Doodle Jump Remastered README

**Teammates**

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**Repository**

https://github.com/henriyang2/ICS161-Game-3

**Summary**

Local

Competitive

Mini game where two players jump up onto platforms and attempt to go as high as they can while the camera is advancing upwards. The goal is to survive longer than the other player, players can do this by blocking the other player/pushing them/shooting them off the platform and using various powerups to gain an advantage over the other player.

**Player Experience**

The players should feel like they are in a competition with the other player. The players’ competitive spirit may have them play the game multiple times, trying to beat each other. When the player loses, it should usually feel like their opponent caused them to lose, not the game’s mechanics alone.

**Asset References**

Bullet hitting player sound

Sharp Punch-SoundBible.com-1947392621 | <http://soundbible.com/1418-Sharp-Punch.html>

Grass Platform Art

Bunny Player Models

Sky Background

Assets/Sprites | <http://kenney.nl/assets/jumper-pack>

From Cartoon Blocks Font in Start Menu

Assets/Fonts | <http://www.1001freefonts.com/from_cartoon_blocks.font>

Doodle Jump Music

Assets/Audio/Music | Cut from <https://www.youtube.com/watch?v=NQpWuOx-Hd8>

Power Up Icon (Snowflake)

SlowFlake.png | <http://www.element-restaurant.com/blog/wp-content/uploads/2016/01/Snowflake.jpg>

Power Up Icon (Bouncing Arrow)

Jump.png |

Font Awesome: <https://github.com/FortAwesome/Font-Awesome>