

Baby Blue (Color can
change)

Reference

Design Style: Doodle Jump

Game Play: Piano Tiles / Don't Tap the White Tiles

Resolution

width x height : portrait & background image

3x2 : iphone

16x10 : android

banner ad: 320 x 50

Baby Blue

Goal

- Make a simple game and publish it on Android and IOS with Ads

Core Loop

- Repetitive Gameplay with simple mechanics.
- Different mods of game play (At least 2 mods)

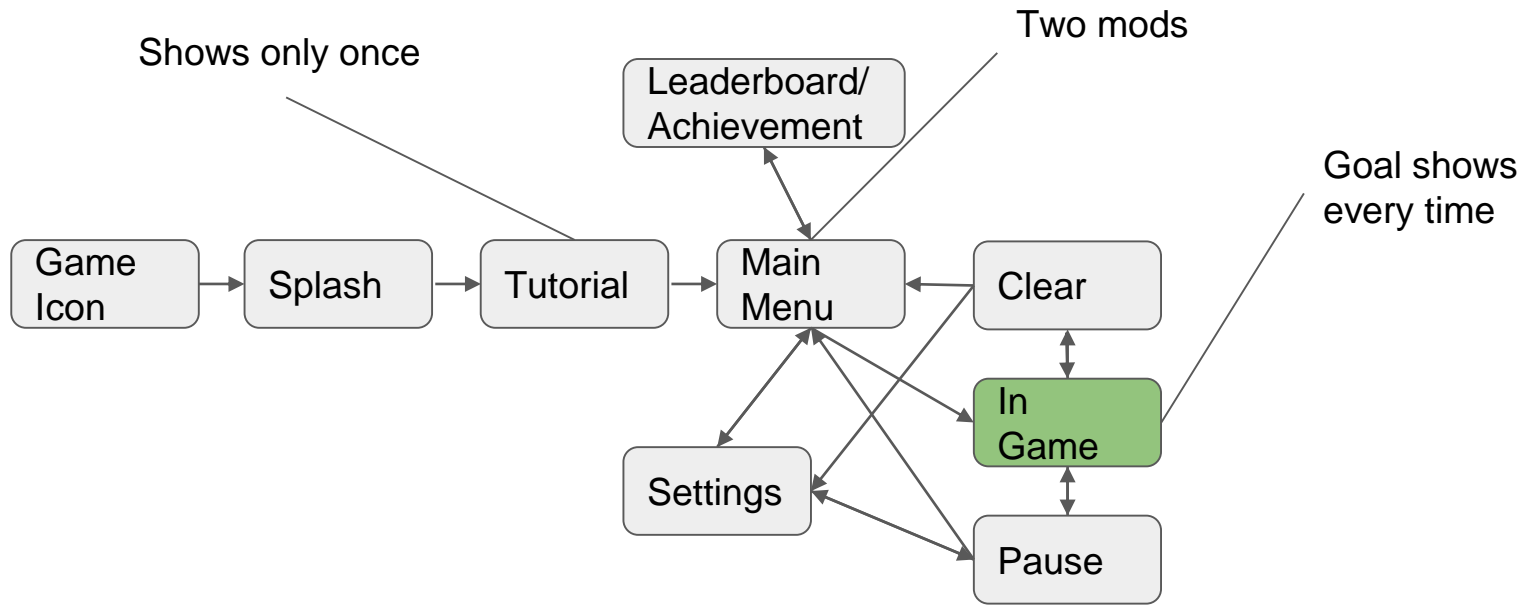
Hook

- Help the cute little baby Blue jump back home

Needs - Importance Up to Down

- Play Scene
- Clear Popup / Fail Popup
- Main Menu (with two mods)
- Setting / Pause Popup
- Exit Popup
- Goal Popup

