Logo

Description automatically generatedJump! Game Design Document (GDD)

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

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1 Game Overview

Title: Jump!

Platform: PC Standalone

Genre: Endless Runner

Rating: (E) ESRB

Target: Casual gamer (aging from 13 - 35)

Release date: 11/20/20

Publisher: GBB studios

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! is about an NBA star who is having a nightmare due to his recent loss in the playoffs. He must avoid the incoming obstacles to escape his nightmare.

# 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 basketball player 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

Main Menu---🡪Gameplay(endless)---🡪Losing screen

# 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.

12 NPC

12.1 Enemies

The only enemies is the NBA Trophy which you must jump over in order to survive.

### 12.1.1 Enemy States

The incoming obstacles are statically placed on the x axis but will increase speed as the game moves on.

### 12.1.2 Enemy Spawn Points

Each obstacle spawns just outside the camera view and moves towards the player with constant speed.

## 12.2 Allies / Companions

There are no allies in this game.

### 12.2.1 Ally States

N/A

### 12.2.2 Ally Spawn Points

N/A

# 13 Art

## 13.1 Setting

The game takes place is Paul George’s nightmare, which is in a basketball arena.

## 13.2 Level Design

The level consists of the background of a basketball arena with the wood floor beneath him and the incoming obstacles ahead of him.

## 13.3 Audio

Background Music: Persists until the game is over

Jump Sound Effect: Occurs on each jump

Game Over Sound Effect: Occurs on impact with an obstacle

# 14 Wish List

ADD MORE MUSIC

In the future we plan to add more music that will cycle through each time the game is played.

ADD MORE CHARACTERS

We will soon be adding more characters to choose from which will have new obstacles to avoid

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