star must jump off a platform before it disappears off the screen otherwise they fall off. The platforms do different things such as recoiling, disappearing, crashing into each other etc which can be advantageous or disadvantageous to the player to help the star upwards.

**2. Game play:**

The game does all the basic things any game does such as having a homepage of play/instructions/about options, high and highest score, 3 default lives and 3 levels.

Level 1 starts off slowly and introduces the basic platforms (standard, sliding and vanishing platforms).

Level 2 speeds up how fast the platforms move downwards and introduces collectables, such as spring up moon dust and shield, and obstacles which knock it off platforms such as aliens or slow down slime.

Level 3 is the fastest and introduces more platforms (crusher, recoil, break through) and collectibles (extra life crystals)/obstacles (flying meteors).

The player loses a life every time they fall off and need to restart from the beginning.

The game is all about timing the jump right. It only has 3 controls which is the spacebar to jump and left and right arrow keys.

**3. Visual design:**

The design will be kept as simple as possible with images and processing shapes. The game will be 700 x 700 pixels and a pastel colour scheme. There are drawing below to show more of the visual design.

## Timetable

1. **A core working program** (done by 27 September):

By the 27<sup>th</sup>, I am aiming to get done the following:

- The basic layout and shapes of all the objects such as their size and positions
- The basic jumping onto and off platforms for the star
- Moving platforms and their individual actions for level 1

2. **A reasonable submission** (by 4 October):

The basic game I would be content to submit would include:

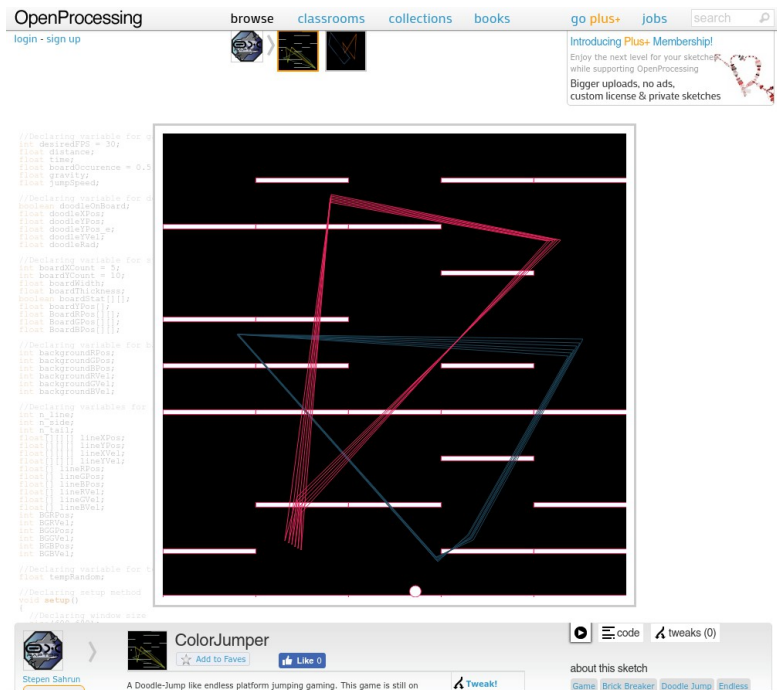
- Collectable power ups and obstacles
- Basic block colours and animations of the objects
- 3 levels and their timing
- 3 lives, and start and play again buttons

3. **A well-polished submission** (by 11 October):

If I have more time and I have completed all of the requirements of a reasonable submission, I will improve it with:

- Sound including background music and action sounds
- Drawings/texture/images for the objects and background
- Score page, home page, play again page with their designated buttons.

## Appendices:



Color Jumper: uses the mouse and mouse click. The user click to jump and uses their mouse to guide the ball to go left and right. If ball touches a beam, it vanishes but if it land on top of a beam, the beam stays.

Doodle Jump: Doodle Jump is a similar game that also uses minimal controls. Its a good example of a simple yet addictive and enjoyable game.

