iJump

an endless jumper game

DESIGN DOCUMENT v0.4

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Overview

Genre: **Endless Runner**

Target Audience: **Everyone**

Platform: **HTML5**

Coding Language: **JavaScript/TypeScript**

Controls: **Keyboard/Mouse**

Description:

Bounce your way to the top!

iJump is about hopping, bouncing, jump from one platform to another while making your way to the top. But beware! There is no road of flowers leading to glory. Watch out for traps and obstacles and you may have a chance to carve your name among legends.

Setting

A small starfish, Dazzle, lives at the bottom of the dark ocean. Dazzle looks up and sees the vibrant, glowing stars above him. He wants to become like of those stars, so he travels upwards to reach them.

Characters

Name	Description	Image
Dazzle the Starfish	The default protagonist of the game. Player can switch to other playable character after buying them at the Shop	
Rachel [developing character]	Dazzle's childhood friend. An octopus. No special power. Unlockable at Shop.	
Dazzle the Constellation	Dazzle himself in the future when he becomes a star. No special power. Unlockable at Shop.	
Shrimp	Dazzle's neighbor. No special power. Unlockable at Shop.	

Gameplay

1. How to play

With the main character is always jumping, player only needs to use [arrow keys] or [mouse] on the left of right side of the character to move left or right. Try to land on safe platform to continue going up. Try to avoid traps, obstacles because they will stop the current progress and force to start over. Also, there are a few collectibles along the way that could help player progression.

2. Game Mechanics

- The more height player reaches, the more score he will get
- If player fell to the bottom of the screen and landed on not any tile, he would die.
- Player could collect Gold Coins (money) along the way to purchase skins (no gameplay effect), enhancements (like starting the game with a higher score).
- View the last highest place reached when player died the last time.
- Use money to continue playing upon dead.

3. Game Objects

Tile:

Tiles is the main element of the game and randomly, procedurally generated. They provide gameplay experience and used to calculate player's core.

Name	Description	Image
Normal Tile	A default tile, has 3 states (static, vertically patrolling, horizontally patrolling), varies in length	
3 Touch Break Tile	A tile that allows player to touch it 3 times before it breaks	
Jump Boost Tile	A tile that triples player's jump height upon touching	
Hollow Tile	A tile that do not collides with player by any means	
Spiked Tile	A tile with spikes pointing upwards. If player touched the spikes, he would die	
Downward Spiked Tile	Same as Spiked Tile but pointing downwards. It's safe to land on the surface	
Cloud Tile	Has the shape of a cloud. It frequently switches between hollow state and solid state. If it is solid, it works like a Normal Tile. If it is hollow, well, it works like the Hollow tile	

Traps:

Traps are things that placed randomly on the game screen providing extra challenges to the game. The more score player gets the more they will appear. They could appear in many forms but share the same lethal attribute.

Name	Description	Image
Spike Ball	A floating ball with spikes on it, very deadly	
[placeholder]	[placeholder]	[placeholder]
[placeholder]	[placeholder]	[placeholder]

Collectibles:

Collectibles has 2 types: Money and Instant Use

Money is used to purchase Skins, Upgrades in Shop via the Main Menu.

Instant Use are boosters that immediately activate themselves when picked up. They provide a wide range of enhancements. Some has a side effect, so beware.

Name	Description	Image
Jetpack	Immediately carries player to the higher ground, effective in 5 seconds	
Screen Fill Tile	Immediately fills the game screen with tiles for 5 seconds. Player cannot fall to his death during this time. Beware of traps though	
[placeholder]	[placeholder]	[placeholder]