



# DoodleBob Style

Task 2 - Game Design Document



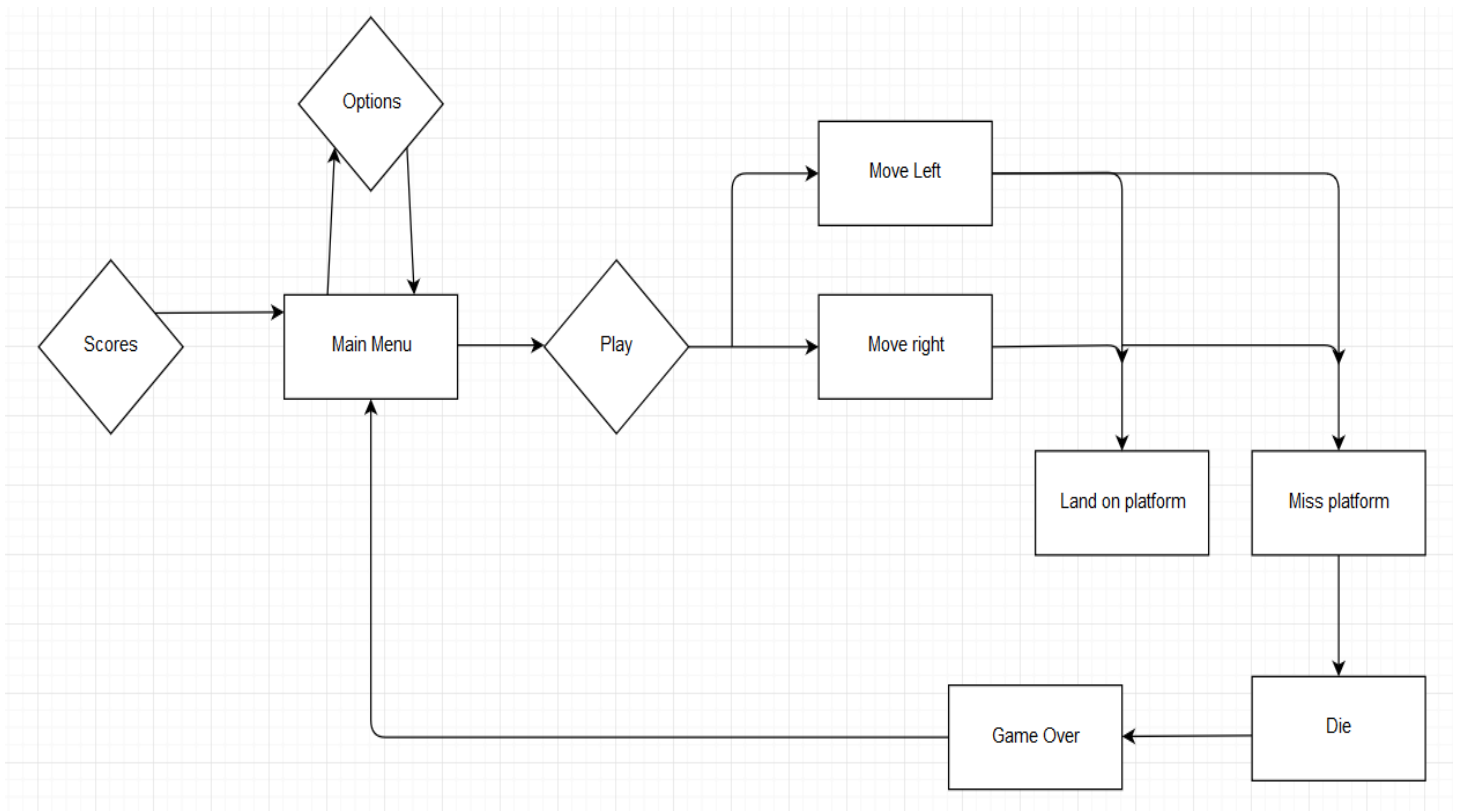
### Target Devices

Doodle jump is a platform game designed mostly for mobile devices and was published and developed by Lima Sky for:

- Windows Phone
- IOS
- Blackberry
- Android
- Java Mobile
- Nokia Symbian
- XBOX 360
- Kinect Platform

**However my game will just be for Windows PC.**

### Gameplay Flowchart



### Game Mechanics

**Main mechanic:** To move left and right and always try and land on a platform so as to prevent losing

**Other mechanics:**

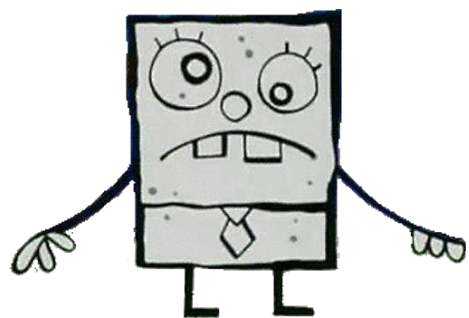
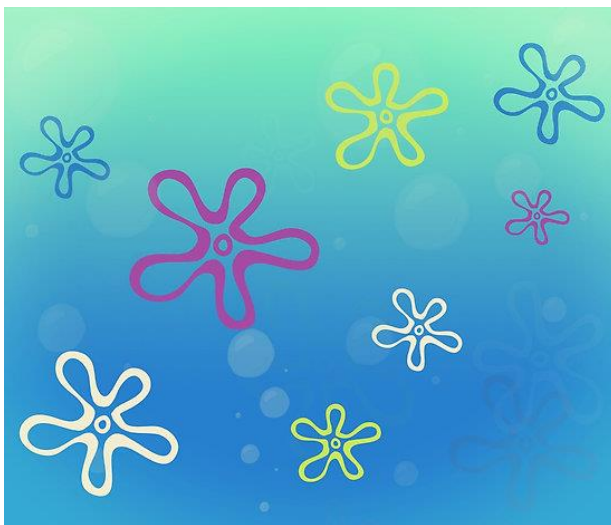
- Landing on a platform will bounce you upwards
- Landing on a bouncy green platform will bounce you even higher
- Landing on a breakable red platform will cause no bounce and you will fall through it

### Game Objectives

There is only really one object; to try and get as much points as possible by managing to bounce on as many platforms without falling.

### Visual Assets

- Background
- Platforms (pencil)
- Sprite character (Doodlebob)



### **UI Elements**

Score

### **Game Scenes**

Just one scene which will reset whenever you die.