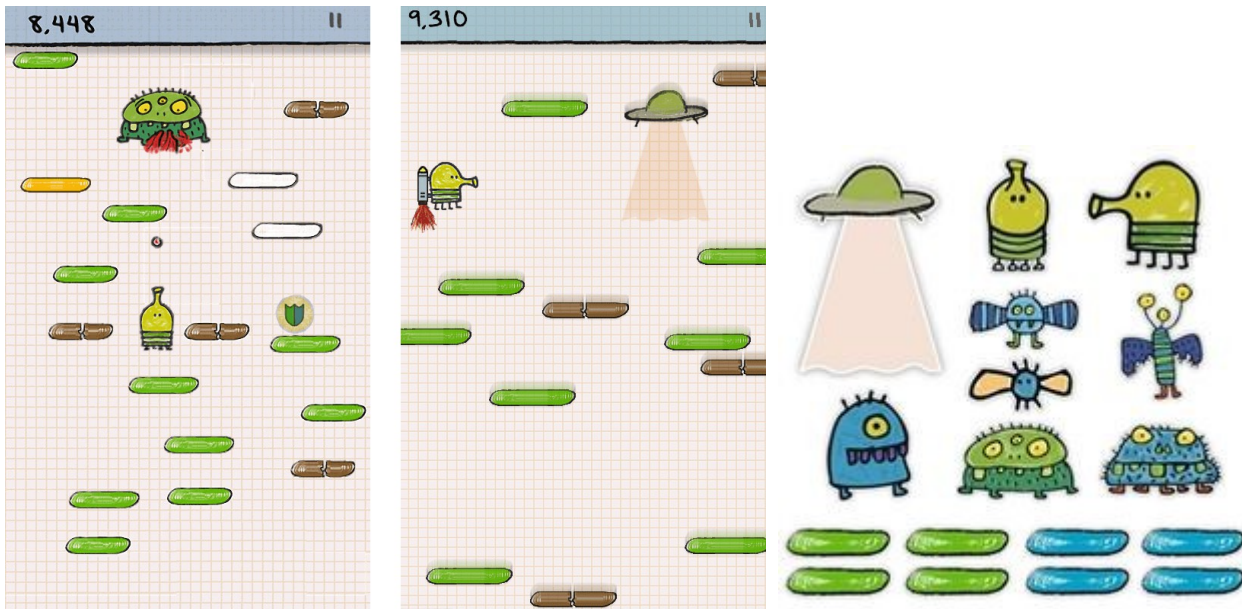
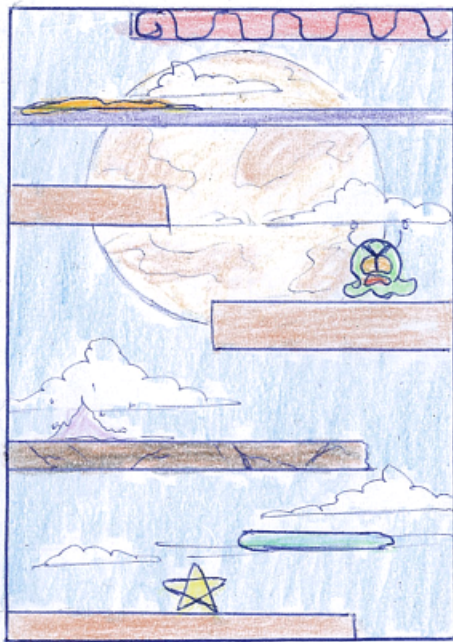


Image from:

Image 1: [http://www.windowcentral.com/sites/wpcentral.com/files/resource\\_images/doodle-jump-2-screens.jpg](http://www.windowcentral.com/sites/wpcentral.com/files/resource_images/doodle-jump-2-screens.jpg)

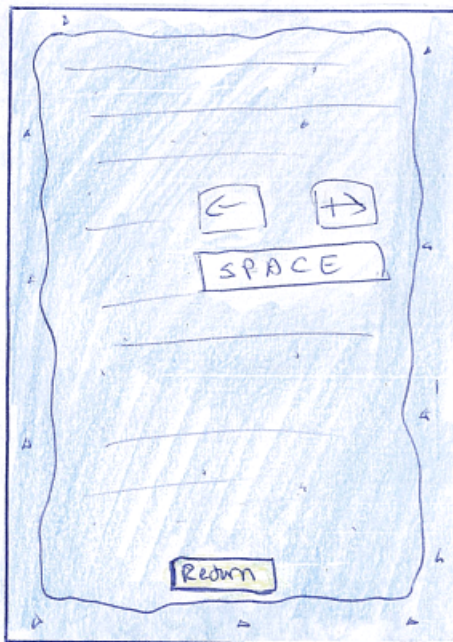
Image 2: <https://s-media-cache-ak0.pinimg.com/236x/7e/b3/ed/7eb3ed1ea81ab3f51d56ea4ccdb55a9.jpg>



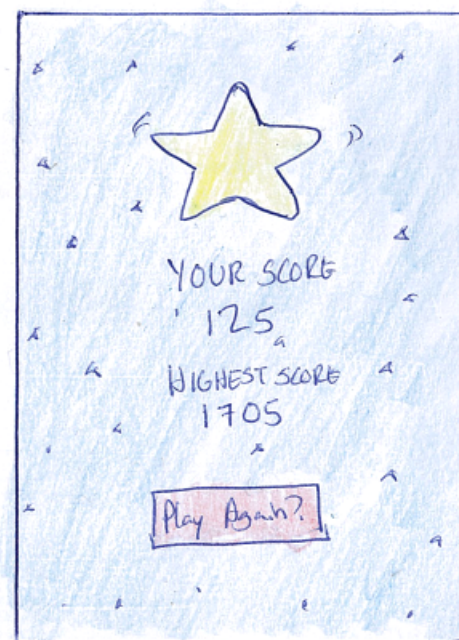
Game



Home Page



About and How to Play



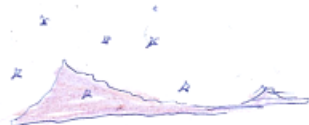
Scores Page



## Collectables



Shield  
(from)



Moon Dust  
(jump past  
platforms)



Crystals  
(+ 1 life)

## Obstacles



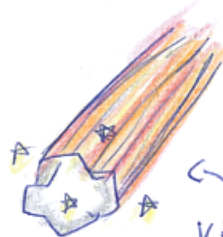
Knocks star  
off platform

Alien  
(-5 points)



Slows  
star  
down

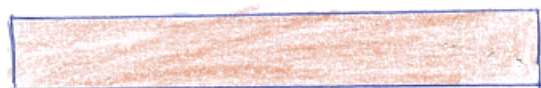
Slime  
(-9 points)



Kills star

Meteor  
- 15 points

## Plat forms



Standard (+5 points)



Break Through (+10 points)

Star  
can break  
through  
platform



slider (+8 points)



Crusher (+15 points)

After 3 seconds  
the platform vanishes.



Vanisher (+6 points)



platform  
recoils to the left or right

Recoiler (+12 points)