The scope of Run n Jump

Basic goals of the project summed up -

* Name of the game - Run n Jump
* 2D side-scrolling (‘side view’) platformer
* Tile-based
* ‘Super Mario’ Clone
* Platforms: Android and Windows.
* A few enemy monsters with different AI
* At least 3 different power ups.
  + Power up ‘mini-game’ at least 2 different mini-games. There will be limited time to complete the mini-game.
    - Multiple choice question at least 20 different questions
    - Sentence ordering mini game 4 sentences or pieces of a sentence will be given and the player will need to arrange them in order. At least 20 different sentence orderings
    - Minigames give more score points the faster they are completed.
  + A key will need to be pressed to pick up a power up.
* Accessibility features for the
  + Visually impaired and colour blind
  + Physically impaired
* 2 game modes
  + Campaign/main game mode with different levels
  + Endless run - procedurally generated endless level where you need to survive as long as possible
* Scoring and leader-board system.
  + Ways to earn score points - picking up coins, power-up mini-games, time taken to complete the level
  + Online integration
* It aims to raise awareness about the serious issue of human trafficking

I will be recreating the old Super Mario arcade game which I will call Run n Jump, it will be a tile-based side-scrolling platformer aiming at mainly the Android platform but also Windows. It will feature enemy monsters with differing AI based on its type.

It will be a serious game in that it will raise awareness of human trafficking and kidnapping through the use of ‘mini-games’ embedded into the power up system - when a power-up is picked up a mini-game appears, the first mini-game type will be a multiple choice question, with at least 2 and at most 4 options, a question will appear related to trafficking and you will need to answer correctly, the second mini-game type will be a sentence ordering mini-game, initially at the start of the game this type will be more common - this will be the main way the player is educated about the issue of trafficking. There will also be text signs around the game world which the player can interact with and read about the issue - the incentive is to be able to complete the power-up mini-games quicker. Super Mario series often features kidnapping in a light-hearted joking manner, as a bare-bones story for the game. My game will feature trafficking in a serious way and seek to educate people on what to look out for. [citation here]

Furthermore I want the game to have two game modes, firstly a classic Mario mode with different levels and the goal is to reach the end as quickly as possible and collecting as many coins as possible. The second game mode will be an ‘endless run’ mode, with the idea that a giant enemy is chasing the player and he needs to run through obstacles as quickly as possible to survive, in this game mode the key will be the proper utilisation of power ups gained through the ‘mini-games’. The goal of the second game mode is to survive/run as long as possible, the map for the second game mode will be procedurally generated. Although in theory this will be an ‘endless’ game mode, the obstacles will become progressively harder to get through and the enemy will be quicker; the longer the player has survived ensuing there is a moment when the player loses.

The game will also strive to be accessible to all potential players. I will make the game playable for people visually impaired by making the text large and readable on all resolutions and screen configurations with a simple clean font and high contrasting colours, ie no green text on a light green background. Furthermore I will aim to use colours which will enable a colour blind person to play with no issues. Furthermore there will be a special configuration in the options which will allow the user to play with only one hand to be more accessible towards people physically impaired.

The game will feature a scoring system, where a player will need to pick up coins to gain score. There will be optional routes during the main game mode levels where players can go a side path to acquire extra coins. The scores and leaderboard will be kept online and updated often allowing for the player to compare his/her scores with other people all over the world.

The Platforms

//todo add more stuff here

The gameplay experience will will not differ in a significant manner between the different platforms, although the main difference will be the ability to change resolution in the windows PC version. The game will use basic graphics so the visual differences will not be significant.

Android will be my main platform I’m focusing my development efforts on, it will be the platform with the best ‘user experience’ due to it being where I will conduct most of my development and testing for. The user will control the character through the use of an on-screen touch ‘joystick’ and an interact and jump keys. The API level I will target will be 21, or android platform version 5.0, which will make my game compatible with over 94.1% Android devices. Although this may change during development if I will be requiring newer Android API features or if my library dependencies require an older version.[citation needed]

Windows will be my secondary platform, it will have a lower priority than my Android version but the goal is to make it fully playable and have a good user experience. The player will control the game through the use of the keyboard and mouse. The mouse will mainly be used for navigating the main menu and mini-games though there will be a way for utilising only the keyboard for this as well. The keyboard controls will be used to control the player character.

References

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