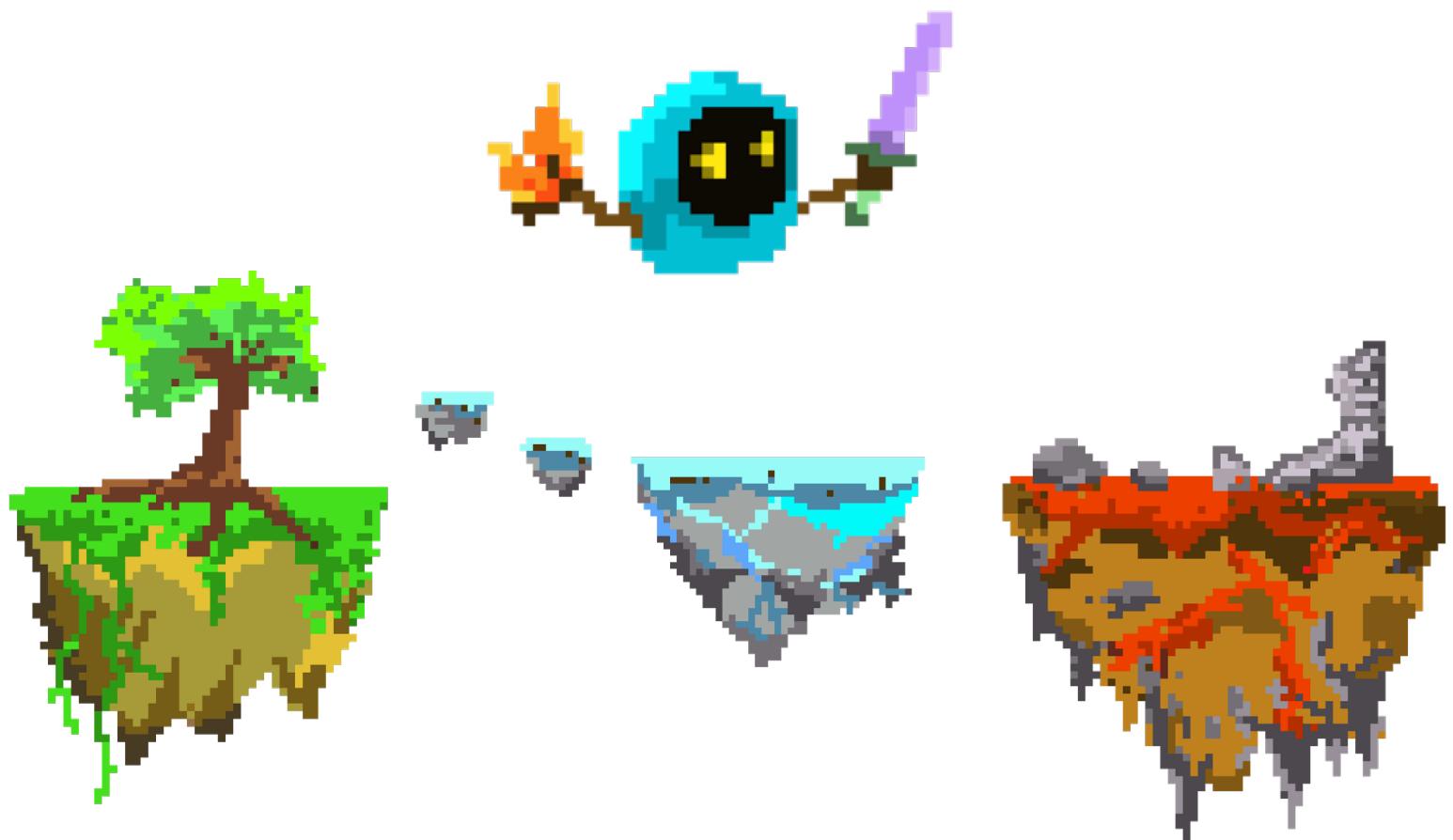


LEAP OF FAITH



'Start your adventure with a single jump' - Brian Duong

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Game Development Team Members

