JUMPQUEST

The Curse of Gold Begins

A Game Design Document

Presented to the Faculty of the

Information and Communications Technology Program

STI College Naga

Submitted by:

Studio/Group Name: **Roblera Palbun Studios**

Group Leader: **Ernie Joseph Cledera**

Member: **Mc John Bunao**

Member: **Christian James Palo**

Member: **Owen Christian Robas**

SY2526 - 1T

November 29,2025

Chapter 1 - Game Overview

1.1 Game Logo

The logo concept combines bold fantasy elements with a retro pixel style to clearly represent the game's identity. The golden circular background symbolizes the cursed gold that drives the story and gameplay, while the pixelated warrior at the center reflects the platformer genre and the hero Arion's role in the struggle for survival. The deep blue and dark gray tones convey a sense of danger and adventure, balanced by the striking gold to emphasize value and urgency. The curved, stylized typography of "JUMPQUEST" adds a heroic and adventurous feel, while the tagline reinforces the central theme of a world bound by a deadly curse of greed.

1. 2 Game Description

A dead king's final, grasping curse has turned the world into a ticking clock. Every soul's life force steadily drains away, replacing peace with an insatiable, deadly hunger that can only be silenced by gold. In this fast-paced platformer adventure, players take control of a desperate survivor racing through cursed lands where every second matters. Your main objective is to collect the required number of coins within a limited time to complete each level and delay the curse's fatal grasp. As you traverse ruined homeland, murky forests, errie

cemetery, damp caves, you must leap across gaps, avoid venomous plants, and outmaneuver different enemies that grow more aggressive and strategic with every stage.

What makes the game unique is its life draining mechanic tied directly to gold collection, transforming coins from simple collectibles into vital lifelines. The pressure intensifies as each new level introduces more opponents and increases the number of coins needed to survive, forcing players to balance speed, precision, and strategy. Every run becomes a frantic blend of survival and skill, where mastering movement and understanding enemy patterns is just as important as swift decision-making. This escalating challenge creates a thrilling sense of urgency, making every completed level feel like a hard-won victory against time itself.

1.3 Genre

This game fits the adventure and platformer genre since it combines exploration of diverse cursed environments with continuous movement-based challenges such as jumping across platforms, avoiding obstacles, and navigating dangerous terrain.

1.4 Platform

Our game is exclusively designed for PC, allowing for precise controls, smoother gameplay performance, and an immersive experience tailored for keyboard.

1.5 Target Audience

The target audience for our game is players aged 10 and above, particularly those who enjoy casual-to-midcore platformer players who like fast-paced challenges without overly complex controls. The game appeals to this group through its exciting sense of urgency, time-based coin collection, and progressively challenging levels that keep gameplay engaging but still accessible. Its fantasy theme combined with simple mechanics and clear objectives makes it enjoyable for younger players while still providing enough difficulty and strategic depth to keep more experienced players interested.

Chapter 2 - Game Story

2.1 Plot Summary

Long ago, a greedy king cursed the world with his final words, forcing every soul to slowly waste away unless sustained by gold. You play as Arion, a wandering warrior trapped under this relentless curse, whose life force constantly drains as time passes. The only way to survive is to collect scattered gold, each coin buying a few more moments to keep moving forward. Arion must sprint through dangerous ruins and enemy-filled strongholds, gathering the required coins before time runs out. The main conflict is his struggle to stay alive while navigating increasingly hostile environments and stronger opponents. His journey is a continuous fight for survival, where every level completed means temporary relief from the curse, but the threat of exhaustion and death always remains, driving him onward in an endless race against time.

2.2 Setting / World Description

The story takes place in a cursed realm frozen between decay and desperation, where ruined homeland, eerie cemetery, damp caves and murky forests show the lasting effects of the king's greed. Key locations include ruined homeland, eerie cemetery, damp caves and murky forests, each becoming more dangerous as Arion progresses further into the land. The atmosphere is dark and tense, dominated by a sense of urgency and survival, as time constantly slips away and every moment feels like a battle against inevitable exhaustion.

