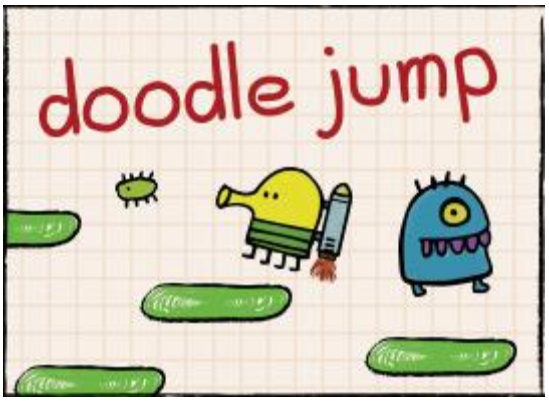
Analysis



In the production of Doodle Jump I believe that they used the Iterative model while producing the game because Igor Pusenjak said: “When we came back to pick up where we had left off the Hop, Bunny, Hop! project, we realised we preferred the pencil-drawn sketches to the art we had, and then it hit us - we should just make this game using the hand-drawn style, similar to the style we used for our Classic Tic Tac Toegame. We started going in that direction and liked what we were coming up with, and since the art style had changed, we decided to create a whole new storyline for the game.” (Jordan, 2009)

What Pusnejak is saying here is that after they had created Hop, Bunny, Hop! , they went to create another project they decided that they wanted it to have a sketchy look. After they started getting ideas they decided to also give the new project a different story. This shows that there was some kind of planning before starting of the development of the game.

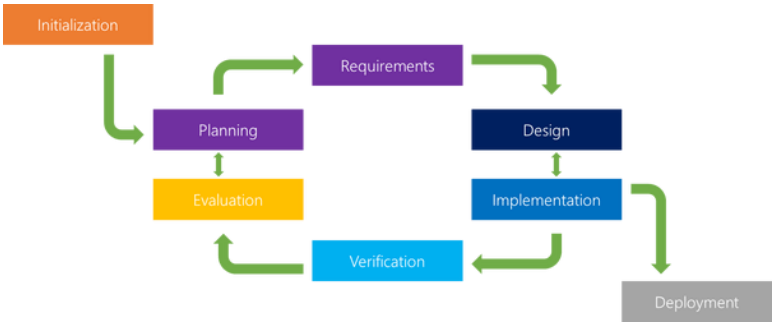
Marko Pusenjak also said: “The initial development took around two months. Each update takes around a week to two. All the code has been written from scratch in Xcode.” (Jordan, 2009)

According to Pusenjak, the coding took around two months and there was some testing and evaluations so they could update the game to improve it’s game play. Each update took them between a week and two weeks.

The Iterative Model

The iterative model is basically a step by step cycle model of the development stages of a product. This works on building the process step by step, each step progressing on the other and after completion, improvements are done to improve the product.

Stages:



Planning and requirements**:** In this stage is the initial stage where planning of the game is done and requirements are outlined before starting the game.

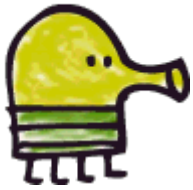
Analysis and design: After the planning is done analysis starts to find the appropriate models for the project. The design of the product starts and technique requirements are done while the design process is taking place.

Implementation: In this stage coding starts according the specifications of the design documents.

Testing: After coding all the product a series of test are done to find any bugs or issues.

Evaluation: The finished products is done, the product is evaluated by the team and other outside parties to find any further improvements to the product.

Visual Components Needed

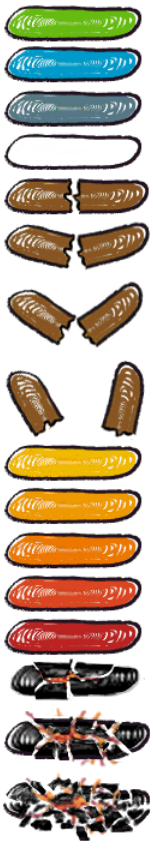


Doodler

Enemies

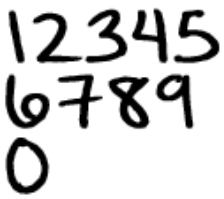
Buttons

Specials



Platforms

Top



Numbers

Background

Text

Code Needed

Doodler Bouncing

Bouncy movement where the Doodler bounces automatically throughout the game.
Camera and background moves up with the player.

Doodler Movement

The movement of the Doodler to the left and to the right which can be controller using the arrow keys.

Platforms

Different platforms have different function.
Green platforms are static.
Light blue platforms move from left to right.
Brown platforms break and are destroyed on collision with the player.
Dark blue platforms move up and down.

Enemies

Enemies can be either static or moving from left to right. When they collide with the doodler the game stops.

Falling

When the player falls, the game stops. On become invisible can be used.

Specials

Different specials having different functions.
Trampoline gives the player a bigger force so he can jump higher
Propeller hat grabs the player and moves him up.
Jetpack gives the player a boots and moves him up, higher than how much the propeller hat moves the player.
Springs let the player jump on platforms but the jump is doubled.

Score

Score increases by length from the start.