

# Jeremiah's Jungle GDD

## Summary

Jeremiah's jungle takes place in a dangerous jungle with a comically large number of coconuts and many obstacles giving its dangerous reputation. Jeremiah was a frog and the king of the jungle, hence the name of the jungle, he was practically untouchable that even a frog's predators couldn't catch him as he moved pretty fast. Jeremiah is a very cocky frog, proclaiming himself as king whenever he would survive dangerous situations. Eventually, the more he survived dangerous encounters, the more the other animals started to respect his claims as king of the jungle. One day Jeremiah had his crown stolen by a monkey named Scar. Scar the monkey is a very lazy monkey who was tired of Jeremiah's sentiments so he decided to steal his crown and travel far away on top of the trees. Up top Scar enjoys all the coconuts in the jungle and enjoys Jeremiah's distress now that his crown is gone. As Jeremiah, traverse the dangerous jungle to reclaim his crown and title as king of the jungle. Take control of Jeremiah as he travels through the dangerous environment of the jungle with floating and moving platforms, the many falling coconuts, sharp spikes, and much more. The levels are similar to Donkey Kong (1981) and Fireboy and Watergirl as Jeremiah progresses upwards to reach his goal and the platforming takes place in enclosed places. As Jeremiah progresses, he will develop a new ability, the dash. Similar to Sonic's air spin dash and Megaman's slide, the dash is a new movement mechanic which helps in moving around each level faster and to make the platforming easier by dashing through gaps, far away platforms and other uses. Coupled with Jeremiah's already impressive jump, Jeremiah's crown will return to him in no time. Finally at the final level you fight Scar as he drops coconuts keeping you away from your crown you're put to the test to see if Jeremiah is truly deserving of the title as the king of the jungle. It is only then when the game is completed.

## Controls

Jeremiah will move through the jungle with a keyboard input (obviously).

Since it is a 2D based platformer, Jeremiah will move left and right using the A and D keys respectively. His first ability (jump) will be used with SPACE. His jump ability will be mainly used to go up the platforms, jump over projectiles that are headed towards him. It can possibly be even used for mobility (BHOPPING). Jeremiah will have a fixed jump height, so holding down the spacebar will not make him jump higher. These inputs make it comfortable for the user to be able to move Jeremiah smoothly without having to reach for a far-off key.

When Jeremiah is granted his dash ability in the second level, L-SHIFT will be used to use Jeremiah's dash ability. His dash ability will be mainly used to dodge through vertical obstacles and jump on platforms with a larger gap. It can also be used for mobility, but it will have a cooldown after each use (maybe), so use it wisely!

These controller inputs make it easy for the user to only play with only their left hand which makes it feel more like a simple platformer/arcade game such as Fireboy and Watergirl.

# Player Composite Profile

“Chad Hunter, 11, elementary student. Plays games alone everyday on a PC that is in his room and plays with friends on a cellular device occasionally. Parents buy all the games for him. Each session lasts around 30 minutes to an hour. Focuses on strategy games and brain teasers such as League of Legends, Wordle, Sid Meier’s Civilization and Chess. Favorite TV shows are anything Disney or Pixar. Loves to spend time doing random activities.”

## Game Characters

### Jeremiah

- His motivation is maintaining his status of king and being the best of the best no matter what. You can say he is somewhat narcissistic.
- He is a short and goofy-looking frog, always keeping a smile on him throughout his journey.
- He likes being the king and excelling in everything he does. He dislikes anything and anyone who tries to cross his path and make him feel inferior.
- He has no family or any friends, only himself. This is where his over-the-top self-love is rooted.
- His sworn enemy is () the monkey, who took his crown and reputation as the king.
- He does not use any tools or weapons, only his physical and mental wits.
- His origin came from the swamps and his race is a frog.

