GAME DESIGN DOCUMENT

JUMPER'S JOURNEY

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1. Executive Summary, Quick overview

The game's idea is to be a simple old-school-ish **2D-platformer** – included with some minor puzzle elements. Player moves and jumps around the game area and collects different items to strengthen its physical powers (i.e. jumping abilities). For example, by collecting these items the player can jump higher and further or perform a double-jump (jump again while in the air) and so on...

2. Target Audience

Casual players – people interested in light-weighted and not-that-time-consuming platformer-games, still with some focus and brainwork and effort needed to pass the levels. Game mechanics should be that simple that a child could play the game but still challenging enough for an adults as well.

3. Main Characters

The Player:
Ball-shaped robot rolling and jumping around *(obviously inspired by BB-8 from Star Wars).* Changes color when achieving different skills/powers.
Having a simple animations when rolling around.

4. Main Features

4.1 Main mechanics
2D-game where player moves and jumps around. Moving left and right with arrow keys, jumping with space key. Player gains e.g. jumping power by collecting different items.

4.2 Movement
Moving left and right on the ground and jumps upwards (space key).

4.3 Physics
Ultimately based on a pretty regular real-life-physics (jumping up while gravity pulls down again), although player gains some power to jump higher and longer and even sometimes jump while still in the air, but gravity still eventually brings it down.

4.4 Multiplayer mode
No multiplayer mode available, although a local two-player game mode could be something to develop in the future.

5. Genre, Setting, Concept Art book*

Old-school-ish 2D-platformer with rather simple and minimalistic, yet hopefully more or less artistic graphics.

First draft for the wallpaper for some level.

6. Enemies, NPCs, Other objects

 For the prototype-phase at least one type of **ENEMIES** patrolling around the game area. Later will be added more enemy types with more skills and weapons when levels and difficulty increases.

Also, there will at least be a **WATER** (or similar stay-out-from-this) element, which will destroy/damage the player when it gets fallen into the element. Instead of water element there could also be e.g. **LAVA** or **SPIKES** etc. depending on the each level's theme.

There's also different kinds of **COLLECTABLES** which will give the player different powers based on collected item's type.

 JUMP POWER: Each collected item will power up player's jumps!

 2XJUMP: This items gives the player ability to jump twice! (Meaning that the second jump is made while still in the air)

7. Story board, script*

7.1 Story overview

There is not really a story, player just tries to pass the levels. Every level has its own background scenery (wallpaper) to make it feel like the player is going in different places each with its own atmosphere and feeling. Some simple story may be added, like so that the player is starting from a "Bootcamp" (kind of like a tutorial-level) and then moves towards some more challenging adventures directed with some kind of a mission.

7.2 Progression, Level 1 (Tutorial-level)

Simple tutorial level to introduce player with game mechanics, collectable items and their effects and also how to deal with enemies.

7.1 Progression, Level 2

First real level to really test the player. Difficulty should increase in every level from here.

7.X Progression, Level X *(the rest of the levels will be designed later, after the prototype-round)*

8. Technical definitions, Tech guide*

8.1 Platforms, versions
Windows game

8.2 Control Scheme
Keyboard: Move left and right with arrow keys and jump up with the space key. Esc (or P) opens pause menu (options: *continue*, *restart*, main *menu*), which is operated with a mouse and probably with a keyboard as well.

8.3 Limitations
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9. Business definitions*

9.1 In-app purchases
Not planned to have any in-app purchases.

9.2 DLC packs
Not planned to have any DLCs.

10. Outsourced/Bought Assets

Some out-of-the-box assets from the Unity Assets Store probably will be used for **sound effects** and **music** (these will be referenced in game's end credits), but rest (graphics etc.) should be designed only for this game.