



Doodle Jump

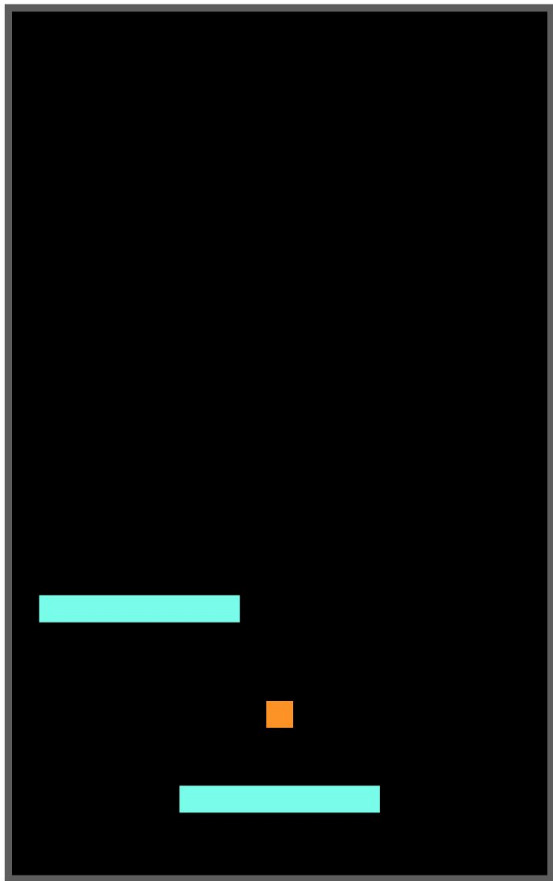
Yulin Chen, Jeremy Skolder, Alexis Wu

Background Context UX design

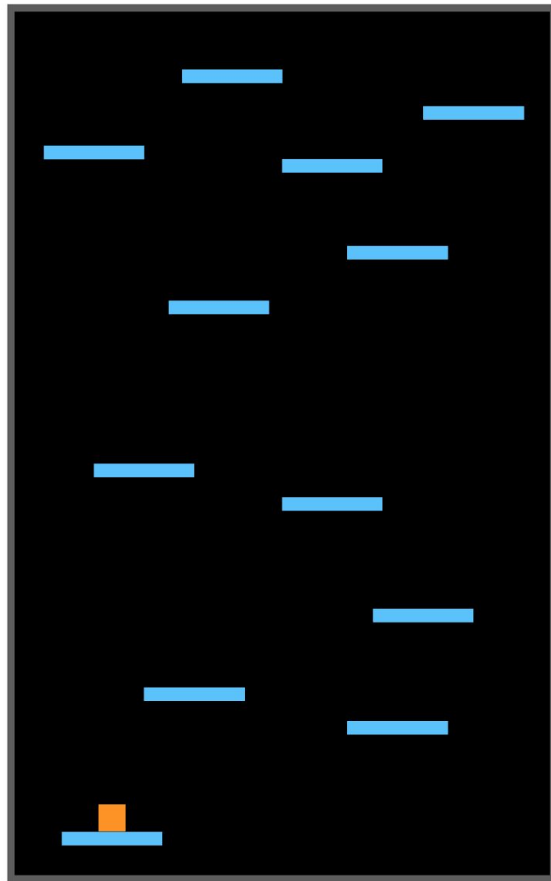
- Multiplayer mode
- Visually Appealing
- Polished Final