- Achievements
- Leaderboard
- Banner Ad && Interstitial / Video Ad



Two mods

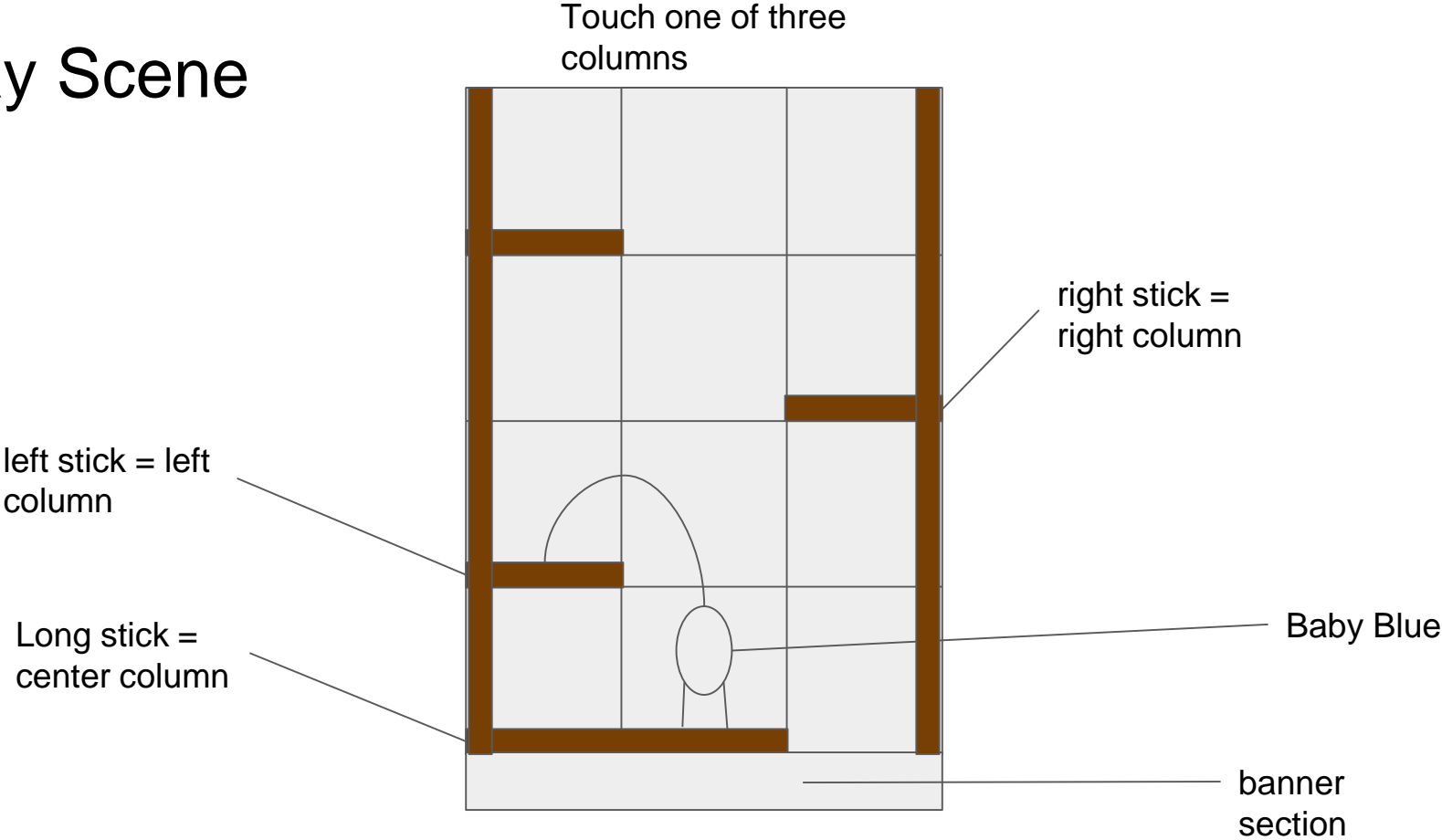
1 - Get back home

In given time (Stamina of the bird) Blue needs to reach the nest

2 - Infinite jump

Go up as high as possible

Play Scene



Play Scene Continued

- Mechanic: Touch / Tap
- All actions are played when tapped. Need to touch the correct column for the player to move
- Character jumps toward the column
- Action : Jump
- No Obstacles
- If wrong tap game over and bird falls.
- Mod 1: Wins if reaches home in given time - better if faster (leaderboard)
- Mod 2: Until death - better if higher (leaderboard)

Design

Background - sky, cloud, treesides

branches - short (2+) / long (1+)

