Group:

Andrew Nelson

Nayeli Diaz

**Introduction**

New York Dash is a platformer game that takes place on New Year’s Eve.

**Game Analysis**

The player spawns in their apartment in New York and their goal is to get to the hotel before 12:00.

**Game Description**

This is a Strategy-Platformer game. The objective is to get to the hotel and meet your date without losing all of your health or having the time run out. If it does, the game starts over. The player can lose health by running over broken bottles on the ground. To try to beat the timer, the player can find coffee which makes them move faster and jump higher. Though, this does make it more difficult to jump over the broken bottles. The player must collect 3 non-broken bottles per level in order to continue. The player starts in their apartment and is about to be late for their date at the hotel. There is a cartoon style with an enchanting New York theme.

**Game Atmosphere**

All the art presented was original and made in Piskel. When you first open up the game the main menu is shown, it’s made up of 75 pixels of width and height, it’s also consists of 4 layers dividing the title, the statue, the background and the water. The character was made up of 50 pixels of width and height, 46 frames counting the jumping frames. The character is made to look like a gentlemen while wearing a simple tuxedo. There are 3 levels in which their place in an apartment (level 1), the street (level 2), and finally a hotel (level 3). The apartment and hotel are both made of 80 pixels of width and height. The first level has 5 layers and 11 frames, while level 3 has 6 layers and 15 frames. Level 2 is made up of 90 pixels of width and height, 5 layers and 6 frames.

**Game Play**

When first opening the game, the main menu will appear. There you can choose to quit the application, choose the difficulty, and start the game. There are two difficulties, easy and hard, which will affect how much health you have and how many broken bottles are present. When start is clicked, the first level, the player’s apartment, will appear. Clicking P or Escape will bring up the pause menu, which stops time and lets the player view the controls and go to the main menu. They will spawn near the top floor, and will have to make their way down to the bottom floor. There is a brief tutorial showing you how to walk and how to jump to avoid broken bottles scattered through-out the map. There are a few broken bottles in first level, but once the player makes it past them and collects three non-broken bottles, they can proceed through the door that leads outside.

The second level is where the coffee power-up is introduced. After jumping over a few broken bottles in the street, the player can pick up a coffee on the ground. This makes them go faster and jump up higher, but only for a short time. The level also introduces hearts, which can increase your health if any was lost. If the difficulty is easy, the maximum health you can have is 5, while on hard it is 3. After collecting 3 non-broken bottles and avoiding more obstacles the player can go into the hotel at the end of the street.

The hotel is the last level. The player only has to get up to the top to win the game. There is no health in this level, making it the most challenging. If the player dies, the lose screen will appear. In this screen the player can go to the main menu, or restart the game. This is the bad ending because you don’t get to the top in time and don’t meet your date in time. If the player makes it to the top with three non-broken bottles, then they win the game. A menu will appear allowing the player to go back to the main menu.

**Key Features**

* 3 levels
* About 4-5 minutes
* 2 difficulties
* 2 endings (good and bad)
* 1 player
* Platformer
* Collectables
* Power-Ups
* Jumping