

GDD

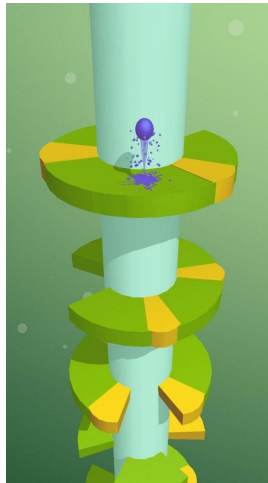
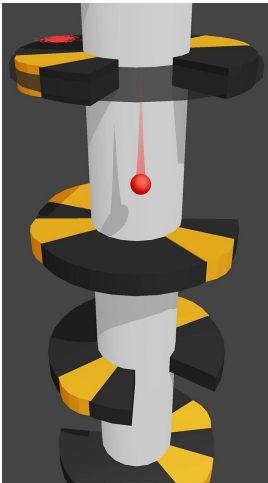
FINAL PROJECT

HELIX JUMP RECREATION

- INTRODUCTION

What is the game about?

Each level is a tower, and your mission is to go down from the top to the bottom. To do this, you control a ball that does not stop bouncing, and that falls due to its own gravity. Your mission is to make it go down by making your way between the platforms of each level.



Examples of levels.

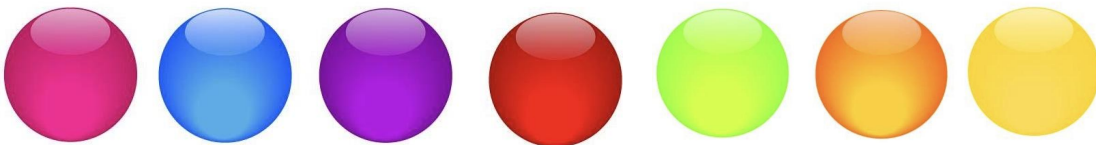
- GAME

Game dynamics:

Your player is a constantly bouncing ball. You must move the propeller of the tower with platforms so that the ball passes between the holes. Each floor of the tower has holes that you can drop the ball through, and all you have to do to control everything is slide the screen left or right to rotate the tower and bring the holes closer to the ball so that I can go down. In each level you will find a counter that will indicate the time you have to overcome that level,

Examples of characters:

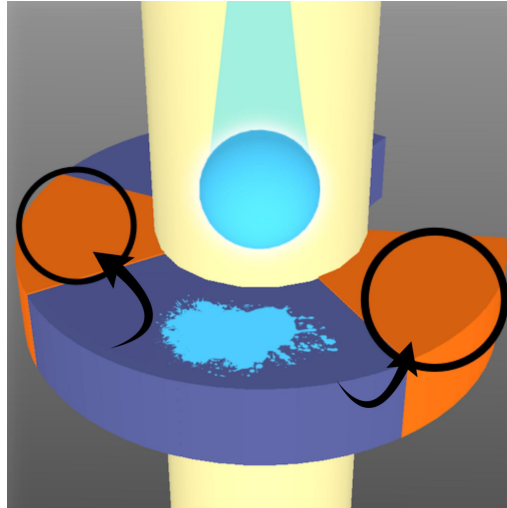
(In the main menu you can choose the color of your character)



Different colors/textures for the ball.

Enemies:

On each platform there are also some red tiles, and if your ball lands on one of them, your game will reset to level 1 immediately. Therefore, when you slide the screen to the sides you will have to carefully calculate the rebounds of the ball if these tiles are close to you, and if you make it fall through the holes you will have to calculate its trajectory so that it does not fall on you.



You will know that they are the enemy platforms because they will appear with a red color.

Levels:

The game will have 5 levels. The levels will increase in difficulty. That is, as you progress through the levels, more enemy platforms will appear.

Particle system:

The particles that can be seen in the game will be displayed when the ball goes down the platforms in the form of a flash.

UI:

The original game consists of a menu like the one shown on the right.

On the other hand, the menu that I will carry out will be keep the aesthetic but not the same user interface.

The levels will be displayed in the same way.

Therefore, this video game will consist of the following screens:

Main menu: In it you will see the different levels and the settings menu.

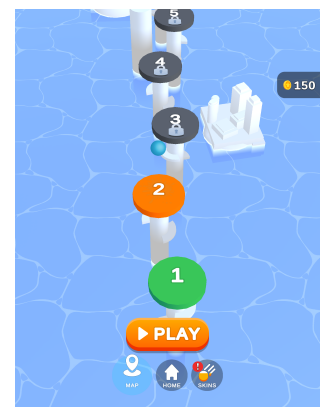
Settings menu: Where we can control the music.

Game = Play button: That will take us to the game menu, at the level we have chosen. Apart from that, we will have a transparent panel that will appear only through a button that will be found in the game scene. (Pressing this button will stop the game.)

In it we will find:

Menu button: That will take us to the main menu.

Replay button: To continue the game from where we left it.



Restart button: To restart the level we are playing.

Mini map: I'm going to add a slider on top of each level. That will tell you what area of the level you are in.

Controllers:

The controllers are simple.

The ball stays still by bouncing in one place. What we do control is the platform. We will move from right to left with the mouse.

Camera:

The camera is an important factor in the game as it will move along with the player going down the platforms.