**Jumpy Ninja**

*Ninja warrior meets Angry Birds*

A platformer game based on the obstacle course television show ‘Ninja Warrior’ where the course gets higher and harder as the player progresses through the level. The aim of the game is to move through the course by climbing walls, grabbing ropes and also by propelling the player to higher obstacles using a slingshot, just like in the mobile game ‘Angry Birds’.

More info:

Players can increase their score by collecting coins and killing enemies as well as reaching the finish line. The coins are displayed on the screen in a way to guide players to the following obstacles and collecting each one will increase the player's score by 1. The enemy slimes are worth 2 points when killed, but beware the can also kill you too.

The map is designed to be played vertically, instead of the standard horizontal design used in most platform games. There are ropes to grab onto and walls the player can bounce off, the jumps get bigger as the player progresses. This game is for anyone, but one can assume the main audience will be adult gamers that were young when platform games were popular in the 90′s.

How to play:

The Left and Right arrows are to move sideways, the Up arrow is used to grab onto the ropes, and Spacebar to jump.