

JUMPERS

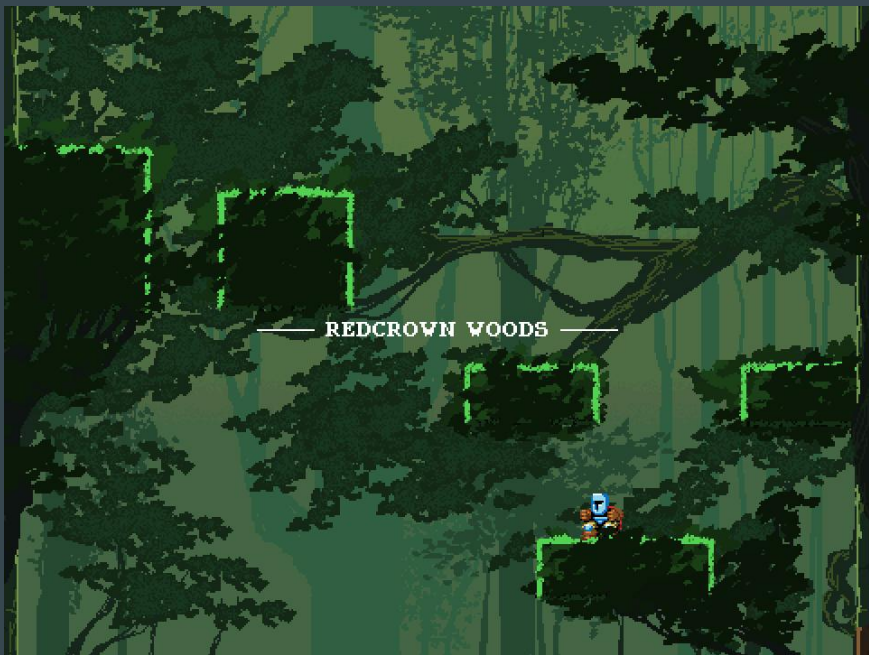


Brayden, Chase, Matt

High Level

- Platformer
- Get to the flag without dying
- Difficult/frustrating movement
- Various powerups/powerdowns and debuff
- Enemies and obstacles along the way

Inspiration has stayed the same



Visual Themes / Level Design



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Player Character / Animations



Scope Creep

- We were insanely overambitious, even during the midterm (you were right Erik...)
- A lot of our time was spent stitching together parts of our original idea to make something smaller and more manageable
- Tried to keep the same inspirations and mechanics, cutting out what wasn't necessary (secret rooms, metroidvania elements)

What we Stuck With

- Try to get to the end of the level
- Collect coins along the way
- Timer based jump
- Powerups
- Slime Enemies
- Very difficult, yet “fun” platformer