**Box Jumper**

(Working title)

Ethan Botkin, Cory Friedman, Krystale Williams,

Blake Stephens, Alexander Gattis, Thomas Matthews

* **Description:** You (the player) are a survivor of a malfunctioning space cruiser. Starting deep in the bowels of the ship's steam tunnels, it’s a race against the clock as you maneuver around and move boxes with your anti-gravity gun to create paths to reach the escape pods. Can you make it out alive?
* **Purpose:** Our game is made to be a mind teaser, able to entertain as well as challenge the player’s logic skills and spatial awareness. We will achieve this by using box stacking and gravity-based physics to test players’ logic.
* **Premise:** You move, stack, and manipulate boxes to alter the environment in order to allow you to reach the end goal.
* **Genre:** Platformer/puzzle
* **Platform:** Our game is being developed for Windows computers, primarily.
* **Audience:** Our game is intended to appeal to players of all ages and backgrounds.
* **Rating:** There is no violence or foul language, so we expect an “E” rating.
* **Player Mode:** Our game is a single player.
* **Time Interval:** Our game happens in real-time.
* **Backstory:** We are an android forced to undergo these grueling box puzzle simulations. By going through these puzzles, the player character android will have tested the “production integrity” of these boxes.
* **Characters:** There is only the player character. (more characters may be added later in future updates)
* **Competitive Analysis:**

Super Mario Brothers: The standard in platforming.

Half-Life: Physics-based puzzles and platforming.

Sonic the Hedgehog: Fast-paced platformer.

SiNKR: A relaxing puzzle game.

* **Rules:** Single-player, all ages.
* **Challenges:** Players will be faced with a variety of physics-based puzzles involving boxes.
* **Strategies:** Players will need to use knowledge navigation, spatial awareness, and quick reflexes.
* **Theories:** We will be using a Skill vs Luck balance system. By designing our levels to have a more skill-based layout, the player can go through levels quicker than if they randomly place boxes.
* **Perspective:** The game will be a 3rd person side scroller.
* **User Interface:** The UI will be as follows:
  + Main Menu
  + Pause Screen
  + Game Over Screen
* **Audio:** Our game will utilize, at a minimum, sound effects for jumping and landing. There will also be background music.
* **Summary:** Our game is focused on physics-based platforming. This is accomplished by having the player utilize boxes in order to achieve the goal of reaching the end of the level. In future updates, we will expand upon different puzzles and level design ideas.
* **Art:** A person wearing a costume

  Description automatically generated

A picture containing sky, outdoor, toy

Description automatically generatedA picture containing indoor, sky

Description automatically generatedA picture containing sky, indoor

Description automatically generatedA picture containing indoor, sitting

Description automatically generated