

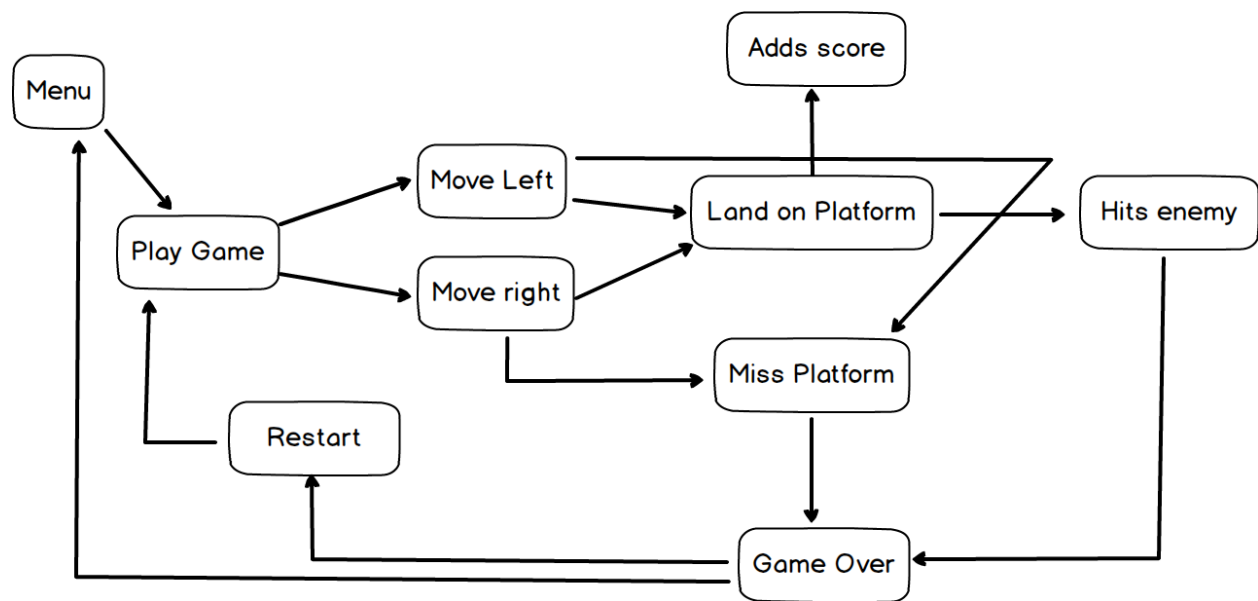
Design Brief

Target Device

There are many versions of Doodle Jump which can be played on various devices such as on a smartphone and on the Xbox 360.

I intend to create my version of Doodle jump as a pc version. I decide to do this because many gamers use pc as their gaming platform.

Gameplay Flowcharts



Game Mechanics

The main mechanic of the player is jumping. The player jumps automatically and the player is in control of moving the player from left to right.

