Steven Sebastian

Dr. Liu

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Term Project Report

Name of Game for Project

* JumpDeath

Game Background and Story

Once, a powerful entity created its own dimension and populated it with frogs, emus, and littering soda fanatics. There was harmony between the frogs, emus, and “soda guys”. However, only a fraction of the dimension was used (one small section of the dimension). In a short span of time, the entity’s creations began to feel constrained by the small space. To resolve this, the entity created doors that led to different parts of the dimension, allowing his creations more freedom within the dimension.

One day, a human experimenting with dimensional travel accidentally transported himself into this dimension. Seeing the doors, he thought he could leave the dimension by going through them. However, the entity expended much of its power to satisfy the desires of his creations. It no longer had the power to create doors between dimensions. The trapped human frantically went through door after door, trying to escape, but to no avail. As he went through a door (while wishing the dimension he was in didn’t exist, so he could go home), the door, and the section of the dimension it led to, disappeared. Thinking that he would automatically be placed back in his home dimension if this dimension no longer existed, he began going through other doors the same way, which destroyed the parts of each dimension he went through.

The entity and his creations began to realize that this dimension was in grave danger. As each section was destroyed, the entity weakened and the dimension became less stable. Realizing that this human would not stop (and killing him permanently was not possible), the entity expended the last of his power to transform the remaining parts of the dimension into deathtraps (with the hopes that the human will eventually give up). It rallied the frogs, emus, and soda fanatics to stop the human from destroying this dimension.

Nine doors remain between the human and freedom. Will he escape this deathtrap of a dimension or will he remain trapped forever?

Instructions to Play the Game

* Left and Right Arrow Keys – Move Left and Right, respectively
* Up Arrow Key – Jump

You start each level with three points of health. To complete a level, you must reach the door within it, with at least one hit point left. If you touch an enemy or projectile by any other way than landing on top of one, you will lose one hit point and become invincible for a short time (landing on top of an enemy or projectile destroys it). When your hit points are reduced to zero, you will get a ‘Game Over’ and must replay the level you lost on. Upon completing a level, your health will be reset to three hit points.