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# Game Analysis

Explore a dream world, where your only escape is a door far above you. Platform your way to the top but avoid the death Ivy that just sits there and kills you if you touch it.

# Mission Statement

Dream Jump is a simple fantasy platformer that lets you explore strange dreamscapes as you avoid death plants.

# Genre

Fantasy, Platformer

# Platforms

PC

# Target Audience

The Game would be rated E for everyone and would target fans of platformers and potentially fans of Yumi Niki. The strange layout and concept of exploring dreams is what I think would appeal to the Yumi Niki fanbase.

# Storyline & Characters

There isn't that much of a story. A person is trying to escape their dreams and avoid the Ivy that “kills” them.

| Character | Description | Characteristics | Misc. Info |
| --- | --- | --- | --- |
| Player | Just the player going through this world and trying not to die (wake up) | A person that jumps and walks around the world in their dreams. | N/A |
| Death Ivy | The enemy is found throughout the dream world. | Stays still but one hit kills the player if they touch it. | https://assetstore.unity.com/packages/3d/vegetation/plants/hand-painted-bush-pack-43075 |

# Gameplay

## Overview of Gameplay

This is a fantasy platformer, the location is a dreamscape where one moment you can be in an area you could explore and the next is a confined space where you just go from one end to the other.

## Player Experience

The player will be placed in an open world where they can explore, when there if they tough the ivy bushes the level will restart. The player's goal would be to reach the door. Once they enter they go to the next level. Level two is a square/circle path to the door while avoiding the bushes from level one.

## Gameplay Guidelines

If the story/game is continued violence would only be implied. Same rule applies to Drugs, and any other adult content.

## Game Objectives & Rewards

| Rewards | Penalties | Difficulty Levels |
| --- | --- | --- |
| Get the door, move to next level | tough the Ivy, restart the level | easy, it shouldn't be too difficult |

## Gameplay Mechanics

| **Character Attributes** |  |
| --- | --- |
| **Character** | **Movement Abilities / Actions Available** |
| Player | WASD movement, space to jump |
|  |  |
| **Game Modes** |  |
| Easy | Get to the door, avoid the Ivy |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Door | Move on to the next level |

## Level Design

The first level is open with two moving platforms. This lets the player explore and ,if I was making a full game , be what to expect for most of the levels.

Level two would be an exception. It is a square where you start right next to the door but it's too high up so you have to go around to climb to the top. Levels like this would appear ever so often.

| **Levels** |  |
| --- | --- |
| Level 1 | open space, square structures (mountains), cynders reaching the sky |
| Level 2 | Cylinder spike path that goes in a square to get to the top. |

# Control Scheme

| **Button/ Touch Input** | **Action it Performs** |
| --- | --- |
| W | Forward |
| S | Back |
| A | Left |
| D | Right |
| Space | Jump |

# Game Aesthetics & User Interface

It is going to be basic shapes but if I were to continue it would be more stylized. It would match more with the bushes.

# Schedule & Tasks

| Task | Is it Done |
| --- | --- |
| Level Layout | yes |
| Player | yes |
| Death in Ivy form | yes |
| Door | yes |
| Moving platform | yes |
| TDD | yes |
| One Sheet | yes |
| GDD (exsept task list) | yes |
| Upload everything to Github ( with task list complete) | yes |

All due on the 19th, well jump around on what task I do when (pun half intended)