

Part 1 — Paper Prototype

Game Title: Jump Run

Simple 2D platform game.

1. Top-Down Gameplay Diagram (Flow + Rules)

Flow:

Start → Jump over gap → Avoid spike → Reach finish

Paper Map:

S = Start

E = Exit

_ = Ground

O = Gap

^ = Spike

S __ O __ ^ __ E

Rules:

- Player can move left and right.
- Player can jump.
- Player must jump over gaps.
- Player must avoid spikes.
- If player falls in gap or touches spike → lose.
- If player reaches E → win.

2. Core Gameplay Loop

Jump → Clear obstacle → Move forward → New obstacle → Jump again

Action → Feedback → Reward → Next Action

Jump → Safely land → Progress forward → Face next challenge

3. Paper System Used

- Straight line drawn on paper as ground.
- Small eraser used as player.
- Empty spaces represent gaps.
- Triangle shapes represent spikes.
- Manual movement step by step.

4. Playtest Notes (2 Sessions)

Playtest 1:

- Too easy.
- Player never failed.

Playtest 2:

- Adding a second spike made it more challenging.
- Gap needed to be slightly wider.

5. Questions & Answers

Main Verb: Jump

Win Condition: Reach the exit

Lose Condition: Fall in gap or hit spike

Biggest Issue: Too easy at first

Change Made: Increased gap width and added one more spike