

Prototype #2 – Monkey Game

DEVELOPMENT MILESTONES:

- GitHub Repo created
- Scenes designed/created
- Assets implemented
- Player movement finished
- Main menu & gameplay scene finalized
- Coconut logic finished
- Player vs Coconut logic finished
- lfs installed

MAIN FEATURES

Genre: 2D, Action, Vertical Platformer

Story: Monkey Poo is a very hungry monkey, so he is on a mission to collect as many bananas as possible.

Controls:

- Arrow keys to move left, right, up and down



Visual Style: 2D visual game set in a jungle

Audio Style: No audio is implemented

Interesting Mechanic: A platformer that is on a fixed screen

Unique Selling Point: Easy to understand but still quite challenging

Player Experience Goal: Excitement, Challenge, Strategy, Completion

Design Pillars: Collecting, Movement

Engine: Unity

Future Expansion Ideas:

- Powerups which add strategy, chaos, and excitement towards the gameplay
- Different levels to allow different challenges and themes
- Audio Assets which would allow for more gameplay feedback when the player does something in the game

Define the desired game mechanic or feature. *What are you making?*

The player jumps from vine to vine collecting bananas that appear while avoiding falling coconuts.

Movement mechanic – jumping left or right, up and down with arrow keys

Collection - happens when monkey collides with items on the vine.

Player has three lives, coconuts are the obstacle to avoid while jumping, timing is key

Outline an objective statement for the design. *What question are you trying to answer with your prototype? Why?*

Our objective is to see how much challenge and engagement can be created within a fixed screen level using vertical platforming, random object appearances and proper spatial design. We are trying to prove that a single-fixed screen can function just as well as a side scrolling level when player/item movement and platform spacing is designed thoughtfully.



Detail design rationale. *What kind of experience do you envision? How is it innovative or experimental?*

The goal is to create a sense of determination in the player. Every banana collected is a victory; While every coconut hit is a frustrating setback that only intensifies their intent to dodge danger and preserve their lives.

Target platform and Audience:

The game will be played on mobile devices and is targeted for children ages 7+

Asset Citations:

- Monkey/Player Asset: <https://www.alamy.com/monkey-cartoon-character-animal-pointing-at-sign-image379854614.html>
- Banana Asset: <https://www.vecteezy.com/png/19614283-banana-png-graphic-clipart-design>
- Coconut Asset: <https://gallery.yopriceville.com/Free-Clipart-Pictures/Fruit-PNG/Coconut-PNG-Vector-Clipart-Image>
- Background Asset: [Cartoon Jungle Background Images – Browse 420,241 Stock Photos, Vectors, and Video | Adobe Stock](#)
- Background Asset: [Jungle PNG transparent image download, size: 2049x740px](#)
- Background Asset: <https://www.freepik.com/free-vector/liana-seamless-border-set-vine-leaves-wooden-stalks->

[transparent_16409690.htm#fromView=keyword&page=1&position=0&uuid=5c6ed668-2f3b-4291-87ac-b71cfb43e3c1&query=Cartoon+vine](https://transparent.16409690.htm#fromView=keyword&page=1&position=0&uuid=5c6ed668-2f3b-4291-87ac-b71cfb43e3c1&query=Cartoon+vine)

Notes from 2025-10-01 Check-In:

- Are we comfortable of the level of innovation?
- Is it too much like Donkey Kong?
 - How does Donkey Kong? Research to see if the coconuts falling is too like the barrels/whatever else is in the game.
- What is our definition of “effective”?
- The scope is very achievable with the fixed screen – be very creative within those constraints
- Michael’s gut feeling is that it will be boring
- Get creative to make it fun
- If we test this and it’s not fun, then it will be hard to justify the innovation piece
- The innovation piece is 6-10 marks out of 40 (he’s saying that we won’t lose that many points if it ends up being boring)
- Probe this a little further...
- What would be the larger design rationale with this design mechanic?
- Can this become a game?
- Is this something that we could/would make bigger? Could this actually be turned into a game?