

GAME DESIGN DOCUMENT

Doodle Jump – my version

1. Executive Summary, Quick overview

Player jumps up the space trying to get as high as possible. There are two types of platforms: normal and big bounce platforms. The platforms are destroyed shortly after player gets past them, and player cannot jump twice on the same platform as it is destroyed.

2. Target Audience

Target audience for the game is people who want to play a game for relaxing and not take strategy or planning seriously. The game is very simple, so it can be played by a child as well as more senior people. If the game was marketed, it would be marketed on TikTok for young people.

3. Main Characters

There is only one character: the jumper. The character's design is from Unity's tutorial project Ruby's adventure and in more professional environment a more artistic person would design the character. It is animated to flip by its x-axis to show where it is heading to. The only aim for the character is to continuously find a platform to jump on. The main character looks like this:



4. Main Features

4.1 Main mechanics

Player's score gets better the higher they can go. There is a player's high score visible all the time and it updates as the player beats it. The platforms are generated continuously as the game goes on, and platforms under a certain distance from player should be destroyed.

4.2 Movement

Player jumps to a fixed height every time it collides with a platform from above. Player jumps higher when it collides with big bounce-platform. Player moves vertically left and right from corresponding arrows on keyboard.

4.3 Physics

Gravity is used. The collision between player and platforms should be detected only when player "drops" from above.

4.4 Multiplayer mode

No

5. Genre, Setting, Concept Art book*

Genre is platforming. In this version, art and sounds are self-made or taken from Unity assets that have been part of beginner tutorials. The art and sounds should be changed to more professional later.

Platforms:



The background will look like grid paper as in the original Doodle jump game.

6. Enemies, NPCs, Other objects

None of these will be developed to this version. Later, enemies and collectibles could be added to game to make it more interesting. User could buy a different theme or character for the game with the collectibles.

7. Story board, script*

7.1 Story overview

There is no story.

7.2 Progression

Player's development in the game is measured as score in each game, and a high score.

8. Technical definitions, Tech guide*

8.1 Platforms, versions

The game will be published to Unity website. Later, the game could be developed as a smart phone application.

8.2 Control Scheme

Very simple control scheme for this version: starting the game with space and quitting and restarting the game with Esc. These are easier to use than using mouse to click buttons on the screen.

8.3 Limitations

9. Business definitions*

9.1 In-app purchases

Could be added later on to change design or getting a cooler character.

9.2 DLC packs

No.

10. Outsourced/Bought Assets

No.