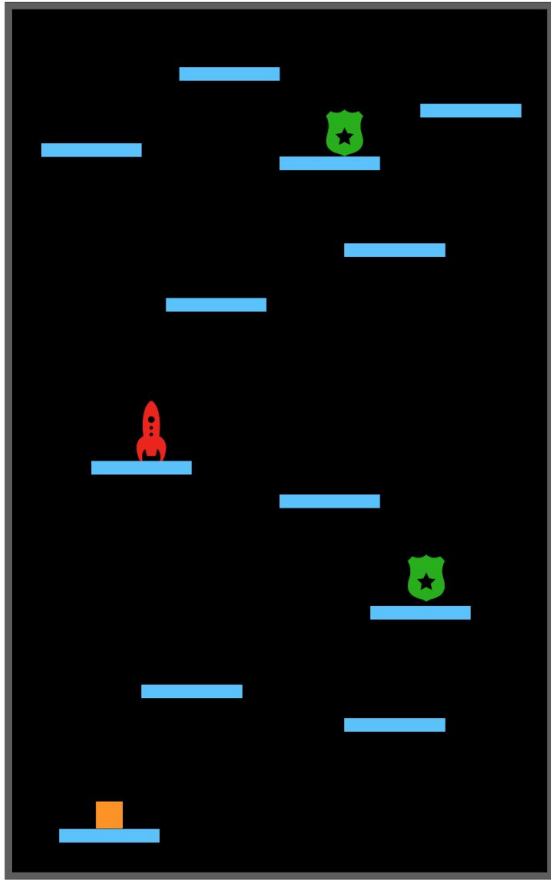
Prototype



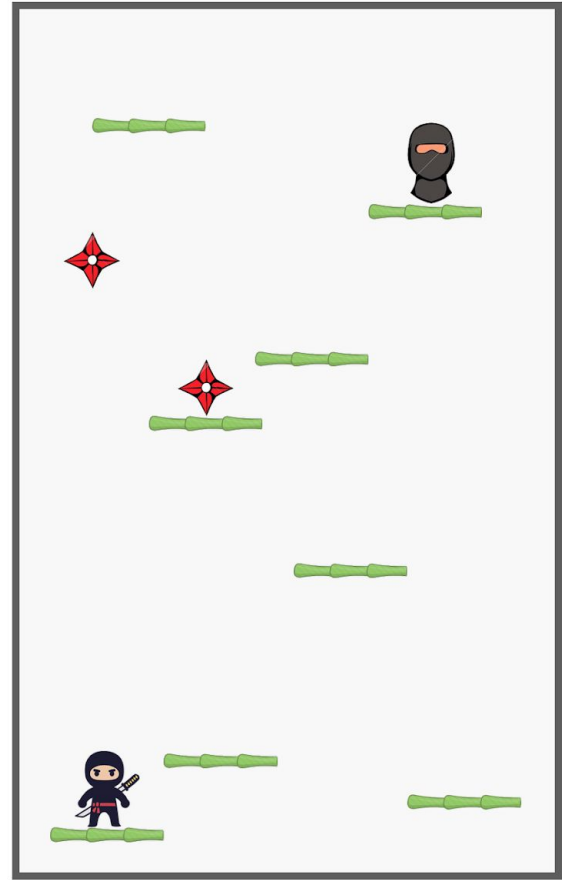
Test Round



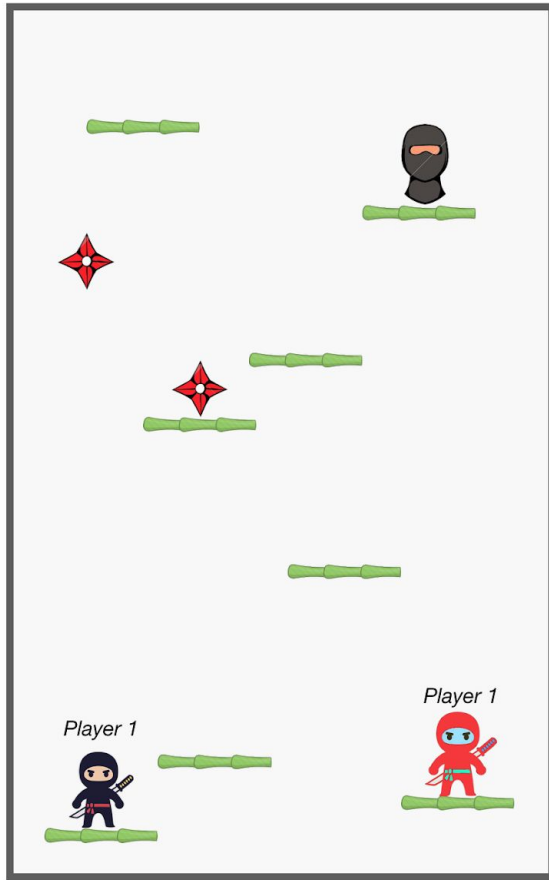
MVP



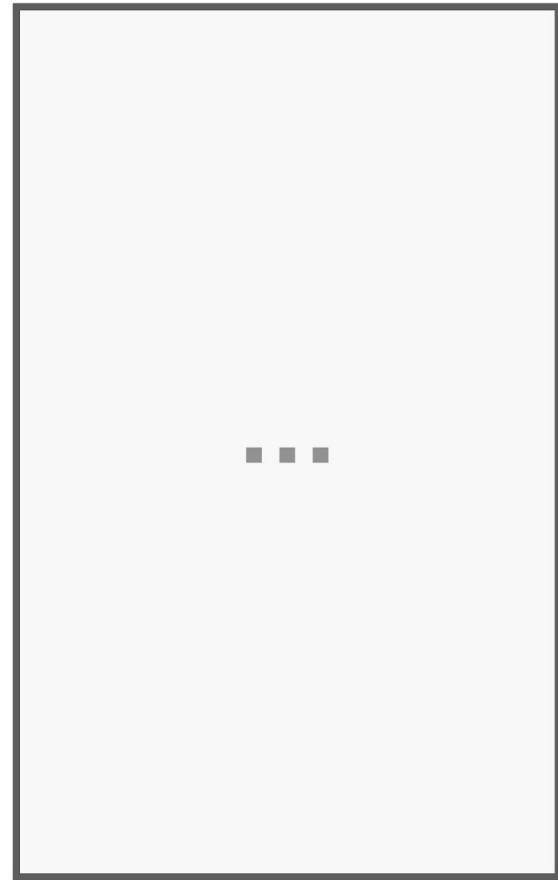
V.1



V.2



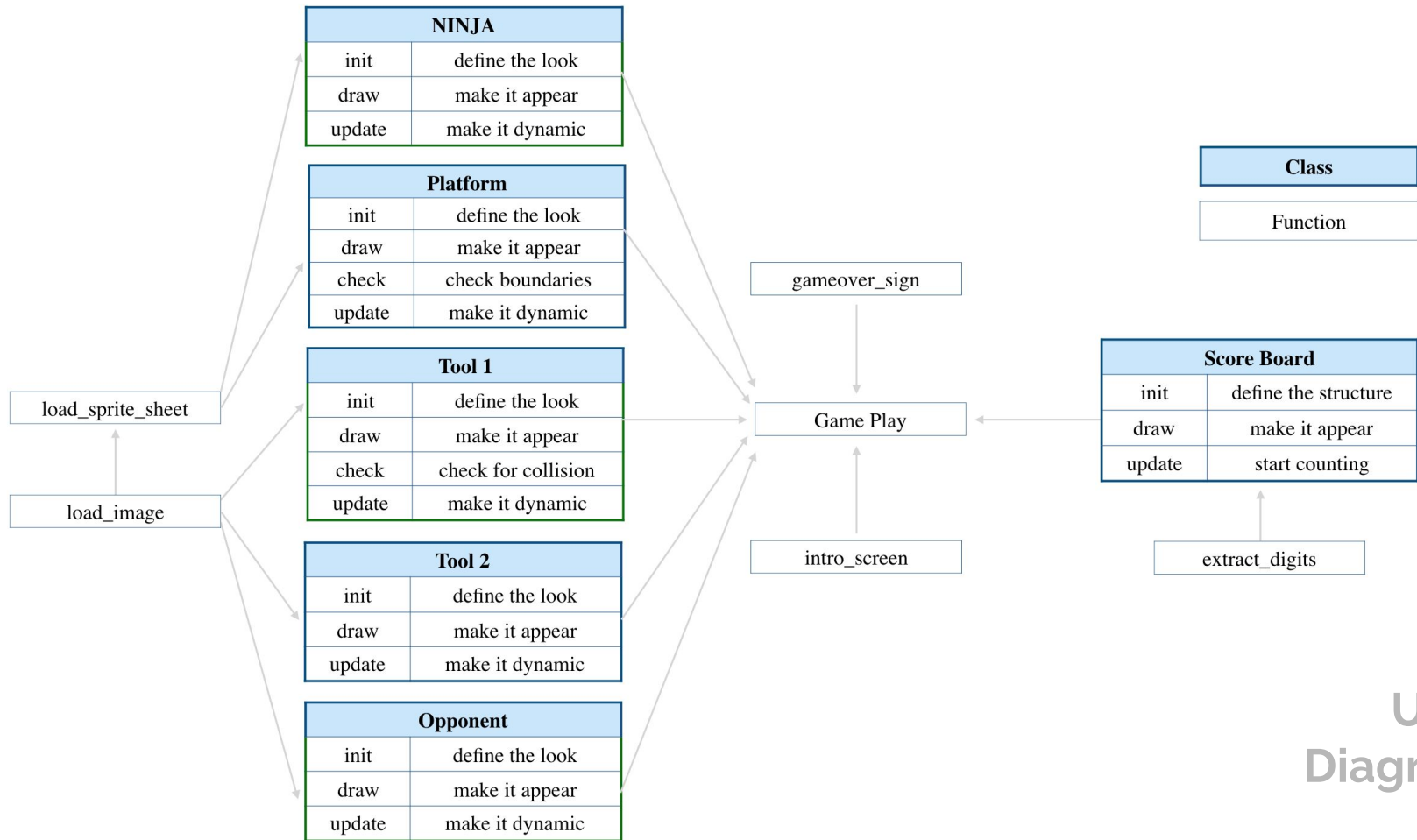
V.3



Final Deliverable



Software Architecture



UML
Diagram

Risk Identification

- Glitch
- OpenCV Interference
- Bottleneck on challenge level
- Tool Diversification
- Animation & Lagging

Questions For Discussion



- Game control
- Story
- Graphic/ visual Design
- Dual Players Interactions