Jump! Game Design Document (GDD)

Logo

Description automatically generated

Your Game Logo

Here

***‘The game that makes you want to Jump!’***

Bibliography

Jump! Game Logo: Created by Brandon Reiley in Krita on 10/28/20

Music: TBD

Scripts: TBD

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Game Development Team Members    PRODUCER  Brandon Reiley    PRODUCTION MANAGER  Brandon Reiley    PRODUCTION COORDINATOR  Brandon Reiley  GAME DESIGNERS  Brandon Reiley  SYSTEMS/IT COORDINATOR  Brandon Reiley  PROGRAMMERS  Brandon Reiley  TECHNICAL ARTISTS  Brandon Reiley  AUDIO ENGINEERS  Brandon Reiley  UX TESTERS  Brandon Reiley |

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# 1 Game Overview

Title: Jump!

Platform: PC Standalone

Genre: Endless Runner

Rating: (RP) ESRB

Target: Casual gamer (aging from 13 - 35)

Release date: TBA

Publisher: GBB (games by brandon)

Description: Jump! is an endless runner game where you must jump over incoming objects in order to continue running. You run and jump until you inevitably lose all while listening to our handpicked Jump! soundtrack. Interested or not, download our game and “Jump!” into the action!

# 2 High Concept

Jump! puts a well-known character who just can’t seem to win up against what he wants most in life. The only thing is that what he wants most is off limits and touching/running into it will end his game.

# 3 Unique Selling Points

* Satire
* Great soundtrack

# 4 Platform Minimum Requirements

Any Mac, Windows, Linux from 2004+ will run perfectly.

# 5 Competitors / Similar Titles

Similar titles include Google Chome’s Dino jumping game.

# 6 Synopsis

A sad gender-neutral character who can never seem to beat his friends is put up against what he wants to win most in life. The only catch is that acquiring this item is unachievable. He most Jump! over these incoming objects in order to keep him alive.

# 7 Game Objectives

The objective of the game is to survive for as long as possible by avoiding incoming objects by jumping over them.

8 Game Rules

The game is in an endless environment where the character must avoid incoming objects to stay alive. If the character hits an object the game will be over.

9 Game Structure

# 10 Game Play

## 10.1 Game Controls

Press space bar to jump over incoming objects

## 10.2 Game Camera

When the game starts, the camera will be focused on the main character. The incoming objects will come from the right side of the screen.

# 11 Players

## 11.1 Characters

This character lives a lonely life where its brother always seems to win everything while it can never find a way to do the same. Help this character avoid these deadly incoming objects in order to survive.

## 11.2 Metrics

Player HP: miniscule. Getting hit by one object will end the game.

## 11.3 States

Move: The game is constantly moving with incoming objects arriving nonstop.

Death: The game is over when the character is hit by one of the objects.

## 11.4 Weapons

The only weapon this character has is the ability to jump over his incoming enemies.

## 13.1 Enemies

### 13.1.1 Enemy States

### 13.1.2 Enemy Spawn Points

## 13.2 Allies / Companions

### 13.2.1 Ally States

### 13.2.2 Ally Spawn Points

# 14 Art

## 14.1 Setting

## 14.2 Level Design

## 14.3 Audio

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List