

Dungeon Escape



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Game Development Team Members

PRODUCER

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PRODUCTION MANAGER

Joseph Clifford

PRODUCTION COORDINATOR

Joseph Clifford

GAME DESIGNERS

Joseph Clifford

SYSTEMS/IT COORDINATOR

Joseph Clifford

PROGRAMMERS

Joseph Clifford

TECHNICAL ARTISTS

Joseph Clifford

AUDIO ENGINEERS

Joseph Clifford

UX TESTERS

Joseph Clifford

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1 Game Overview

Title: Platform Jumper

Platform: PC Standalone

Genre: Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: May, 2022

Publisher: JC Games

Dungeon Jumper is a 2D skill bases level climber where the player is a prisoner trapped in a castle attempting to escape to the mountaintops of the free lands. Upon waking, the player must gather their surroundings and try to escape platform traps and unexpected level changes. From the players previous failures, they will memorize the levels and trap locations to traverse to the end of each level.

High Concept / Genre

Dungeon Jumper begins in the lowly dark dungeon of a medieval empire where a prisoner must escape without dying. The evil king of the lands has set traps to prevent you from escaping and punish any prisoner attempting to free themselves.

Unique Selling Points

- Skill Based
- Memorization Strategy
- Unexpected Level Changes.
- Speed Run Capable

Platform Minimum Requirements

Integrated Graphics.

Competitors / Similar Titles

Similar titles such as 'Jump King' and 'Trials Evolution' are a direct inspiration for the game. Also using traps and level design inspired by 'Dark Souls'.

Synopsis

After fighting in a battle, you have become a prisoner of war and must escape to free yourself from the evil king that holds you in his dungeon. The only way out is to ascend to the mountains.

Game Objectives

The main objective of the game is to traverse the levels to gain height making it to the next level under a specified amount of time. Eventually making it to the max height and escaping.

Game Rules

This game is built around multiple levels with increasing amount of difficulty where once the player collects the required number of coins that are placed around the level, a new level will be unlocked. The player can move around freely as well as being able to jump and has three attempts at collecting the coin in each level. If the player fails to collect the coin in the level in three attempts, they are sent back to the first level where they must start all over again. If the player falls off the map, hits certain objects or the timer runs out, they are reset to the beginning of the level and the number of attempts is reduced by one.

Game Structure

Main Menu

Character Selection

Level One

Level Two

Level Three

Credit Scene (Can be skipped)

Game Play

Game Controls (PC)

- Walk left: A key
- Walk right: D key
- Jump: Space bar
- Quit: Esc key
- Sprint: Shift key

Game Camera

- 2D Camera locked to Player.

HUD

- Timer
 - Indicates how much time the player has left to complete the level.
- Score
 - Shows the number of collected diamonds.

Maps

- Three different levels of varying styles.



Players

Characters

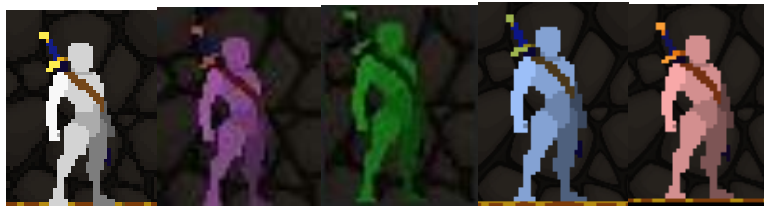
- Single generic character that can be specified to be a certain color by the player
(INSERT IMAGE)

States

- Idle
 - Breathing animations.
- Move
 - Walking animations.
- Jump
 - Jump animation.

Player Line-up

(Insert player colors here)



Art



Setting

The game begins within the lower levels of a dungeon. A prisoner must escape the treacherous platforms and traps. Through progression, the environment becomes brighter and less muggy/dirty the more height the player gains within the level

Level Design

The levels resemble a castle dungeon with platforms and jump pads to assist the player to escape. There is a main spawn point for each level. If a player falls off the map or runs out of time, the game clock will reset along with one time use objects.

Audio

<u>Name</u>	<u>Category</u>	<u>Description</u>
<u>main_theme_sound</u>	Background Music	Plays during game
Footstep1	SFX	Player footsteps
Jump	SFX	Player Jump
item_pickup	SFX	Item pickup
save_sound	SFX	Save button
click_sound	SFX	Menu button press

Levels

- Level 1:
 - Deep Dungeon
- Level 2:
 - Middle Dungeon
- Level 3:
 - Upper Dungeon

Audio

- Theme Music:
- Player Footsteps:
- Player Jump:
- Player Walk/Sprint

Minimum Viable Product (MPV)

- Built for the PC platform
- One Player Character

Wish List

- Add more animations to the player.
- Add more unique levels.
- Add AI Enemies.
- Add Weapons and Attacks.
- Add Inventory System.

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** Remaining Scripts(.cs) Self created by Joseph Clifford.