Panel Jumper

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Project Description

- A 2D infinite jumper game (think Doodle Jump)
- The catch… instead of jumping off of horizontal platforms, players wall jump off of vertical panels.
- The player gains points the higher they are able to jump
- The higher the player jumps, the more difficult the game becomes
- An ideal player for this game is anyone that is bored or has free time
- The game would be developed using the Unity game engine and C#
- Game will function on PC and Mac. Perhaps even Android and IOS.

User's Point of View

- The game starts with a main menu which allows players to play the game or quit
- Possible tutorial and options menu
- Use arrow keys or 'A' and 'D' to move the player left and right and spacebar to jump
- The player loses if they fall below the screen
- User is then prompted with a game over screen that allows them to replay or quit

Why the Interest?

- Playing games is fun, and making games for people to enjoy is something I am passionate about
- The game is similar yet unique (I think)
- Although the game design is simple, it is perfect for a one person job

Questions?