

# GDD: POODLE JUMP

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## SUMMARY

### ELEVATOR PITCH

The character plays as a poodle that is constantly jumping upward onto infinitely higher platforms. They must navigate left and right to land on the small platforms and avoid falling, which resets the game. Score increases gradually as the player goes upward, and some platforms contain power-ups like dog treats and tennis balls.

### DESCRIPTION

Essentially a knock-off Doodle Jump. It's an infinite jumper with very simple controls and strategy: just last as long as possible by moving back and forth. The player will be able to choose a type of dog in the main menu to select as their sprite. They will constantly be jumping, this cannot be prevented and is automatically restarted every time they land on a platform. If they land on the same platform, no progress is made. If they land on a higher platform, the camera scrolls up in the y-direction, score is increased, and new platforms are randomly spawned above. There is a random chance for a platform to spawn with a dog treat resting on it, which provides an additional score increase when collided with. Platforms can also spawn with a tennis ball, which temporarily increases jump height. Some platforms will also spawn as unstable, which will be destroyed on first contact. If the player misses a platform, it is game over and they must restart from the beginning. There will be a pause screen that can be accessed at any time from the corner of the screen.

- Engine: Unity
- Platform: Mobile (PC is fine too)
- Art Style: 2D (although I may move to 3D if that makes the camera scrolling easier, not sure yet)

## FEATURES

[A description and/or bulleted list of features your game will have. The **below is an example only.**]

- Main Menu
  - Sprite select
  - Personal hi-score
- Level
  - Platform
    - Dog treat
    - Tennis ball
    - Stable/unstable
  - Current score
- Pause Menu

## RESOURCES

### ART

- Background Tiles
  - Left Wall
  - Right Wall
  - Center background
  - Start Platform
- Poodle
  - Jump Left
  - Jump Right
  - Landing Left
  - Landing Right
- Stable Platform
- Unstable Platform
- Dog Treat
- Tennis Ball

### SOUND

- Background/ambient music
- Jump sound (dog bark)
- Treat sound (dog whine)
- Tennis ball sound (dog panting)