

## Fox Jumper - Game Design Document (GDD)



*“Jump as far as you can!”* – James Foti

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## Game Development Team Members

PRODUCER

James Foti

PRODUCTION MANAGER

James Foti

PRODUCTION COORDINATOR

James Foti

GAME DESIGNERS

James Foti

SYSTEMS/IT COORDINATOR

James Foti

PROGRAMMERS

James Foti

TECHNICAL ARTISTS

James Foti

AUDIO ENGINEERS

James Foti

UX TESTERS

James Foti

# 1. Game Overview

**Title:** Fox Jumper

**Platform:** WebGL

**Genre:** Platformer/Free Runner

**Rating:** (10+) ESRB

**Target:** Casual gamer (aging from 12 - 30), non-gamer (aging from 12 - 30)

**Release date:** November 2019

**Publisher:** James Foti Studios

This is the next "Flappy Bird!" This simple but exciting and fun game will attract the attention of every casual gamer out there. The player takes control over a fox that needs to jump as far as he/she can in order to reach the highest score without allowing the platforms to destroy underneath him/her.

This game was developed for WebGL and the only reason for that is that I wanted the game to be easily playable for anyone so I could show it to anyone without any trouble of downloading the game or creating a path to the game through unity. I wanted people to be able to play-test it and give me feedback on their experience. I was able to upload the game to [SIMMER.IO](https://simmer.io), a free site for indie developers to upload their games with a simple drag and drop. People can simply play the game by using this link: <https://simmer.io/@jamesfoti/foxjumper>.

Ideally, this game would be developed for iOS/Android or any other mobile device which would be an easy process to convert the game over. The only reason why it wasn't built for mobile devices, like I previously mentioned, is that I wanted people to easily play the game by simply clicking on a URL address. The ideal platform would be mobile devices because this is not a sophisticated game that you would play on your Xbox, Play Station, or PC. This is a simple game that would be able to play on your phone during your spare time, especially how people are stuck to their phones nowadays.

## 2. Genre

This game falls into a hybrid genre between free-runner/endless-runner and platformer. The player not only has to platform from one structure to another, but the player does this in an endless runner fashion. Sometimes the player can run, sometimes the player must jump from one platform to the next in order to survive.

## 3. High Concept

I originally was developing this game like a Super Mario style of game with different worlds and different levels within each world with a variety of items and enemies but I simply did not have the time for that amount of complexity so I decided to come up with a platformer/free runner hybrid style of a game with random platform generation.

## 4. Unique Selling Points

- The game is not necessarily “addicting.” It is exciting and causes the player to return to the game many times.
- The player simply has a strong drive to continue the game in order to beat his/her highest score or his/her friends’ scores.
- It is simple to play for anyone (gamer or non-gamer), and the objective is simple: jump as far as you can!
- Each gameplay will be different because the platform generation is random and will always be different!
- The game has room for advertisements as long as they do not interfere with the gameplay because the target market is large.

## 5. Platform Minimum Requirements

All you need is a **Wi-Fi** connection while using a modern **web-browser**, preferably **Chrome** or **Firefox**!

Game can be played by traveling to this link: <https://simmer.io/@jamesfoti/foxjumper>.

## 6. Competitors / Similar Titles

There are many similar titles out there. Here are some examples:

- Variety of free-runner games: <https://www.crazygames.com/t/running>
- Alto’s Odyssey and Alto’s Adventure: [https://play.google.com/store/apps/details?id=com.noodlecake.altosodyssey&hl=en\\_US](https://play.google.com/store/apps/details?id=com.noodlecake.altosodyssey&hl=en_US)
- Bendy in Nightmare Run: <https://play.google.com/store/apps/details?id=com.jds.binr>
- Crossy Road: <https://play.google.com/store/apps/details?id=com.yodo1.crossyroad>
- Temple Run: <https://play.google.com/store/apps/details?id=com.imangi.templerun>
- Subway Surfers: <https://play.google.com/store/apps/details?id=com.imangi.templerun>

- Super Mario 3 - Mario Forever: <https://www.lifewire.com/super-mario-mario-forever-811445>

As you can see, there are competitors, but our game stands out with its unique art, simplicity, and an urge for the player to beat his/her highest score.

