

# Doodle Jump

## Concept Doc

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### High Concept:

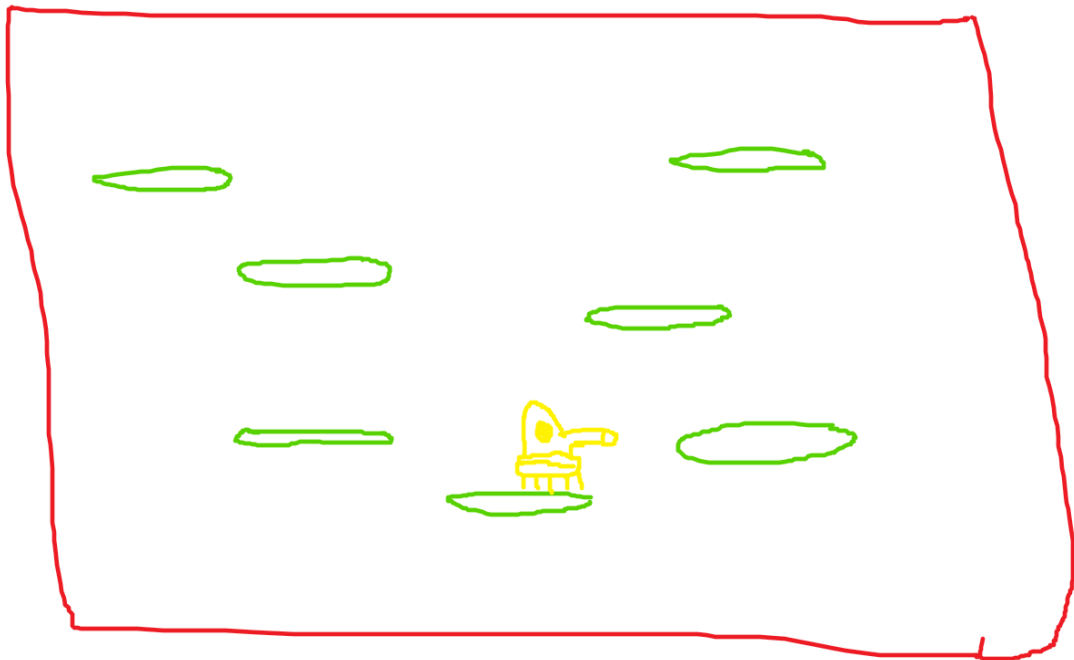
- The player will move upward by jumping on different platforms.
- The player will score points by collecting coins.
- The player will lose life when it will slip and reach the bottom.

### Gameplay:

- The player will use the left and right button to move sideways.

### Art Style:

- The art style will be in the pixel art form.
- Concept art:



### Platform:

- The platform chosen for this game is Android(Mobile) platform.

### Monetization:

- None

### Competitive Analysis:

- There are many games like doodle jump.
- But what makes this game different??? Figuring out ><

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