Game Objectives

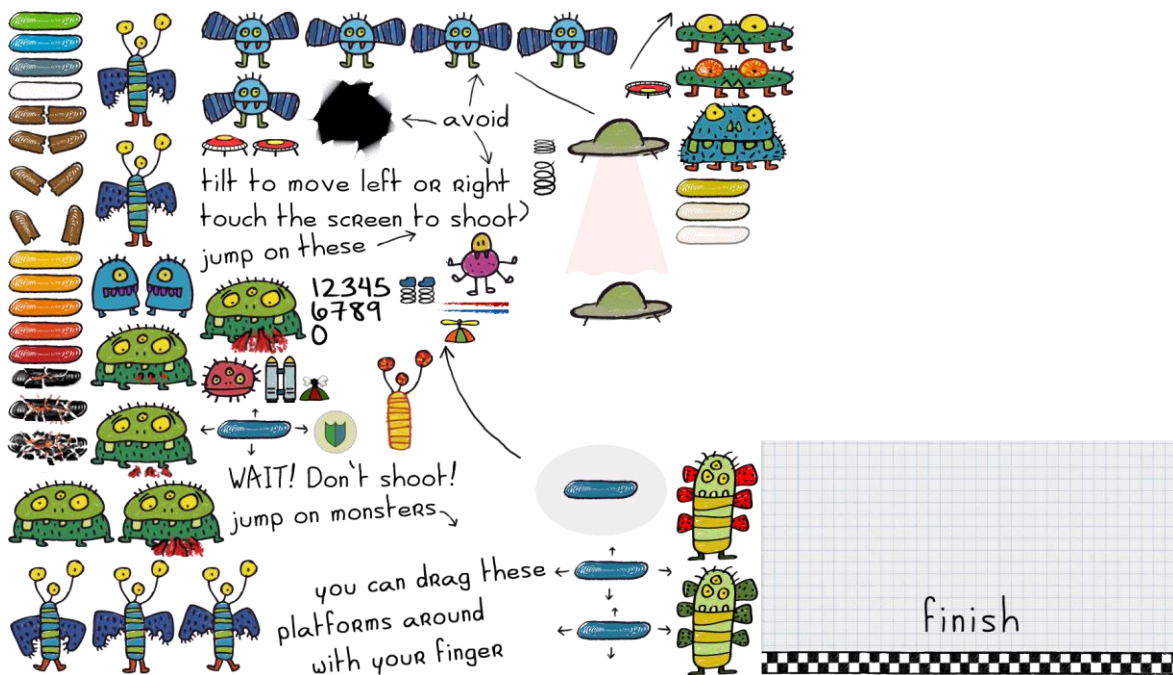
The main objective of the game is to jump on platforms and avoid enemies to get the highest score.

Visual Assets

Player Sprite



Sprites for the platform and enemies



Backgrounds



Top bar

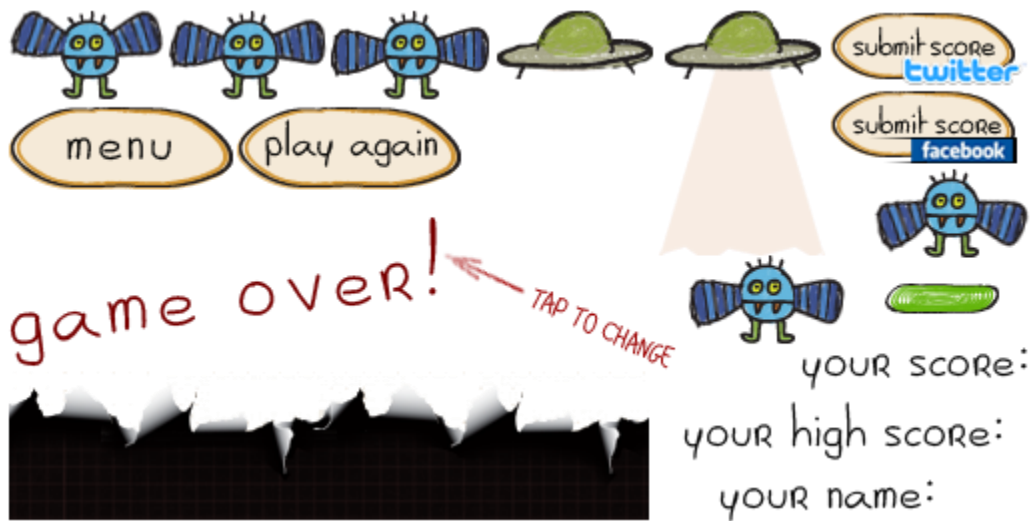


UI Elements

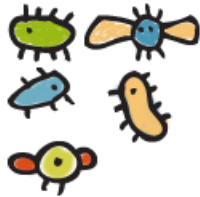
Buttons



Sprites for the Alien Spaceship and the Play Again button



Bugs



Font

Doodle Jump

Game Scenes

The game will have three scenes. The main menu scene which will popup when the game loads. Then there will be the main scene which is basically the game which will be loaded when the player presses on the play button on the main menu scene. And finally, there will be the game over scene which is loaded when the player hits an enemy or falls. This scene will have two buttons one which goes back to the main menu and the other which restarts the game.

