

# VANIER

CÉGEP / COLLEGE

## Jeremiah's Jungle

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# Game Characters

## Jeremiah - main character

- He is a frog
- He is also king of the jungle



## Scar - the villain

- He is a monkey
- He stole Jeremiah's crown



# Lore

## Jeremiah

- He is also king of the jungle
- His crown was stolen by Scar
- He is on a journey to get it back

## Scar

- He stole Jeremiah's crown
- He taunts Jeremiah and wants to be king of the jungle



# Controls



= move Left & Right



= Jump



= dash



# Contributions

## Game coding

Andy & Aaron

## Game Design

Andy & Aaron

## GDD

Josh & Samuel

## Game Coding

Aaron

- Transitions
- Sounds
- Jump
- Rotation of actors

Andy

- Blocks
- Dash
- Coconuts
- Boss

## Game Design

Andy

- Level 1
- Level 2
- Level 3

Aaron

- Start menu
- Win screen
- Lose screen
- Image editing



# Struggles

- Getting time to all work together on it
- Had a hard time coding the blocks
- Start menu took a long time to figure out
- The game was very laggy after we made the start menu
- Brainstorming more game mechanics



# Levels

Level 1: Introduces basic mechanics(jump & dash) and basic obstacles

Level 2: Adds new obstacles and engages the dash ability more

Level 3: Boss fight with Scar for the crown