- PRODUCER
Brian Duong
- PRODUCTION MANAGER
Brian Duong
- PRODUCTION COORDINATOR
Brian Duong
- GAME DESIGNERS
Brian Duong
- SYSTEMS/IT COORDINATOR
Brian Duong
- PROGRAMMERS
Brian Duong
- TECHNICAL ARTISTS
Brian Duong
- AUDIO ENGINEERS
Brian Duong
- UX TESTERS
Brian Duong

1 Game Overview

Title: Leap of Faith

Platform: PC Standalone

Genre: Side-Scrolling Plat-former

Rating: (10+) ESRB

Target: Casual gamer (aging from 5 - 18)

Release date: April, 2016

Publisher: Your Company Name

Leap of Faith is a side-scrolling plat-former where your only goal is to make it to the end of the level. You play as magic orb with the ability to move left and right, as well as double jump. Make it through 3 levels (difficulty progresses as you beat each level), and win the game escaping each different biome. If you fall off the edge, you will respawn back at the beginning of the level.

2 High Concept

Leap of Faith takes place in a fantasy world where you play as a magical orb trying to escape the world he has spawned in. The world is known as Ravnica, a series of floating islands with 3 different types of biomes: forest, ice, and fire. You don't know why you were placed here, but all you know is that you want to find the end of this mysterious journey.

3 Unique Selling Points

- Explore a new, unique world
- Custom-made sprite and terrain
- Background music for each level

4 Platform Minimum Requirements

Mac OS, PC, and Linux

- I'm not quite sure, but it runs fine on my 2016 MacBook Pro

5 Competitors / Similar Titles

Jump King by Nexile

6 Synopsis

You are teleported into a strange world with no memory of the past. You are a magic orb with the sole purpose of escaping this world filled with floating islands. The only way out is jumping forward.

7 Game Objectives

The objective of the game is to get to the end of the level by jumping.

8 Game Rules

The game is split up into three levels increasing in difficulty as you go. You can move left and right, as well as jump and double jump. If you fall off the level, you respawn back at the beginning of the level. After you complete a level, you don't have to repeat any of the previous levels. Get to the end of the level to move onto the next. Beat all three levels and win the game.

9 Game Structure

Title Screen —> Instruction —> Level 1 —> Level 2 —> Level 3 —> Credits Screen

10 Game Play

10.1 Game Controls

Left and Right arrow keys to move left and right
Space to Jump
Double tab space to Double Jump

10.2 Game Camera

The game camera is focused on the canvas in the Title, Instruction, and Credits Screens.
The game camera follows the character around in Levels 1, 2, and 3.

10.2.2 Maps

There are 3 maps; 1 for each level. The first map has a forest/plains theme. The second map has an ice theme. The third map has a fire/lava theme.

11 Players

11.1 Characters

You play as a magic orb with no recognition of your past.



11.2 Metrics

Speed: 7
Jump: 4
Attack: N/A

11.3 States

Level 1:

Speed - 7

Jump - 4

Level 2:

Speed - 10

Jump - 5

Level 3

Speed - 15

Jump - 6

11.4 Weapons

You are holding a flame in your left hand and a sword in the right, but they are just for cosmetic purposes.

12 Player Line-up

Magic Orb is the only character in the game

13 NPC

No NPCs.

13.1 Enemies

This was going to be an enemy, but was not added in in the final game.



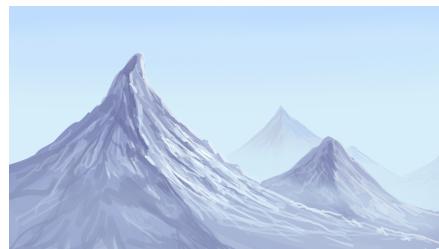
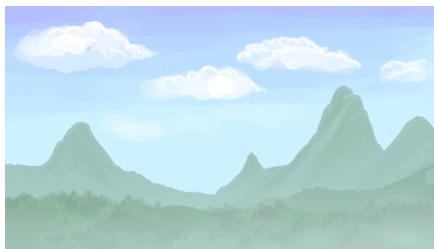
13.2 Allies / Companions

No Allies/Companions.

