

## **Concept:**

**Platforms:** Windows

**Technologies:** Unreal Engine 4.24.3

**Languages:** English

**Audience:** Targeted audience

**Genre:** Platformer

**Mood:** positive

**Emotions:** exciting

**Rating:** PEGI 3

**User Number:** singleplayer

**Gameplay time:** not limited

**Main mechanic:** run, jump

**Setting:** constructed world

**Goal:** survive

## **Targeted audience**

People interested in typical platformer games.

## **Game Character**

**Game mechanics and operating**

Actor moving left/right: AD

Actor jumping: Space

## **Interface**

Only platforms and player there. No menu.

## **Gameplay map**

[https://miro.com/app/board/o9J\\_khA2dGQ=](https://miro.com/app/board/o9J_khA2dGQ=/)

## Visual

Visual is bright and colorful. Start platform is pink, other platforms are green:



Bullet on platform:



## Level Design

Level has a non-limited number of platforms. There different types of platforms:

- small platform (Scale: 8; 5; 0,5)
- middle platform (Scale: 12; 5; 0,5)
- Platform with wall (Scale: 10; 5; 0,5). It has a wall (Scale: 0,1; 1; 3)
- Platform with bullet (Scale: 12; 5; 0,5). These platforms are start points for bullets.

Platforms generates with such probabilities:

- small platform:  $\frac{1}{3}$

- middle platform:  $\frac{1}{3}$
- platform with wall:  $\frac{1}{6}$
- platform with bullet:  $\frac{1}{6}$

Player appears first on a platform with wall, then he can jump to start running.

## **Balance**

| Name   | Value | Comment |
|--|-------|---------|
| Actor's running speed                        | 200   |         |
| Actor's jump z velocity                      | 600   |         |
| small platform x size                        | 8     |         |
| middle platform/ platform with bullet x size | 12    |         |
| platform with wall x size                    | 10    |         |

## **References**

Pokemon 3d model: <https://free3d.com/3d-model/pikachu-pokemon-87270.html>

pokemon movement: <https://www.mixamo.com/#/?page=1&query=run>