## Scar the monkey

- He does not really have any motivation for anything. He usually does what he feels like and lives in the moment.
- He is an odd looking monkey, with a scar across his left eye. He has very red eyes highlighting his evil intentions on our beloved Jeremiah.
- He loves sleeping, eating and repeating. He hates when he is confronted by someone telling him to do something he doesn't want to do (like giving Jeremiah his crown back).
- He used to have a hard-working family, but his laziness and unwillingness to contribute to his pack got him outcasted and left him alone. This is where he got his scar. He uses tools around him in the jungle such as throwing coconuts at Jeremiah to stop him from getting his crown back. He traverses through the jungle by swinging and climbing on vines and trees.
- His origin came from the rainforest of the Jungle, where his old pack used to roam. His race is a bonobo monkey.

## Mechanics Analysis:

Jump: A basic jump, no varied heights, allows for him to avoid obstacles and progress through the levels, nothing special. Doesn't change as the game progresses, only could be used once before having to land and using the jump again. Jeremiah ascends at a fixed height as to be simple for not only ourselves but the player, added with the dash it would be difficult to traverse through the level, as this game is aimed towards people of any age or level of gaming.

Practically not different from other platforms, Donkey Kong (1981) for example has a similar jump for Mario albeit with a different arc in which

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Mario jumps at, and with no control of the jump height which Mario is able to do even to this day.

*Describe your method here...*

```
public void checkForJump()
```

```
if ( Greenfoot.isKeyDown( "space" ) && !isJumping )  
    verticalSpeed = -jumpHeight  
    isJumping = true
```

*Describe your method here...*

```
public void applyGravity()
```

```
verticalSpeed = gravity + verticalSpeed  
setLocation( getX( ) , getY( ) + verticalSpeed)  
if ( isTouching( Ground.class ) )  
    setLocation( getX( ) , getY( ) - verticalSpeed )  
    isJumping = false  
    verticalSpeed = 0  
  
if ( isTouching( Block.class ) )  
    setLocation( getX( ) , getY( ) - verticalSpeed )  
    isJumping = false  
    verticalSpeed = 0  
  
if ( isTouching( LongBlock.class ) )  
    setLocation( getX( ) , getY( ) - verticalSpeed )  
    isJumping = false  
    verticalSpeed = 0  
  
if ( getY( ) >= getWorld( ).getHeight( ) - 1 )  
    setLocation( getX( ) , getWorld( ).getHeight( ) - 1 )  
    isJumping = false  
    verticalSpeed = 0
```

Dash: A dash going either left or right, can be used in the air or on the ground to either reach over small gaps, reach far away platforms, or to simply move fast. This mechanic has a cooldown of 5-4 seconds to avoid the game from breaking and making the player progress too fast. Length of the dash to be determined. A meter at the corner of the screen will indicate if the player could dash or not.

Brawlhalla, a platform fighter with a two way dash, that leaves the player vulnerable at the cost of movement. Jeremiah has a similar dash albeit without the mental games of the Fighting genre with a two way dash, and

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Jeremiah being vulnerable in a similar way with a cooldown applied and practically being defenseless in the air until Jeremiah lands on the ground or until he gets hit with an obstacle.

(TBD): a placeholder, mechanics in mind:

Climbing, tongue grapple, and gliding

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REMINDER FOR ALL

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IF YOUR ABOUT TO WORK ON THE PROJECT NEVER CLONE IT ON A COMPUTER IF THE COMPUTER ALREADY HAS THE FILES

ONLY CLONE IF YOUR SPECIFIED COMPUTER DOES NOT HAVE THE FILES

IF YOUR COMPUTER HAS THE FILES AND U WANNA WORK ON IT PLEASE DO GIT PULL TO GET THE UPDATED VERSION

PLEASE REFER TO THE GAME PROGRAMMING PROJECT SLIDES FOR A MORE IN DEPTH IDEA ON WHAT TO INCLUDE

[GameProgramming1Fall2024/Lectures/Doc09\\_Game Design Document.pdf at main · adinashby/GameProgramming1Fall2024 \(github.com\)](https://github.com/adinashby/GameProgramming1Fall2024)



