

Andrew Rizzo

Project 2

Professor Carusso – Multimedia Design 1

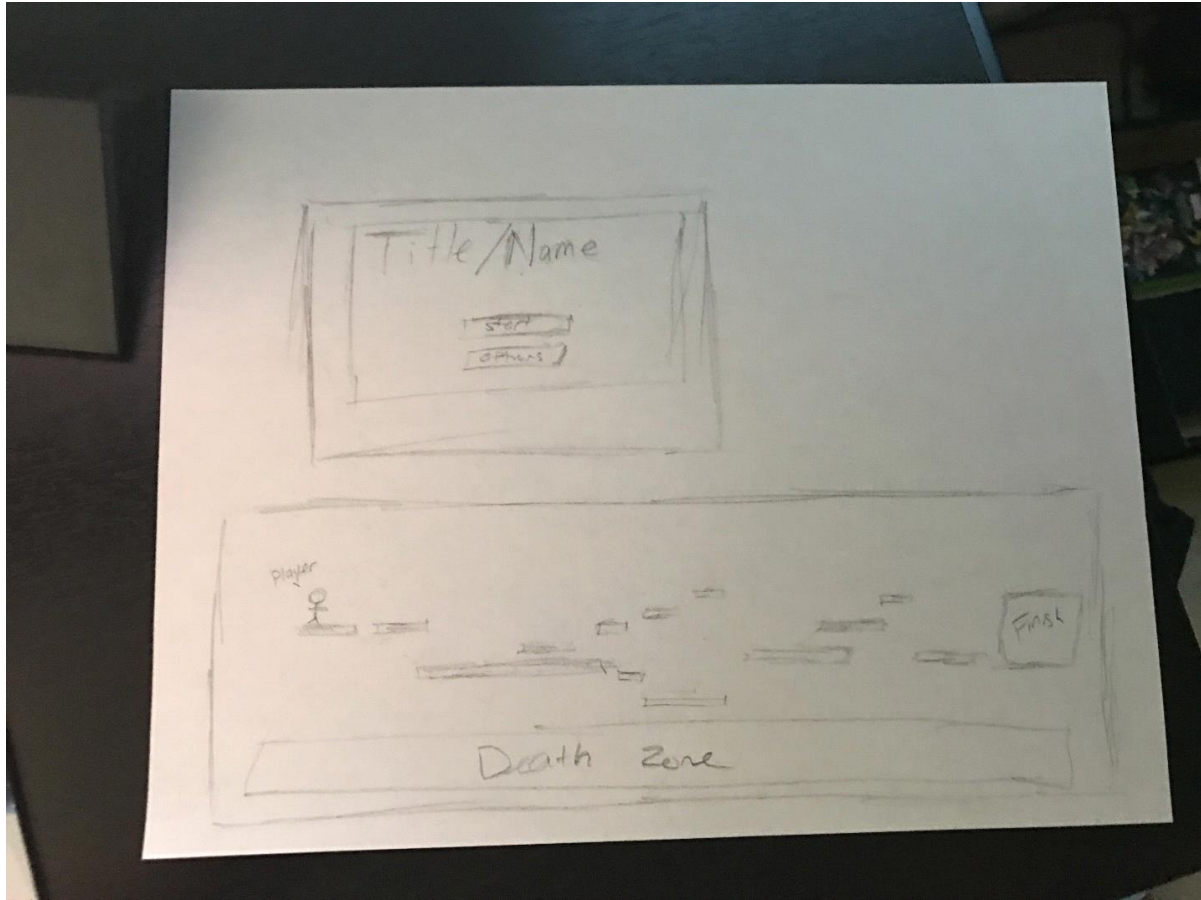
User Personas:

Children who play video games or just enjoy simple games on the computer would enjoy the game that I created. They would like the simple controls and straight forward gameplay, with cartoony characters and gameplay style that they could get used to. They could also be attracted by the simple music in that background that will lead them to play the game over and over.

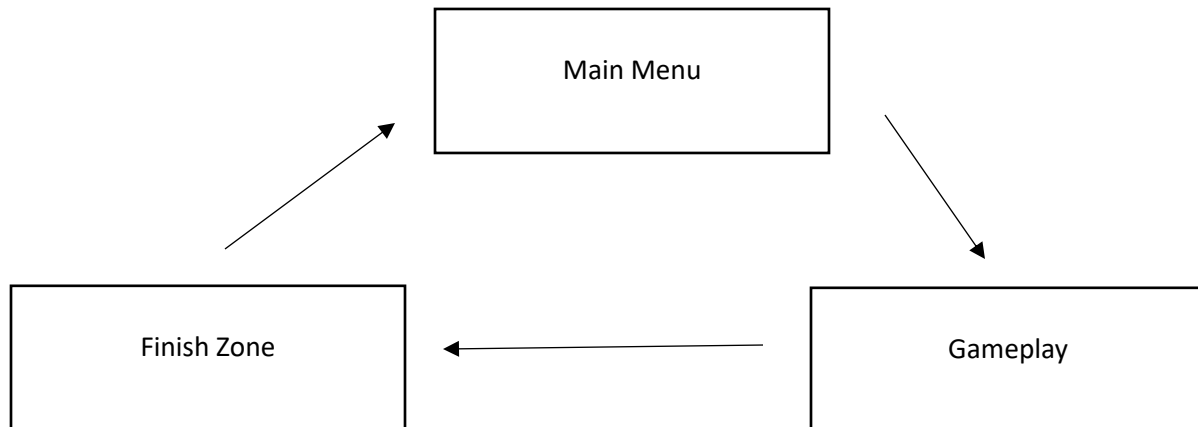
Another user that would enjoy this game would be college or high school students, that would like to view and try out a simple platformer game to use as an example if they plan to become a kind of game designer, developer, etc. The reason being is that it is a relatively simple game that a student could use as a good example.

A third user that could enjoy this game would be children and young adults who need to pass time when waiting for something on their computer, or to simply play to procrastinate on some work they would not like to start until a desired time.

Screen Wireframes:



Screen Flows:



Design Bible:

- Available download for different platforms for PC
- The font I used was a font called Jupiter to give the game a more spacey, yet retro look since it is a simple game about a robot running through space
- I used white platforms since the background was relatively darker, so you would be able to see where the player is supposed to go. The arrows are black so they are still visible on the darker background, but not too distracting to the player whilst they play. The main menu has green text to give the game more of a techno look to it since the main player is a robot, and it's based in space.
- Screen resolution: 1776 x 1000 (can be adjusted)
- Start game button to initiate the game
- Button medium sized, but smaller compared to the title to allow the player to see what the game is called and try to grab their attention. Roughly an inch on the screen (change depending on aspect ratio and screen size)

- Title at the top of the main menu large to show the player what the game is called, with the start game button slightly below to start the game, and is roughly located towards the center of the screen. Player is placed at the beginning of the level so when the game begins, the player must get through the course from the beginning. The course is made up of rectangles and ramps placed certain distances and heights to make certain jumps more difficult than others. Some gaps have a floor below to prevent the player from having to restart at certain points. The finish flag is placed at the end within a box that leads you back to the main menu so you can play the game again after completing the course. There is multiple kill zones located below the course so that if the player is to miss certain jumps and fall they will have to restart the level from the beginning.