SPACE JUMP

Game Design Document

A Space Survival Game

This page: Table of Contents and Team Member Listing

Table of Contents

Game Development Team Members

PRODUCER
Marie Duffy

PRODUCTION MANAGER
Marie Duffy

PRODUCTION COORDINATOR
Marie Duffy

GAME DESIGNERS
Marie Duffy

SYSTEMS/IT COORDINATOR
Marie Duffy

PROGRAMMERS
Marie Duffy

TECHNICAL ARTISTS
Marie Duffy

AUDIO ENGINEERS
Marie Duffy

UX TESTERS
Marie Duffy

1 Game Overview

Title: Space Jump
Platform: PC Standalone
Genre: 2D platform survival game
Rating: (10+) ESRB
Target: Casual gamer (aging from 12 - 30)
        Fun games
Release date: April, 2021
Publisher: Duffy Studios

Description: Space Jump is a third-person arcade game where the Player is an astronaut in space whose mission is to find their way back to their spaceship without falling into space. The astronaut must jump across the meteors and asteroids in space in order to reach a checkpoint at the end of each level.

2 High Concept / Genre

Space Jump sets the Player out in space where they need to jump from platform to platform in order to successfully complete the level. If they fail and fall into space, the level will restart and they have to try again.

3 Unique Selling Points

- Interesting art
- Easy to learn how to play

4 Platform Minimum Requirements

PC, Mac, and Linux Standalone
- Windows 7 (SP1+) and Windows 10
- Mac OSX 10.13+
- Ubuntu 20.04

5 Competitors / Similar Titles

Any platform/survival game that requires the Player to stay alive by not falling.

6 Synopsis

You are an astronaut who has gotten lost in space, far away from your ship! You need to find your way back by jumping across rocks in space without falling!

7 Game Objectives

The objective of this game is to survive each level so that you can successfully advance and eventually find your spaceship to make it back to Earth.

8 Game Rules

The game is set on various levels in which the Player must jump from platform to platform. If the Player fails to land on the platform, they will fail the level and must restart. They can restart as many times as needed until they can reach the end of the level, where there is a star that the Player must make contact with in order to advance to the next level.

9 Game Structure
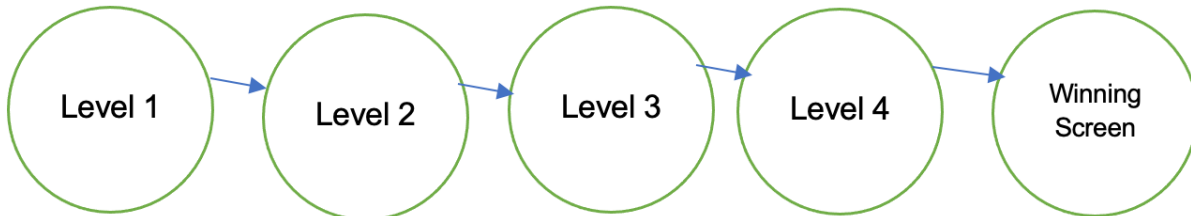
10 Game Play

10.1 Game Controls

- Left Arrow to move left
- Right Arrow to move right
- Up Arrow to Jump

10.2 Game Camera

There is one camera centered on the scene that the Player is currently on. The camera does not move when the player moves, as the camera shows the entire level as the Player moves through it.

10.2.1 HUD

Level: Each level displays the level number that the Player is currently on.

11 Players

11.1 Characters

The player is an Astronaut who was having a fun time in space until they accidentally floated far away from their rocket!

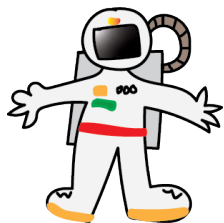## 11.2 Metrics

Speed: 1
Jump: 4

11.3 States

Idle: The Player stands still when they are not jumping or moving.
Jumping: The Jumping animation plays when the Player jumps.
Found Rocket: The Player disappears when it reaches the spaceship, to show that the astronaut has gone inside before it takes off.

12 Player Line-up

13 Art

13.1 Setting

The game takes place in a random place in space (probably somewhere in Earth's solar system).

13.2 Level Design

The levels consist of the space background, and various meteors/space rocks that are available for the astronaut to jump on. At the right side of each level, there is a floating Star that the Astronaut must reach to advance to the next level.

13.3 Audio

BGMusic.wav
– Category: Background Music
– Plays throughout the game

14 Procedurally Generated Content

There is no procedurally generated content in this game, all data was created manually.

14.1 Environment

14.2 Levels

14.3 Artificial Intelligence NPC

14.4 Visual Arts

14.5 Audio

14.6 Minimum Viable Product (MPV)

- No audio or extra animations

15 Wish List

Characters
-   Add more variations of style/colors for the Astronaut
Animations
-   Create more advanced animations

16 Bibliography

SparTakus font by Peter Wiegel
https://www.dafont.com/spartakus.font

All assets below created by Marie Duffy
BGMusic.wav → Background music
GameSpritesheet.png → Spritesheet for animations
Meteor1.png → Meteor for astronaut to jump on
Meteor2.png → Meteor for astronaut to jump on
Rocket.png → Rocket art for the last level
SplashScreenLogo.png → Logo with "Duffy Studios" text for the game's splash screen
Star.png → Star representing the checkpoint for each level