2.3 Main Conflict

The main conflict revolves around Arion's struggle to survive the king's deadly curse while navigating lands overrun by hostile creatures and lethal environments. He must face relentless enemies such as cyclops, swift goblins, corrosive slimes and venomous plants that block his path and threaten his already fading life force. The true danger lies not only in these creatures but in the constant drain of his life, pushing him to move faster and take greater risks with every level. The stakes are survival itself, as failure to collect enough gold in time means succumbing to the curse, while Arion's motivation is driven by the instinct to endure and push forward through the increasingly dangerous world.

Chapter 3 - Visual Design

3.1 Characters
3.1.1 Main Character or Hero Profile

Name: Arion

Description: Arion is a wandering warrior cursed by the greed of a long-dead king, forced to survive in a dying world where gold is the only thing that keeps his life from fading away. Once a nameless fighter with simple discipline, he is now driven purely by the need to outlast the curse that slowly consumes his soul. His personality is defined by resilience, focus, and an unyielding will to survive, as he continues fighting not for glory but for each fleeting second of life granted by every coin.

Abilities: Arion wields a blade that allows him to attack enemies and block the attacks of the enemies by throwing sharp slicing strikes, giving him both offensive range and strategic control during combat. With his dashing abilities, he relies on precise movement, careful timing, and instinctive reflexes to overcome enemies and deadly terrain as he races endlessly against time.

Full-body Colored Artwork:

Arion the Cursed Warrior

3.1.2 Main Villains or Final Boss Profile

Name: Grothar

Description: Once guardians of ancient vaults, these one-eyed cyclops were twisted by the king's dying curse. Their single eye now glows with greed, tracking every glint of gold. Slow but relentless, they crush anything that stands between them and their treasure.

Abilities: Flies from right to left to block the way upward

Full-body Colored Artwork:

Grothar the Sky Cyclops

Name: Glurble

Description: Born from corrupted alchemy and pooled greed, slimes seep through ruins in search of coins. They devour gold and flesh alike, splitting into smaller forms when struck.

Abilities: Moves left to right along the land or platform that reduces health on impact

Full-body Colored Artwork:

Glurble the Crawling Slime

Name: Varkul / Boss or Main Villain

Description: Varkul was once a scavenger goblin who discovered an ancient cursed armory buried beneath the ruins. The dark blades fused with his body, corrupting his mind and turning him into a ruthless warrior who now rules the wastelands through fear and violence.

Abilities: Throws razor-sharp sword slices that travel in a straight line and damage enemies from afar.

Full-body Colored Artwork:

Varkul the Blade Goblin

3.2 Background Settings

3.2.1 Starting Area / Safe Zone

Name: Main Menu

3.2.2 Battle / Challenge Arena

Name: Far Grounds

Description: Far Ground is a calm expanse of bright green hills under a cool, open sky. Gentle clouds drift slowly overhead, giving the area a peaceful, almost dreamlike feel. The distant mountains stand tall and quiet, adding a sense of ancient mystery to the scene. A dark line of forest at their base hints that not everything in this land is as calm as it seems. Even in its beauty, Far Ground carries a quiet reminder that your time is limited and the curse is always close behind.

Name: Errie Cemetery

Description: Errie Cemetery is a haunting landscape bathed in the glow of a blood-red moon that hangs heavy in the sky. Thick, swirling clouds twist around it, casting the entire land in deep purples and shadows. The jagged treetops and scattered gravestones below create a sense of decay and forgotten souls. Every breeze seems to whisper through the dead branches, carrying a chill that settles into your bones. It feels like a place where time has stopped—but something beneath the earth is still watching.