## GAME PROGRAMMING PROJECT

TASKS MANAGER (samuel)

- list tasks required for the team members
- assign team members for the required task
- and establish the deadlines

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## PART ONE (introduction to our game)

### GAME PROPOSAL

- a simple explanation of our game while not revealing too much.
- only propose our game idea

### GAME DESIGN DOCUMENT

- page must be AT LEAST 10 PAGES
- this is DUE OCTOBER 17
- aiming to finish the document by monday the 14th of october

game design doc includes the following below:

- EXECUTIVE SUMMARY

(JOSH)

- description: basically describe what the game is describe the world characters(main/enemies), the main game mechanics and the goal to beat the game
- explain the mechanics and how they work
- explain the cons and pros of those mechanics
- talk about the game starts and ends as well as indicating the goal of the game

- USER INTERFACE MOCK-up(s)

(ANDY)

- provides a visual representation of the game, levels, user interface and the flow between screens
- How the game looks (images/characters)
- provide the images of the main character, our frog jehermiah
- provide the image of our enemy, our monkey (NAME TBD)
- provide the images of the obstacles and different maps for the specified level

- CONTROLS

(AARON)

- Describe how the game mechanics map to controller inputs
- talk about how the mechanics will affect the gameplay and how will it be implemented into the game
- as well as the weakness and the advantage of the mechanics

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## **PART TWO (setting the game in greenfoot)**

1. set our worlds by getting the right world size and setting the 3 maps made by andy in this case we should have a total of 5 worlds:

world 1: level one map (where the player gets familiar with the controls

world 2: level two map (where the player gets prepared and unlocks a new mechanic)

world 3: level two map (boss fight)

this is where the main character fights the boss for his crown and keep his power in the jungle as well as his reputation

world 4 & 5 (win/lose screen) ONLY IN THE END

only happens when you win the game or if you lose the game

2. placing our characters(ACTOR)
  - setting the specified image for our characters
  - setting our obstacles and the platforms

## **PART 3 (beginning our code progress)**

1. setting our characters to move (starting with our frog and finishing our monkey)
2. making the codes for the platform so that our characters dont just stay in the air and they actually have a floor to walk/run on

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3. getting our obstacles and coding it so they can fall and hit the frog if ever the frog comes in contact with
4. repeat 3 times because we have 3 worlds to build world 2 having the new mechanics

#### **PART 4 (TESTING PHASE)**

start testing the game with what we have

1st test:

testing the tutorial making sure the frog moves well and jumps and making sure the world itself is perfect

2. fix the bugs

after the 1st test we have to fix all our bugs and glitches we might have and fix it to perfection

repeat until all is good before moving onto the next level

3. 2nd test

testing phase for level 2

making sure the dash mechanic as well as the other mechanics works as well as the obstacles that moves

4. bug fixes

fix all bugs until perfection and repeat until 100% perfection

5. testing the 3rd world

making sure the boss works and is set to attack the frog

testing the frog to be able to beat the boss

testing the frog to make sure mechanics are still intact

6. bug fixes

fix all bugs and repeat till perfection.

