**GDD  
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**Working title**

***Jumpin Penguin***

**Concept statement**

The concept of the game is to reach the top by unconventional means, usually you jump on platforms to rise to the top, but this time, there are mostly walls and your penguin knows how to walljump, wallslide, and wallbounce.

**Genre(s)**

Action, 2D, Platformer, Difficult

**Target audience**

For people of all ages, the primary audience is that anyone that can play and enjoy platformers can play this game.

**Unique Selling Points / Creative Additions**

For all gamers that enjoy a simple yet difficult game. Speedrunners can have a good time trying to beat the stage as fast as possible. There are skips and the recommended setting to go with is “Hard.” because that’s the difficulty that I originally built the stages on. I would say the creative additions are the walljumping platforms that take up 80% of the platforms. Instead of walking on these platforms, one must walljump their way to victory.

**Player Experience and Game POV**

The player should be presented with a start menu that allows them to change the audio before entering the game. Upon selecting “Play”, they will come across a difficulty setting that resets on restart, but afterwards, they will play as a 2d penguin that moves along the screen and upwards until they reach the top or die from exhaustion.

**Visual and Audio Style**

The game is made to look very chill with an ice/cold arctic theme and with a lofi music song playing in the background, this gives off the most relaxed sensation one can have while playing the game. However, the game can be frustrating and downright can get on your nerves, so I also made the mountain scenery look nice so one can go back to relaxing.

**Game World Fiction**

You are a penguin that yearns to fly, however, you cannot because you are simply too stocky as a penguin is. Behold you find a series of platforms that you can journey across to see the beautiful skies ahead of you. There was a tale that was taught to you that penguins can fly once they gather 9 sky crystals. However, that is only a myth that you can find out for yourself..

**Core Mechanics**

The player uses their WASD keys to move around and can also press the spacebar to jump. There is an ESC key that can be used to pause the game or to back out to the main menu or they can also restart and try the game from the beginning again. The main objective of the game is to climb the small walls and ledges as they show up and have the penguin reach the top. However, the penguin will get exhausted upon any slight movement so players have to make their choices carefully in order to progress. There are consumables along the way to replenish the players stamina bar but that doesn’t mean they are free to move about freely without a plan.

**Win/Lose Conditions**

To win in this game, one must collect all the crystals and the last one is at the top of the map. When you collect all 9, the game will end. You can restart or quit the main menu from there.  
To lose in this game, one has to have exhausted all their stamina without picking up a sky crystal/energy collectible item, they will collapse under exhaustion and after 2 seconds, the game over screen will appear.   
They can then restart the game or exit to the main menu.