Name: Murky Forest

Description: Murky Forest is a dim, shadow-soaked woodland where thick canopies block out most of the light. Tall, silent trees stand like dark pillars, their shapes fading into the misty depths of the forest. Bushes and undergrowth form uneven silhouettes, giving the sense that something could be hiding just beyond sight. The air feels heavy and still, as if the forest itself is holding its breath. Every step forward carries a quiet tension, reminding you that this place is not meant to be traveled lightly.
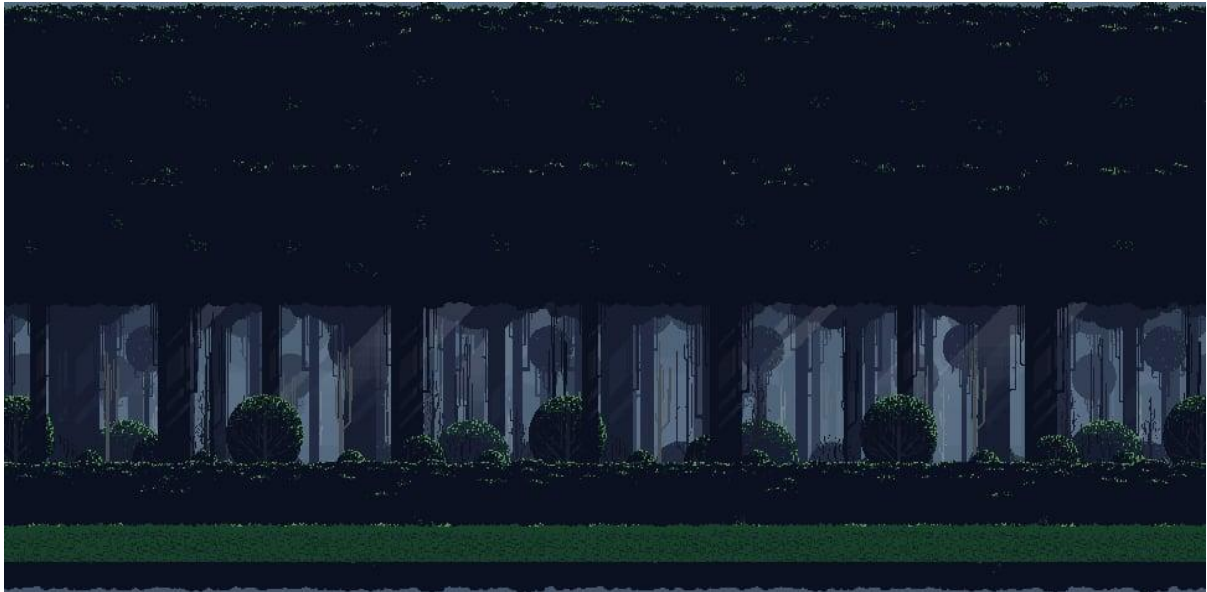
Name: Damp Caves

Description: The King's curse has hastened the collapse of the Damp Caves, but the gold here is unlike any other. Worn, jagged rock formations loom above, dripping with the eternal moisture of the underground. Below, the dark, stagnant water hides submerged hazards and forgotten fortunes. The air is thick and heavy, and the eerie, deep-blue glow of the water is the only light guiding your desperate scramble for treasure before time runs out.
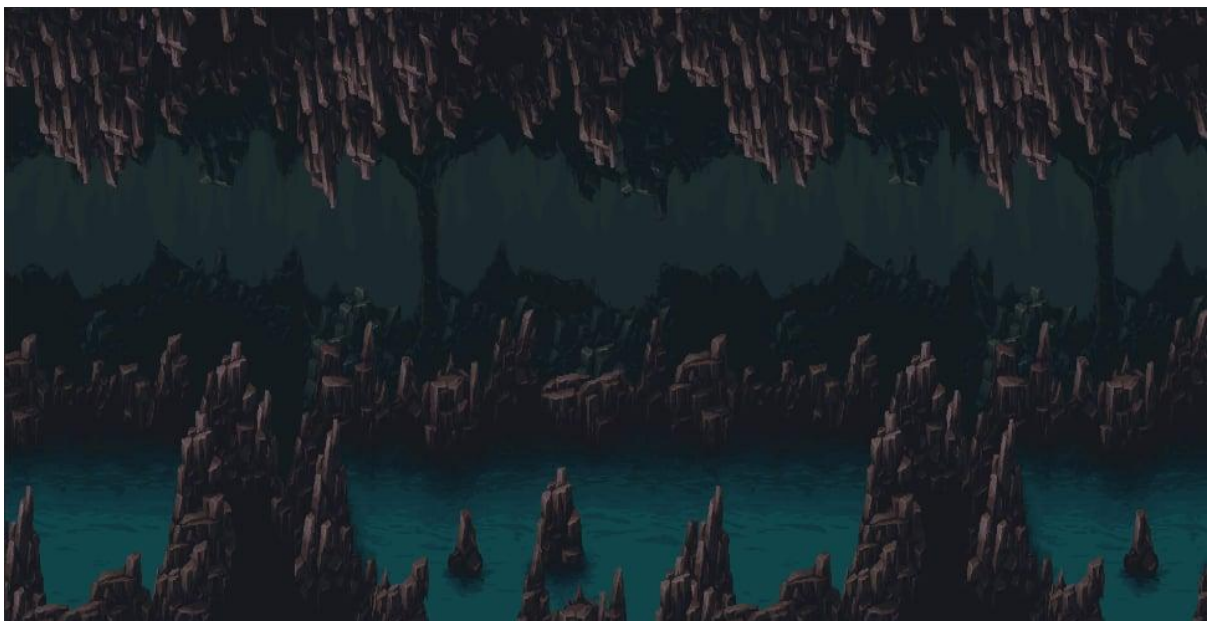
3.2.3Final Boss Arena / Secret Zone

