

# Gravity Jumper

## Team: Hyrule Champions

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# Story Highlights

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- The game takes place in the normally peaceful “Sky Kingdom”.
- Centuries ago, “Sky Kingdom” was invaded by Shoto Barbarians.
- Leader Hikumo and his invaders were Cast out by magic.
- Now, Hikumo’s dead spirit has returned w/ Shoto Monsters!
- You must fight your way through the monsters to confront Hikumo.
- Defeat Hikumo to restore Peace and Tranquility to “Sky Kingdom”.

# Basic Gameplay: Character Mechanics

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- Gravity Jumper is a 3D platformer.
- The player uses a gravity gun to capture enemies and throw them.
- The player's primary attack is throwing enemies.
- The player can “double” jump by throwing enemies downward.
- The player must choose between attacking and “double” jumping.
  - These choices impact ease or ability to overcome obstacles.

# Basic Gameplay: Environment Challenges

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- Falling (with no platform to land on) kills the player.
- Some platforms are too high or far for a simple jump.
- Player must use “double” jump to reach high or far places.
- Obstacles may require perpetual “double” jumping.
  - This could mean capturing and throwing enemies mid-air.
- Power-Ups may be needed to overcome certain obstacles.

# Basic Gameplay: Enemy Challenges

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- Basic enemies are easy to capture with gravity gun.
- Shielded enemies can only be killed or captured from behind.
- Spiked enemies cannot be captured at all.
- Bomb enemies will kill the player if held for too long.
- Power-Ups may be needed to overcome certain enemy scenarios.

# Basic Gameplay: Pick Ups

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## Power-Ups:

- Increase player jumping height for a limited time.
- Increase player movement speed for a limited time.

## Power-Downs:

- Nerf character movement speed for a limited time.
- Nerf player jump height for a limited time.

# Formal Elements: Rules

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- The player dies if he loses all health or falls off the level.
- The player respawns at the last checkpoint position if killed.
- The player can only hold 1 enemy at a time.
- The player wins the level when reaching the goal.
- The player moves on to the next level after winning a level.
- The player wins the game by winning all the levels and defeating the final boss.

# Formal Elements: Level Objectives

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## Primary Objective:

- Collect enough tokens to unlock the next level.
- Avoid dying, which would reset you to a prior checkpoint.

## Secondary Objectives:

- Collect Power-Ups for fun effects and to overcome challenges.
- Avoid picking up Power-Downs, which could harm the player.
- Reach intermediate checkpoints to save progress mid-level.
- Collect *tokens* to restore health.



# Work Plan: Team Roles

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Each team member plans to develop and test various aspects of the game.

We have identified some 'Domain Expert' roles to help guide high level R&D efforts.

<b>Character &amp; Controller Expert</b>	Thomas Rega
<b>Artificial Intelligence Expert</b>	Shane Farrar
<b>Environment &amp; Scenario Expert</b>	Sahil Gupta
<b>Collectible Expert</b>	Sam Giuliano
<b>UI / Game State Expert</b>	Brandon Kalashian

# Work Plan: Creation & Tracking

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## Task Creation:

- The team meets 1-2 times a week, as needed.
  - A recorder is selected or volunteers to keep meeting notes.
- The team has an open line of communication, via slack.

## Task Tracking:

- The team tracks work in a Trello Kanban Board.
- Tasks are added as needed, by the assignee or a Domain Expert.