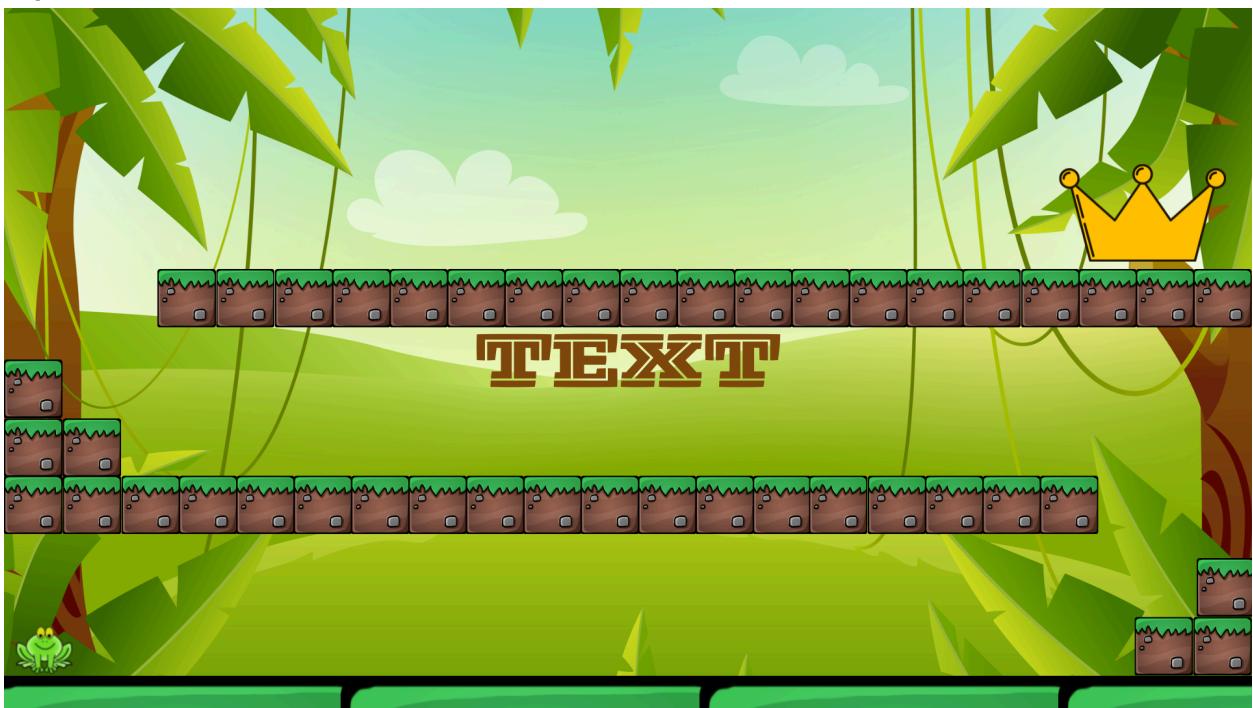
## Game Design

### Logo

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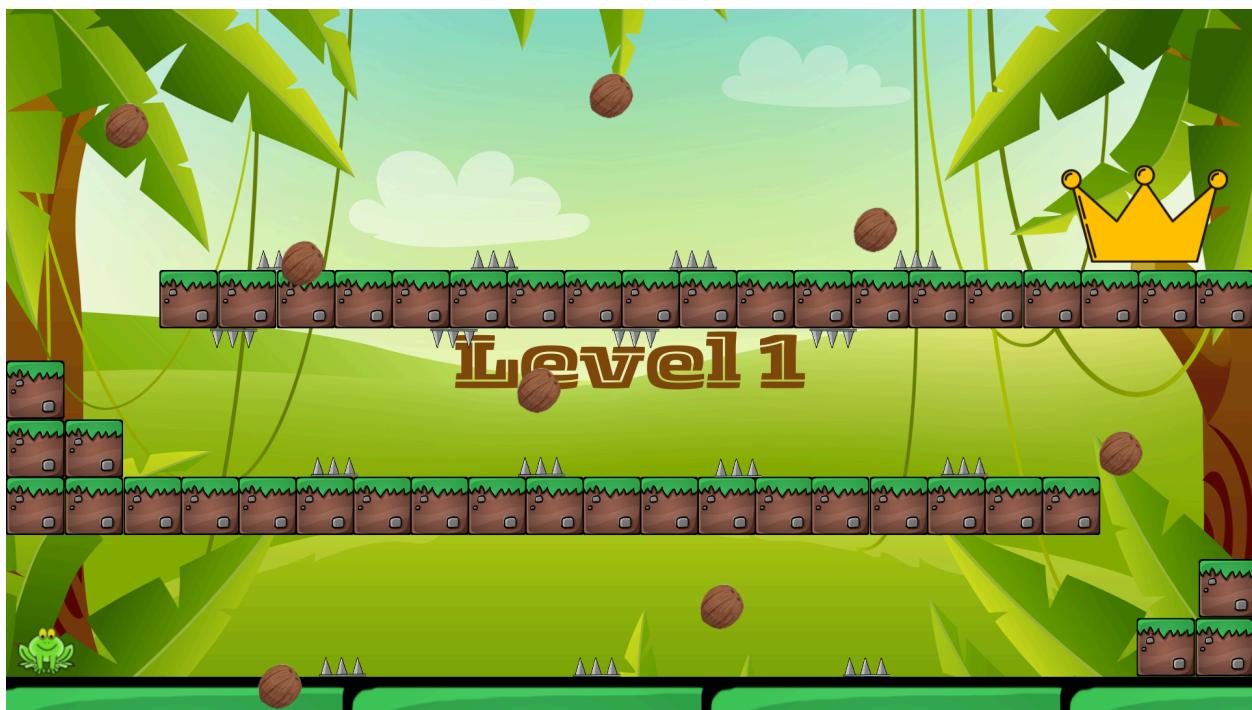