Name: Homeland

Description: This is where it all ends. The familiar, rolling green hills of the Homeland now serve as the stage for the final confrontation. Above, the sky is dominated by the terrifying, colossal Blue Moon—not a passive observer, but the very source or nexus of the King's ancient curse. The dark forest and distant, brooding purple peaks frame the area, locking the player into this decisive space. The peculiar, towering stone spires scattered across the field stand like broken monuments, witnessing the ultimate, desperate rush to break the curse and reclaim the stolen peace of the realm before the final grain of sand falls.

Endless Mode

Description: The realm is held captive in an eternal moment: the fiery intensity of sunset. This endless, golden light bathes the familiar peaks, turning the sky into a relentless blaze of orange and red, symbolizing the final, desperate heat of the King's curse. The sprawling green fields and shadowed forests seem suspended in time, offering one last, infinitely dangerous chance to collect treasure. In this realm of everlasting dusk, the gold is more plentiful than anywhere else, but the air itself feels electric, constantly reminding you that the sun will never truly set until the curse consumes everything.

3.3 UI Design / HUD Layout

Main Menu

Play: Starts the main story.

Level: Opens a level selection screen, allowing players to choose which stages to play.

Endless: Starts the specialized Endless mode where the goal is to survive and collect as much as possible without a level goal, just the clock.

Controls: Displays how to control the hero.

In Game HUD

Coin Counter: Shows the total amount of gold (coins) collected.

Timer: This is the most critical element. It represents the time limit before the curse takes full effect (or the level is failed). The rapid countdown creates the frantic urgency of your core concept.

Mission Objective: Clearly states the immediate task and its constraints, guiding the player's focus to speed and collection.

Player Health Bar: Standard element showing the player's current health. Losing all health results in a defeat, independent of the timer.

Enemy Health Bar: Indicates the remaining health of the enemy, necessary for the player to decide whether to engage or bypass them to save time.

Minimap: Provides a high-level view of the current level layout, including the player's location, golds and enemy positions, crucial for planning the fastest route

