GDD: Donkey Kong

Developer: Andy Anguiano

Summary

Elevator Pitch

This game is everything a game player wants. This character needs to avoid barrels that a huge donkey is throwing down at him at all costs. The character needs to get to the top in order to save the love of his life who was kidnapped by the donkey.

Description

This game is comparable to the old classic Donkey Kong game that everyone knows and loves. The characters images are comparable to the ones seen in the actual donkey kong game. There is a donkey at the top of the screen that is throwing down barrels that could kill the main character if he comes in contacted with them. There are many levels that the character needs to climb while the barrels are rolling down each one at different times. If the character gets to the top of the map, his princess is waiting there for him to be saved.

* Engine: Unity
* Platform: PC
* Art Style: 2D

Features

* Player
  + Run(Left Right arrow keys)
  + Jump(Space)
* Donkey
  + Throw Barrels
* Pause Menu(esc key to pause and to play)

Resources

Art

* Player
* Player Run Animations
* Donkey
* Princess
* Barrel
* Barrel Roll Animations
* Interactive Background Scene

Sound

* Jump Sounds
* Dying Sounds
* Winning Sounds