

# 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

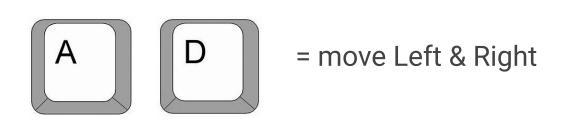
#### <u>Jeremiah</u>

- 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







= 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