3.4 Color Palette

#2D1937	#4A3555	#5E8437	#989370
#763B5B	#3A9E2D	#F7D300	#B7D2E2
#3C445C			
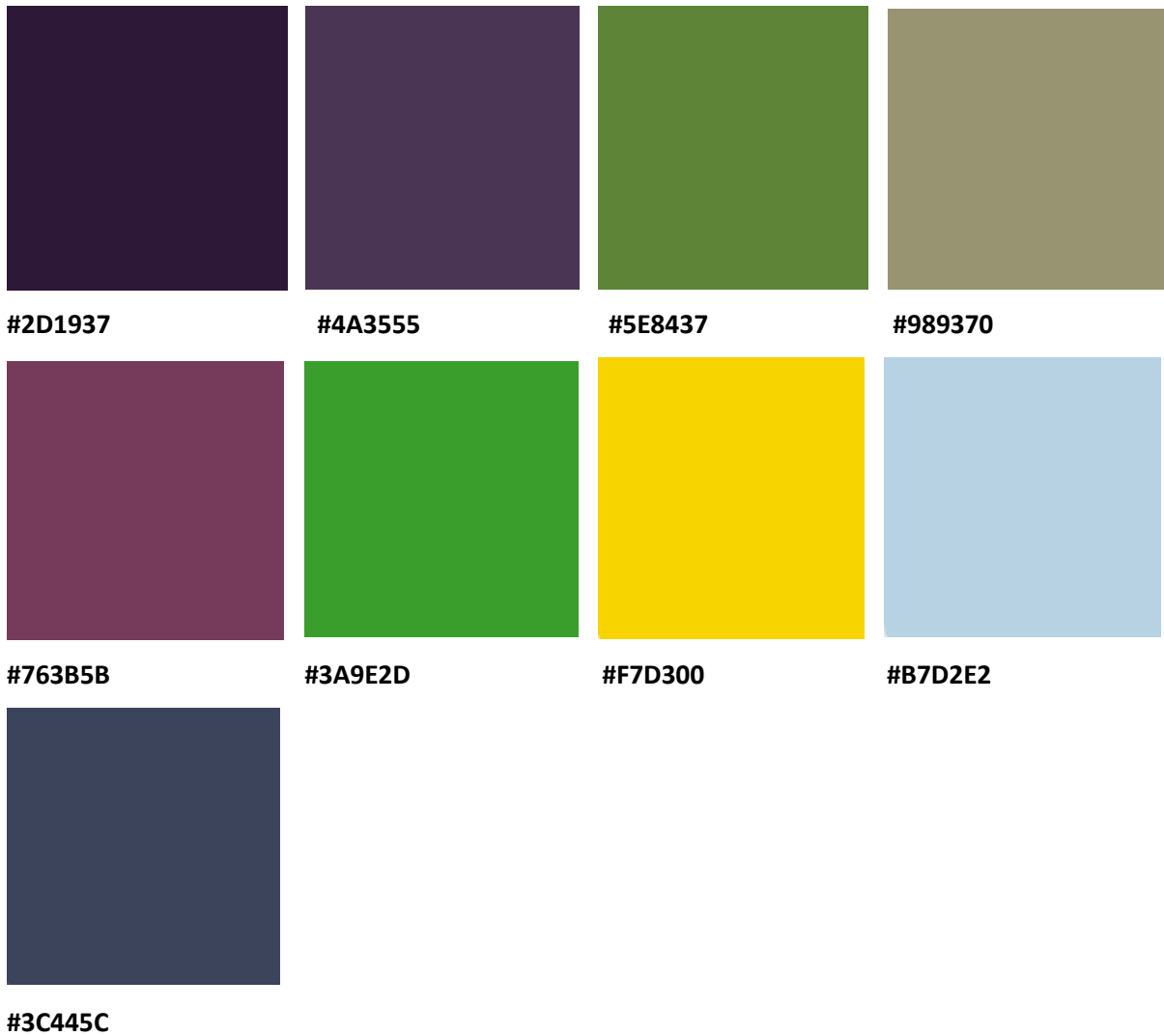
The color palette creates a mysterious yet adventurous atmosphere by blending dark purples and deep blues to evoke danger and exploration, especially in the cave and night zones. The moss greens and earthy stone grays ground the environment, giving it a natural fantasy feel. Bright gold accents from the coins add contrast and reinforce the reward-focused gameplay, while the soft sky blues balance the darkness, maintaining a sense of wonder and heroism throughout the journey.

3.5 Art Style

The game features a stylized pixel art direction that blends dark fantasy tones with vibrant, detailed environments, creating a visually rich yet nostalgic atmosphere. Its art style is inspired by Dead Cells, seen in its fluid character animations, fast-paced combat visuals, and dramatic lighting that enhances the sense of urgency. Elements from Spelunky are also

reflected in the layered cave environments, scattered treasure, and clear visual cues for traps and danger. This combination results in a world that feels both gritty and atmospheric while maintaining the clarity and charm of classic platformer visuals, making gameplay easy to read yet visually engaging.

