JELLY JUMPER 3D

HYPER CASUAL GAME DOCUMENT

Genre - Runner

Game mechanics –Tap & Swipe

Target audience –12 & over

Art style -Toon

Screen orientation - Portrait Camera angle / Setup–TPS Far

Game Concept

The player is a Slime man which needs to collect slime to become whole again. After passing through obstacles and collecting its body parts the player then transforms Into a slime superhero where an enemy is waiting in the end to challenge the player. The player needs to collect body parts and become as strong as possible to face the enemy in the end. If enough body parts are not collected the player can be defeated by a stronger enemy waiting in the end. The player can also increase the strength by using power-ups to increase the speed, strength, and size to defeat the enemy in the end. The obstacles are divided into weak, strong & tough categories to slow the player down and reduce the body parts collected.

Controls

- Tap to Start
- Swipe to move the player (Left or Right)
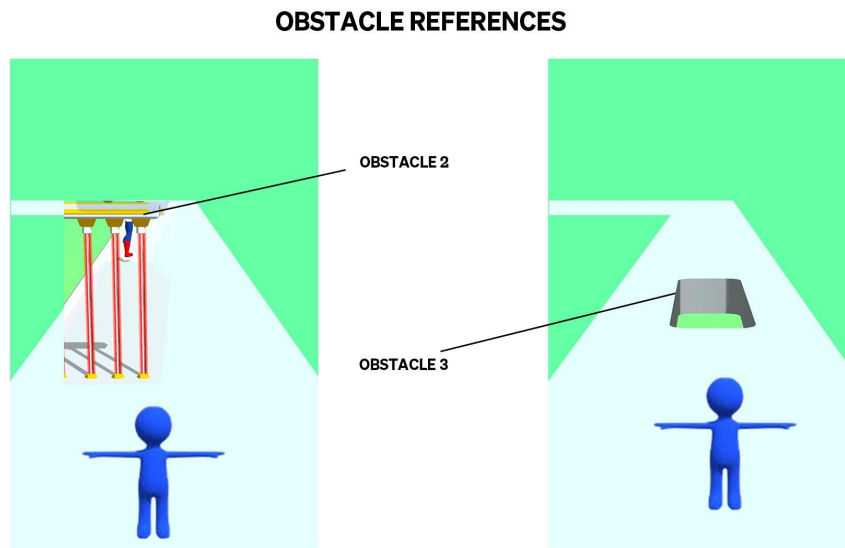- Player AutoRuns

Gameplay

- **Level Objective**

  ➔ Players need to collect parts (Slime) to grow the Character and defeat the main boss character
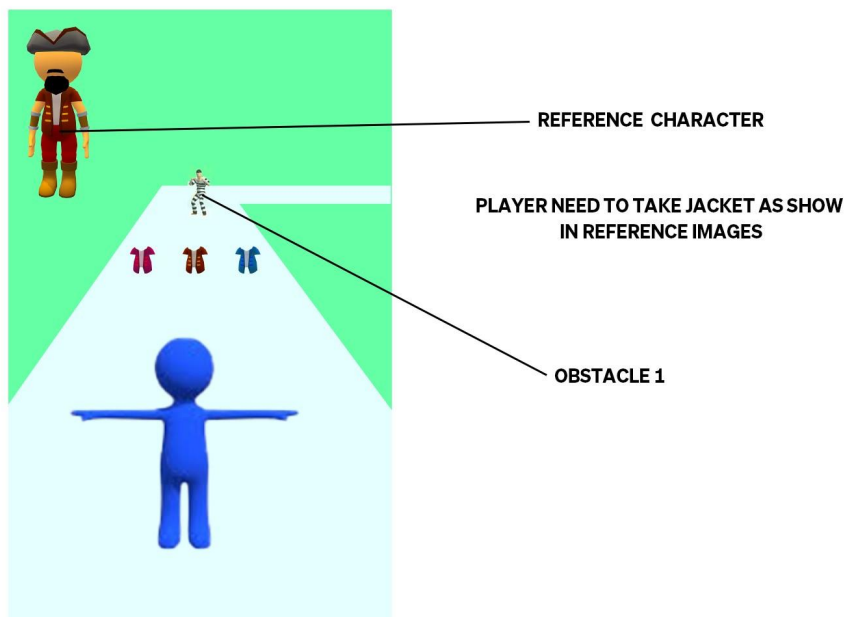
- **Upgrades**

  ➔ Size - Starting count
  ➔ Strength
  ➔ Speed

Obstacles - Normal Obstacles like walls and ditches

OBSTACLE REFERENCES

OBSTACLE 2

OBSTACLE 3

New Feature - Player will lose body parts if he picks up different colored clothing and will turn into the color he/she picked.
If the player takes 5 same-colored clothing he/she will get a jetpack for 5 -10 seconds, during this time he is invulnerable to all the other obstacles. If the player fails to do so, will reset the counter

REFERENCE CHARACTER

PLAYER NEED TO TAKE JACKET AS SHOW IN REFERENCE IMAGES

OBSTACLE 1

- **Win condition** -

  ➔ Players need to complete the levels by collecting all the slime(body part), reach the finish line, and fight against the boss character. If the player level is higher than the boss character, we can defeat the boss and win to complete the level.