Baby Blue - jumping animation & death animation (falling)

grass / dirt (floor) - when start from bottom

Design

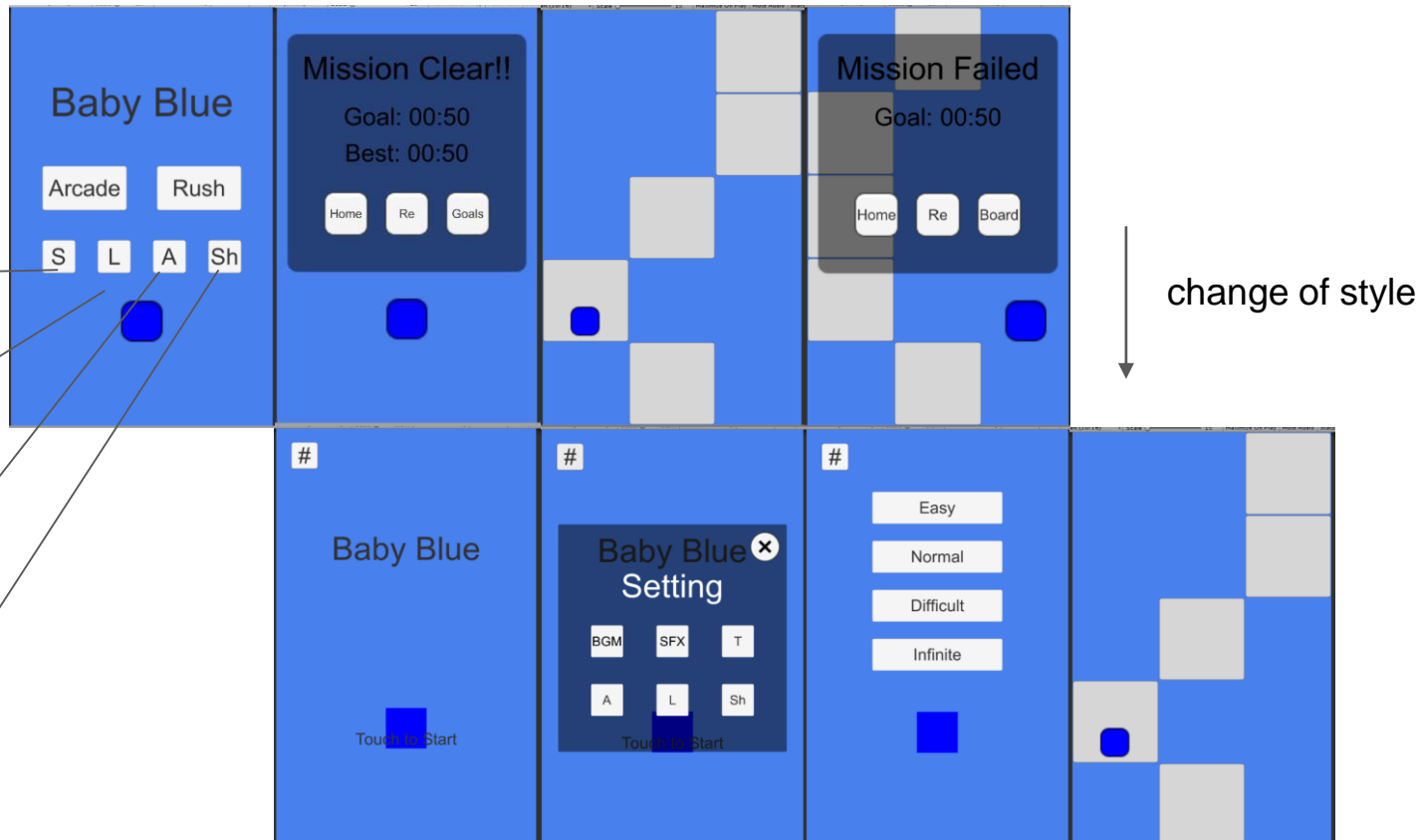
background in game && main menu - 10x16 (500x800 pixel android)

2x3 (500 x 750 pixel iphone)

bird - 100x100

floor (grass and ground) - 500x150 (grass above size)

Screenshots



UI - needs

Reference - <https://graphicriver.net/item/full-game-ui-kit/20172376>

List - Home, Replay, SFX, BGM, Setting, Tutorial (?모양), Leaderboard, Achievements, Share, Close(x), Blank Button Background, Title

Button Style: Preferably wooden to match the background.

Decide on font style

Sound - Required

- Button SFX - One button sound for all buttons. “Click”
- Action SFX - “Jump “Boing”
- BGM - Undecided