Chapter 4 - Gameplay Mechanics

4.1 Core Gameplay Loop

The core gameplay loop centers on running through levels, collecting gold, and surviving against enemies and time pressure. Players repeatedly explore platform-filled environments, dodge hazards, and fight creatures such as cyclops, goblins, and slimes while gathering the required number of coins before the timer or life drain reaches zero. Each successful run rewards players with progress to more difficult stages where enemies are stronger and coin requirements increase. This loop reinforces skill development, as players must improve their timing, movement, and combat precision to keep up with the rising challenge. Overall, progression is driven by mastery of mechanics and the ability to survive longer in increasingly hostile environments.

4. 2 Controls and Player Actions

Movement/Action	Keys	Description
Move to Left	A	Allows the player to navigate Arion to the left, helping him avoid enemies and explore platforms.
Move to Right	D	Moves Arion to the right for forward progression through the level and positioning during combat.
Jump	W	Enables Arion to leap across gaps, reach higher platforms, and evade ground-based threats and hazards.

Dash	Right Click	A quick burst of movement that helps Arion dodge enemy attacks or cross dangerous areas more efficiently.
Splash Attack	Left Click	Arion throws sharp slicing waves from his blade, allowing him to damage enemies from a distance and clear pathways safely.
Pause	P	Halts gameplay.

4.3 Objectives

Main Objectives:

- Collect the required number of gold coins within the limited time to complete each level.
- Survive the life-draining curse by continuously gathering gold to extend your remaining life.
- Defeat or avoid hostile enemies such as cyclops, goblins, slimes and venomous plants that block your path.

Optional Objective:

- Collect scattered potions in the area for extra health.

4.4 Scoring

The scoring system is focused on Endless Mode, where players aim to collect as many coins as possible within a limited time. The more coins gathered, the higher the score, encouraging players to survive longer and move faster to achieve the highest possible score and compete for the top spot.

4.5 Progression

As the player progresses through the game, difficulty increases through tougher enemies, more frequent hazards, and increasingly complex platform designs that demand better timing and precision. The life-draining effect becomes more pressuring, requiring faster decision-making and efficient movement to survive. Each new level also increases the number of coins needed to complete it, pushing players to improve their speed and awareness. This progression encourages continuous skill development and keeps the gameplay challenging and engaging.

Chapter 5 - Audio Design

5.1 Background Music

The background music of the game follows a classic video game style that strongly complements its adventurous and fast-paced nature. The background music is sourced from a YouTube tracks entitled *Jeremy Blake - Powerup!* and *Kubbi / Up In My Jam (All Of A Sudden)*. Their energetic rhythm and heroic tone help immerse players in the action, making every moment feel tense yet exciting. This soundtracks is consistently used across the home interface and all game levels, creating a unified audio identity that keeps the experience cohesive and familiar. The steady tempo supports continuous movement and exploration, reinforcing the sense of urgency as the hero races against time and danger.

5.2 Sound Effects

The game incorporates various sound effects to enhance player immersion and feedback during gameplay. These include jump sounds when the character leaps, footsteps while moving across platforms, attack and dash sounds during combat actions, as well as audio cues for killing enemies. Additional effects are used for collecting coins and potions, providing satisfying sound for item pickups and a timer sound when the time almost to end. Ambient sounds such as wind effects similar to a mountain environment are also included to create a more atmospheric and engaging setting. For sound assets, the game utilizes the Casual UI Game Sounds Pack for most in-game effects.

Chapter 6 - Technical Details

6.1 Game Engine Used

The game was developed using Unity, a powerful and flexible game engine well-suited for 2D platformer development. Unity was chosen because it supports smooth character animation, physics-based movement, and efficient collision detection, which are essential for creating responsive gameplay and engaging enemy interactions. It also offers a wide range of built-in tools and assets, making it easier to integrate sound effects, visual elements, and user interface components. Additionally, Unity's cross-platform compatibility allows the game to be easily deployed on different devices while maintaining consistent performance and quality.