14 Art

14.1 Setting

The game takes place in three different settings: plains, ice, and fire.



14.2 Level Design

The levels are made up of a series of floating islands that the player has to jump between. The distance between islands become increasingly larger while the size of the islands become increasingly smaller as the game progresses to increase in difficulty.

14.3 Audio

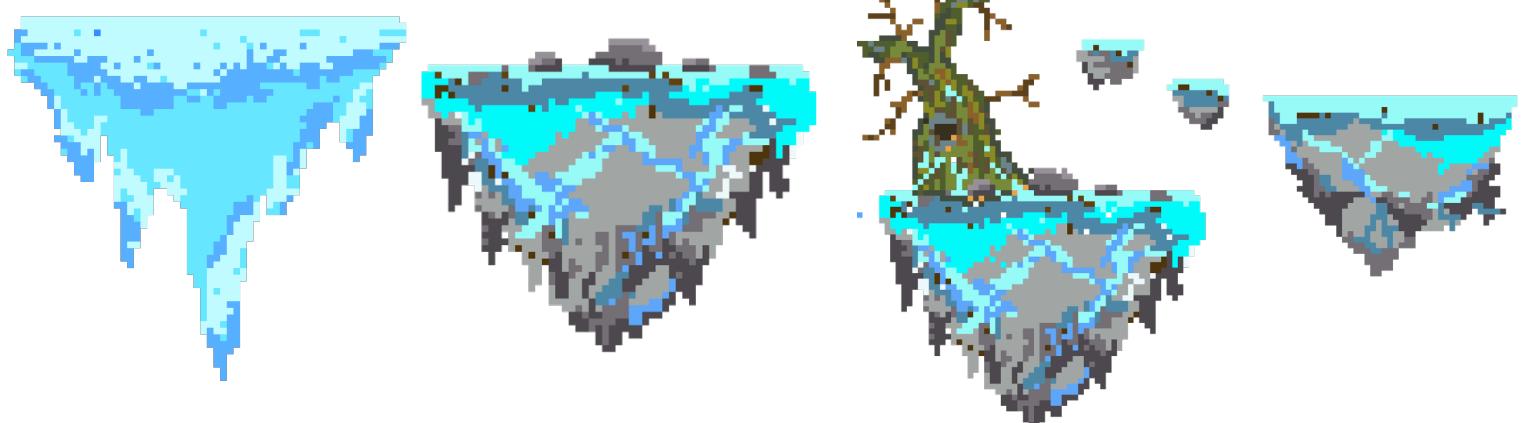
| Name | Category | Description |
|---------------------|------------------|---|
| TownTheme.mp3 | Background music | Plays during title screen and instruction screen. |
| WoodlandFantasy.mp3 | Background music | Plays during level 1. |
| icelevel.mp3 | Background music | Plays during level 2. |
| TheDarkAmulet.mp3 | Background music | Plays during level 3. |
| awesomeness.wav | Background music | Plays during credits screen. |
| SFW_Jump_07.wav | FX | Jump sound. |
| MutantDie.wav | FX | Death sound. |

15.1 Environment

Floating islands for plains biome.



Floating islands for ice biome.



Floating island for fire biome.



15.6 Minimum Viable Product (MPV)

- One player character to choose from (magic orb)
- Built for PC platform

16 Wish List

- More player characters to choose from
- Enemies to fight on each level
- Ability to attack and block
- Add different mechanics such as wall jumping, item pickup, and debuffs/buffs.

17 Credits

Background artist: OpenGameArt.org

- Author: greggman

Jump sound effect: OpenGameArt.org

- Author: Jalastram

Death sound effect: OpenGameArt.org

- Author: Gobusto

Title music: OpenGameArt.org

- Author: CynicMusic

Level 1 music: OpenGameArt.org

- Author: Matthew Pablo

Level 2 music: OpenGameArt.org

- Author: CynicMusic

Level 3 music: OpenGameArt.org

- Author: Matthew Pablo

Credit music: OpenGameArt.org

- Author: mrpoly