- **Lose condition** -

  ➔ Losing all the slime parts, body part count becomes zero
  ➔ Hitting any Obstacle and losing body count
  ➔ Changing the outfit color loses some body parts
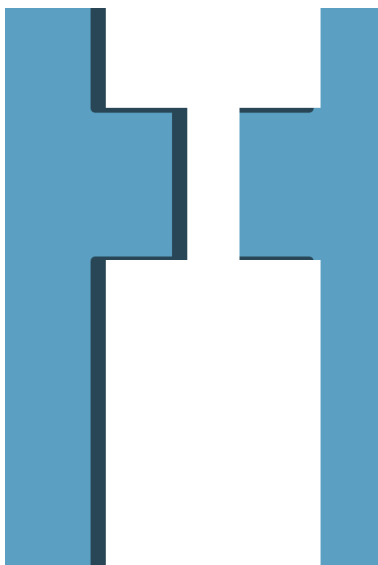
- **Rewards**

  ➔ Players will get rewarded for successfully completing the level
  ➔ The players will get a bonus if they defeat the boss

- **Economy**
  ➔ Monetization - In app Purchases - Character skins, Removing ads
  ➔ Currency - Coins

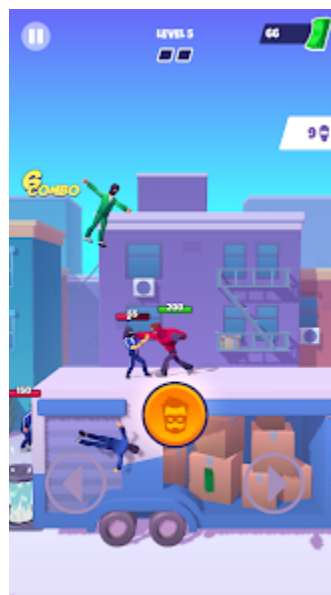# JELLY HERO 3D - Illustration/Art Requirements

Just the Platform.

Top View

Platform with swinging obstacle

Environment

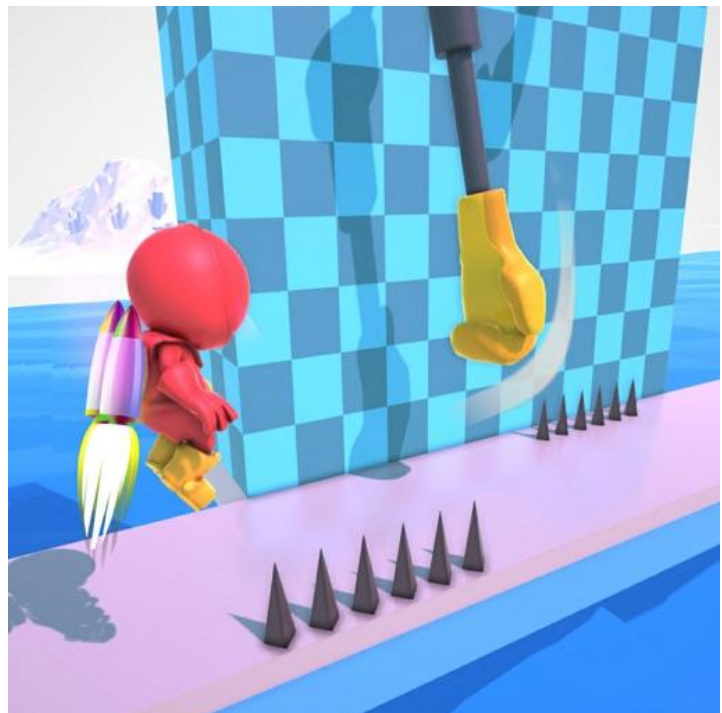**Alternate character reference**

Picks -Ups (In game)

High Jump (power up)
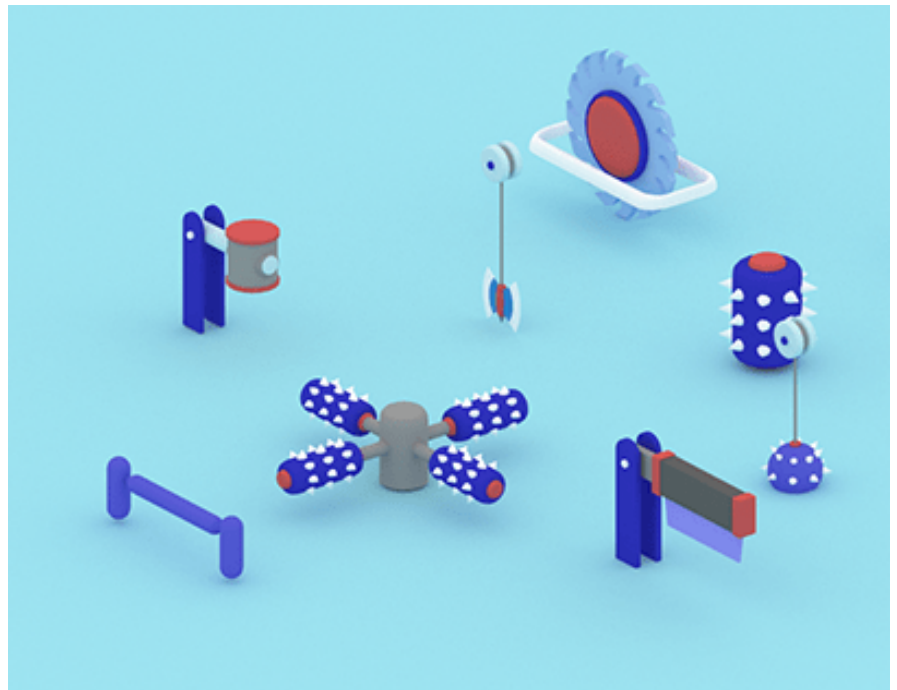

Jet pack (power-up)

Slime (Collectable)

Obstacles
- Blades
- Spikes
- Rolling spikes
- Swinging balls

Boss - At the end of level