## 7. Synopsis

The player is prompted to run and jump across different platforms in order to reach the highest score possible without running into any obstacles or falling off any platforms. If the player dies, he/she will be prompted to restart or quit.

## 8. Game Objectives

The player must run and jump across different platforms in order to reach the highest score by collecting stars, cherries, and diamonds and lasting as long as possible without falling into any danger!

## 9. Game Rules

The player has to collect stars, cherries, and diamonds in order to increase his/her score. There is also a timer that times how long the player has lasted. Each platform has 5 seconds before the platform self-destructs, so the player must move fast! There are also obstacles along the way. If the player comes in-contact with an obstacle or falls off the platforms, he/she will die and is prompted to restart or quit.

## 10. Game Structure

The structure of the game is simple: There is a main menu, options menu, pause menu, end-game menu, and simple UI.

Each gameplay will be different because the platform generation is random.

## 11. Game Play

### 11.1 Game Controls

**Move left:** “a” or “left” key.

**Move right:** “d” or “right” key.

**Jump:** “space” key.

**Crouch:** “s” or “down” key.

**Climb:** (ladders not implemented fully yet): approach ladder and use “w” or “up” key.

**Pause:** “Esc” or “p”.

## 11.2 Game Camera

### 11.2.1 HUD

The screen camera and UI are simple. The number of cherries, diamonds, and stars collected are displayed in the top left while the time is displayed in the top right.



Figure 1: Example of Player UI



Figure 2: Pause Menu

## 12. Player

The player takes control over the fox! The character has a variety of animations including running, jumping, falling, idle, and climbing.

See [10.1 Game Controls](#) for game controls.

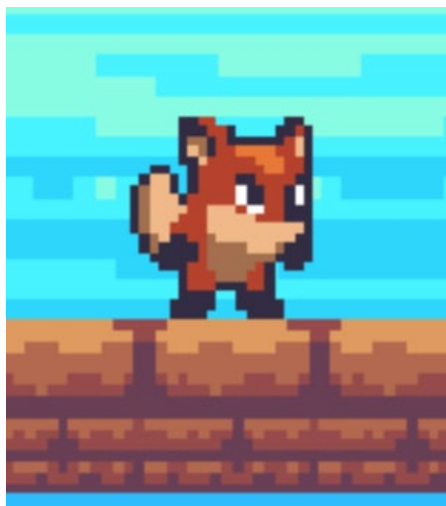


Figure 3: Player Character - The Fox

## 13. Art and Level Design

### 13.1 Setting

The game has a pixel-style setting like the old fashion pixel games like Mario.

See [Bibliography](#) for artwork sources.

### 13.2 Level Design

There is technically one level, but each gameplay will be different because the platforms will be randomly generated. I created roughly 20 different platform/area prefabs and I simply randomly generated them in front of the character, and I created a countdown timer of 5 seconds per platform in which the platform will destroy.

### 13.3 Audio

There are a variety of music and sound effects based on player input and the different scenes.

See [Bibliography](#) for audio sources.

### 13.4 My Art

I created the obstacles, the timer UI element, and some other miscellaneous game objects using photoshop. They are in the “MyArt” folder in the project folder.

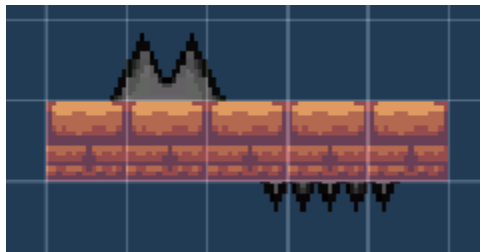


Figure 4: Spike Obstacles



Figure 5: Clock Icon UI





Figure 6: Signposts

## 14. Wishlist

- Add a player upgrade system using the items the player collects.
- Leaderboard.
- More controls like climbing ladder.
- More obstacles.
- Different levels/themes
- Different types of difficulty

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