6.2 Development Tools and Assets

Tools and Assets	Description
Adobe Photoshop	Creating custom designs, pixel art sprites, tilesets, and UI elements.
Unity	Used for developing the game, managing scenes, physics, lighting, animations, audio, and UI.
Visual Studio	Primary IDE for writing, debugging, and managing all game-related scripts. Provides integrated tools for version control, code refactoring, and efficient workflow management.
C#	Core programming language used to implement game logic, mechanics, event systems, and interactions within Unity. Handles gameplay behavior, data structures, and system architecture.
Magic Cliffs Art Work Pack	Provides detailed cliff and terrain designs used for building visually appealing fantasy landscapes and level environments.
Pixels Fantasy Caves	Supplies pixel-style cave environments ideal for underground or dungeon-style stages.

Free Pixel Art Forest	Used for forest-themed backgrounds and platforms, adding a natural and adventurous atmosphere to the game.
Hero Knight – Pixel Art Pack	Contains the main hero character designs and animations, contributing to smooth movement and combat visuals.
Monsters Creatures Fantasy Pack	Includes various enemy designs such as goblins, cyclops, and slime, enhancing variety in opponents.
Casual UI Game Sounds Pack	Provides sound effects for gameplay actions like jump, attack, dash, coin collection, and potion pickup.
FTTGR Effects Pack	Used for visual effects such as hit flashes, attack impacts, and special effects during combat.
CodeMonkey Assets	Offers scripts, prefabs, and development resources that help streamline coding and enhance gameplay mechanics.

6.3 System Requirements

Components	Minimum System Requirements	Recommended System Requirements
OS	Windows 7 or later	Windows 10
Processor	Intel Core i3 or equivalent	Intel Core i5 or equivalent
RAM	4 GB RAM	8 GB
Storage	At least 300mb of available space	1 GB free space
Graphics	DirectX Version 10	DirectX Version 11
GPU	NVIDIA GTX 750 Ti or equivalent	NVIDIA GTX 1660Ti or equivalent

Chapter 7 - Team Information

7.1 Studio / Team Name: Roblera Palbun Studios

Roblera Palbun Studios is a creative team born from the combination of our family names, symbolizing unity, collaboration, and personal identity. Our studio focuses on delivering innovative and engaging projects, blending our unique skills and perspectives to produce work that reflects both creativity and dedication. We aim to create meaningful experiences while maintaining a strong sense of originality and teamwork.

7.2 Game Studio / Team Logo

The central controller symbolizes the studio's dedication to interactive entertainment, while the clean typography and dark, circular badge give it a premium, focused brand identity.

7.3 Team Members and Roles

Team Member 1 Name: Ernie Joseph Cledera
Role: Team Leader / Project Manager

Oversees the project, ensuring tasks are organized and deadlines are met, while also creating and integrating the game's sound effects and audio to enhance the player experience.

Team Member 2 Name: Mc John Bunao

Role: Programmer, Artist / Animator

Handles the coding and gameplay mechanics, while also designing and animating the characters, environments, and visual elements of the game.

Team Member 3 Name: Owen Christian Robas

Role: QA Tester, Sound Designer

Rigorously tests the game to identify bugs, glitches, and gameplay issues, ensuring a smooth and enjoyable experience for players.

Team Member 4 Name: Christian James Palo

Role: Writer / Designer

Crafts the story and narrative elements, while contributing to the game's design to make it engaging and immersive.

Chapter 8 - References and Inspirations

Dead Cells

This served as the primary inspiration for the game's fast-paced combat and fluid platforming mechanics. The concept of time pressure, similar to the curse or life-drain system, influenced the sense of urgency where players must keep moving and making strategic decisions. Additionally, the risk-and-reward loop of repeated runs inspired the structure of gradual progression, encouraging players to improve their skills while collecting rewards and facing increasingly difficult enemies.

Spelunky

This game inspired the element of deep exploration within hostile and unpredictable environments. The presence of traps, hidden dangers, and narrow paths influenced the level design, requiring players to stay alert and think carefully before advancing. The focus on collecting treasure shaped the core gameplay objective of gathering coins and valuable items while balancing survival and careful navigation.