

Game Description — *Nokia Bounce: Enhanced Edition*

Nokia Bounce: Enhanced Edition is a modern re-imagining of the classic Bounce game found on early Nokia phones. Built using **Python** and **Pygame**, this version expands the original concept with smoother physics, power-ups, dynamic terrain generation, difficulty modes, and an animated menu system.

Gameplay Overview

You control a red rubber **Ball** that moves through a continuously scrolling world filled with platforms, rings, spikes, and power-ups.

Your goal is simple:

► **Survive as long as possible and collect as many rings as you can.**

As the ball rolls forward, you must **jump across gaps**, **land on platforms**, and **avoid deadly spikes**. The level is endless and gets more challenging depending on the chosen difficulty.

Game Features

1. Smooth Physics & Responsive Controls

- Move left/right using **Arrow keys** or **A/D**
 - Jump using **Space** or **Up Arrow**
 - Gravity, horizontal movement, and collision mechanics create a fluid, natural feel.
-

2. Procedurally Generated Terrain

The world is not pre-designed. Instead, platforms, gaps, and obstacles are created dynamically as you progress.

Each run feels unique, with:

- Randomized platform heights
 - Occasional gaps
 - Difficulty-based generation for rings, spikes, and power-ups
-

3. Power-Ups

Three power-ups appear during gameplay, each represented by a glowing icon:

Power-Up Effect

Speed (>>) Temporarily increases movement speed

Power-Up Effect

Jump (^) Higher jumps for easier platforming

Shield (O) Protects you from one spike hit

Each power-up lasts **5 seconds**, displayed in the HUD.

4. Scoring System

You gain points by:

- **+1 point** for collecting each ring
- **+5 points** for collecting any power-up

The total score is shown during gameplay and at Game Over.

5. Three Difficulty Modes

Upon starting the game, players choose from:

- **Easy** – More rings, fewer spikes
- **Normal** – Balanced gameplay
- **Hard** – More spikes, fewer resources, tougher terrain

Difficulty affects world generation and is recorded in high scores.

6. High Score Table

The game stores the top 5 scores, including:

- Final score
- Difficulty level

Players can view the leaderboard from the main menu.

7. Polished UI and Visual Effects

- Animated starfield main menu
- Smooth camera scrolling
- Parallax background during gameplay

- Pulsing effects for rings and power-ups
 - Shield glow effect around the player
 - Darkened Game Over screen with recap
-

Game Over

The game ends when:

- The ball hits a spike with no shield
- The player falls off the world

The Game Over screen shows:

- Final score
 - Difficulty
 - Options to **Restart** or **Return to Menu**
-

Objective

Keep moving forward, jump across obstacles, collect rings, grab power-ups, and aim for the highest score!

Players can push themselves further by trying harder difficulty settings or attempting to beat the global high score table.