

## Adam Faust

### Project 3 Write up

#### How to play:

The game plays similar to jungle jump. You are an astronaut escaping the alien infested space station. It consists of 3 levels with a secret optional level. You have to reach the end of the 3 levels to finish the game. If you get hit by the aliens you take 1 damage. If you get hit by floor spikes you take 3 (dying instantly). If you die, the level restarts but you keep your points.

#### Results of playtesting:

I enjoy playing the game and I have patched all the bugs I can find. I'm glad everything on it works and I think it looks visually pretty nice.

#### 4 Changes Made...

##### 1. Change the theme

Instead of Jungle Jump with its fox and grass land environment and opossum enemies, I changed the entire theming to outerspace. You now play as an astronaut, avoiding slime aliens, inside a space station or foreign planet caves. There is new background music too.

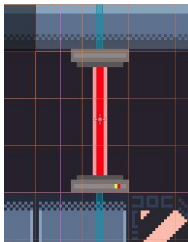
##### 3. Make an additional dynamic element of the game that rewards the player

My additional gameplay element is a canister of gas. This canister lowers your player gravity for 3 seconds. This is very useful as some jumps over spike filled holes are impossible without this gravity change. I thought it would be a fun gameplay element that also ties in with the space theme of the game.



##### 4. Add an additional dynamic element that harms the player

There were two things that could hurt the player, the spikes and the aliens. Now I added laser gates. These laser gates will shift states of being ON and OFF every few seconds and if the player runs into the gate while its on, they will take 1 damage but if its off, they will be able to run through it no problem.



##### 6. Create a secondary game experience for a single level after triggering some event

So there are two endings in the game. At the beginning title screen you are told to gather all three research notes for a secret ending. There is one research note pickup item per level and is tracked by you gaining 100 points (not lost on death). If you reach the final rocket at the end of level 3, WITHOUT the 300 points, you get the end screen saying that you won but didnt have enough evidence. If you reach the rocket WITH 300 points, you get to the secret level. You have landed on earth from the rocket and go to a stage in which everyone is happy you returned but you just ruined there day by telling the public that aliens are real. Then the game ends with a you won screen but it now says you told the world. I thought this would be a nice way to reward getting the items and adding a fun story element to the game.