Layout of levels 1 & 2



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Level 1

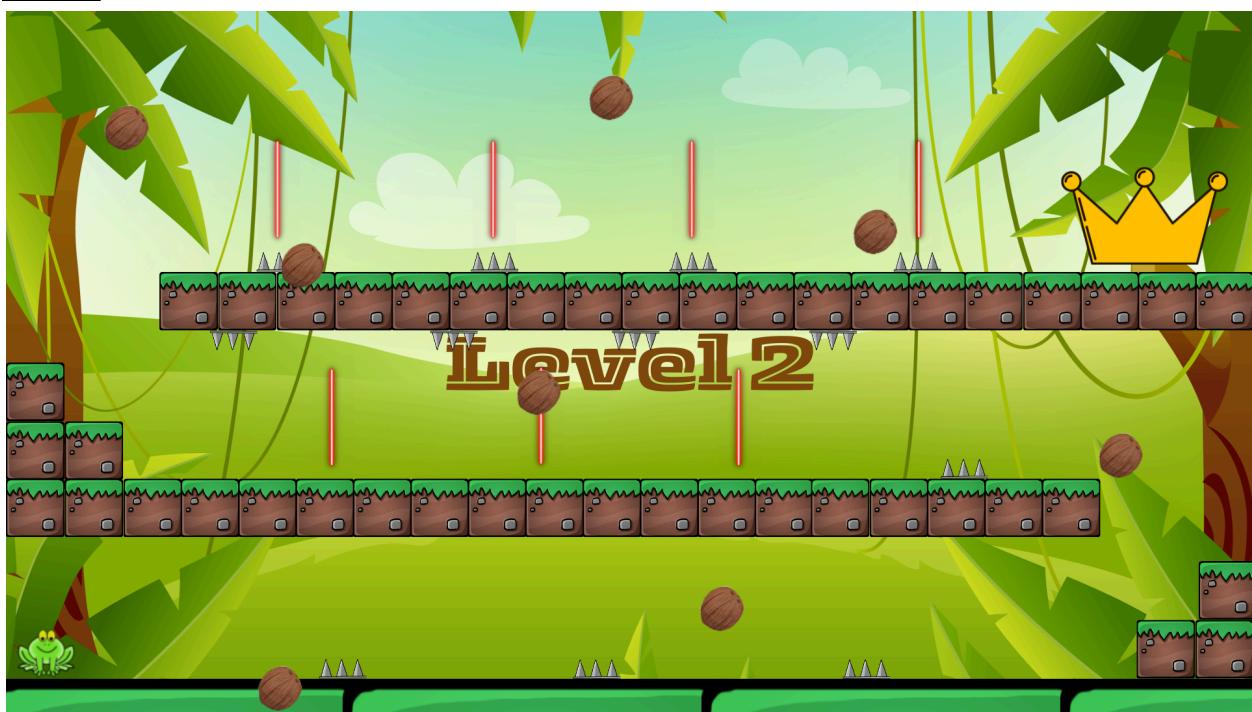


Transition from level 1 to level 2



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Level 2

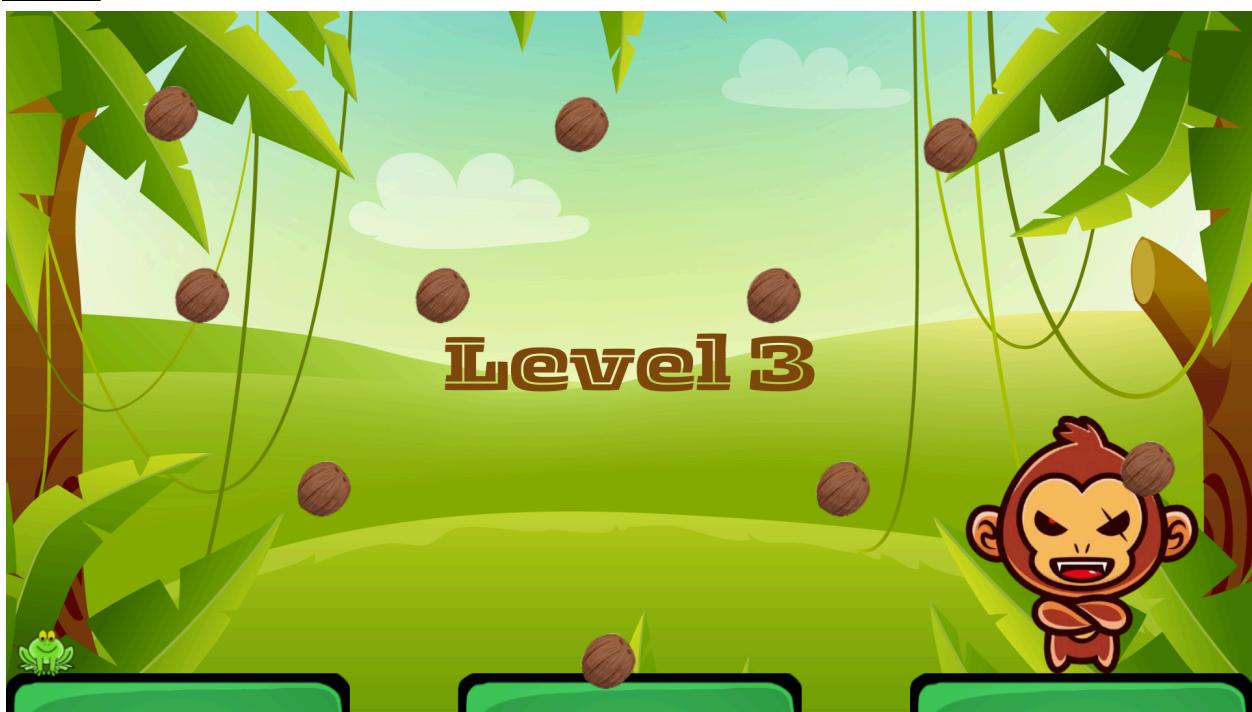


Transition from level 2 to level 3

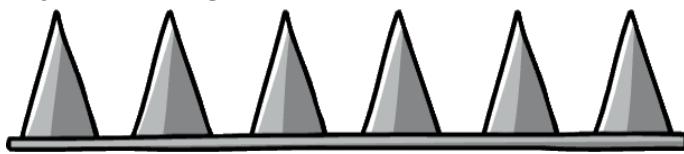


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**Level 3**



**Objects in the game**



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**Characters**

