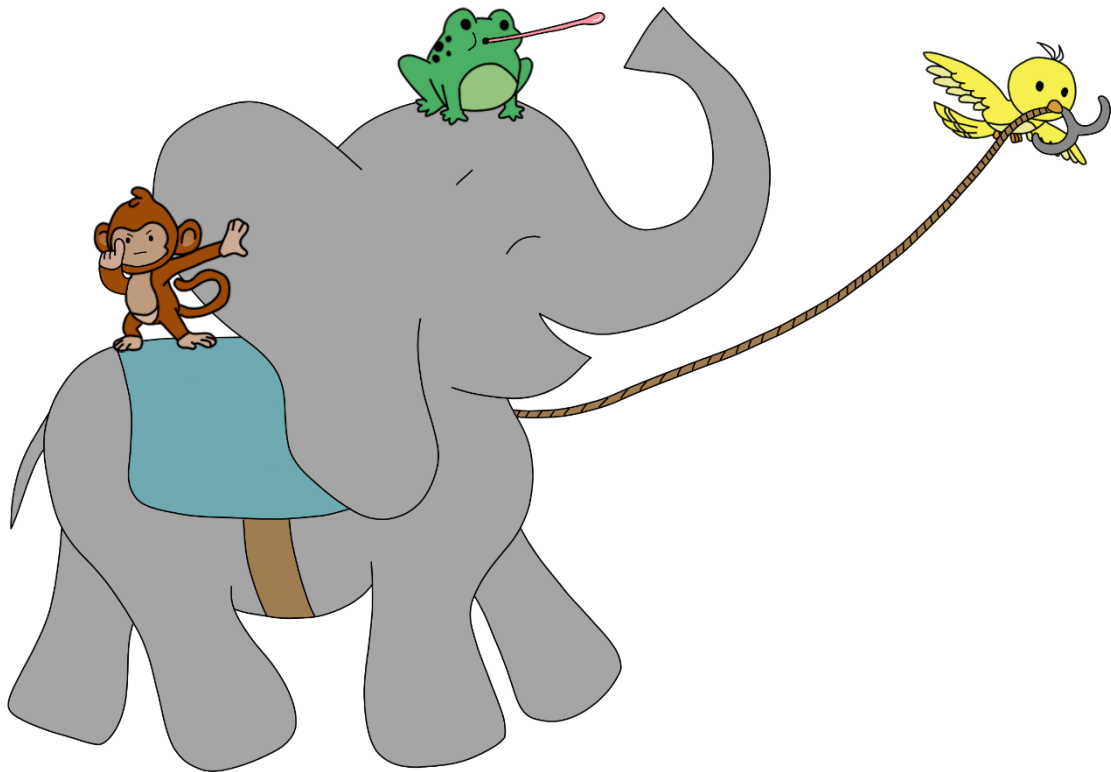Design document for:

RUMBLE IN THE JUNGLE!

The team:
Project managers: Alexandra Bergman & Micke Rollne
Programmers: Neveen Sakr & Sebastian Nordlund
Designers: Elin Marjamäki, Fannie Ståhl, Hugo Tillander, Joakim Häggblom & Moa Bergström

Project Description

This game design document describes the details for a co-op platformer where players must work together to solve puzzles while travelling through the jungle.

1. Game Overview

The game is set in a jungle where players are in control of different characters with unique abilities, having to cooperate to overcome challenges.

1.1 Target Audience

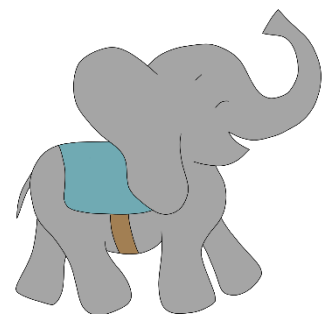(Market Team are looking into this, ask them)
- Children at age 3-10 & Parents

1.2 Targeted Platforms

- Playable on Pc with Controller.

2. Characters & Mechanics

Player 1 – Elephant (Movement):

- Can jump by pressing the (A) button.

- Will also choose where to place bushes by walking to the place it's needed.

- Can duck by pressing the (X) button (will toggle crouching when pressed).

Player 2 – Parrot (Grappling Hook):

- Can start flying around with the (left-Joystick). (Will be attached to player 1 with a rope, thus limiting the distance player 2 can travel).

- Can attach to different objects (Rocks, Trees and Bushes) by pressing the (A) button while close (on top of or next to).

- When attached to Rocks: Will pull the player towards the rock and place them on top of it.

- When attached to Trees: Will pull the tree out of the ground allowing it to be picked up by the gravity gun.

- When attached to Bushes: Will uproot and pull the bush towards Player 1 allowing them to pick it up (Will happen automatically when the bush gets pulled to Player 1) and place it where they want.
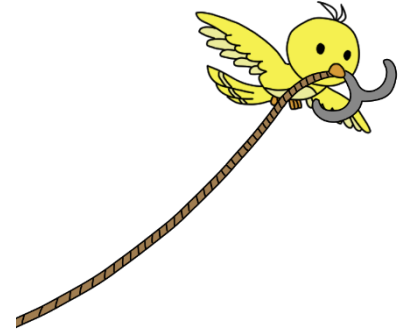
Player 3 – Monkey (Gravity Tool):

- Can pick up Rocks and uprooted trees by pressing the (A) button when in range. (An object that can picked up will glow, indicating that it is in range)

- When a rock or tree is picked up, Player 3 can choose where to put it by moving it horizontally with the (left- Joystick) & vertically with the (right-Joystick) and placing it by pressing the (A) button again.

- Rocks can be placed to create paths, stairs or hook points and can only be moved with the gravity gun.

- Trees can be placed to create bridges over rivers or ravines (Or any hole in the ground).

Player 4 – Frog (Energy Collector):

- Can pick up energy orbs (Fireflies) and powerups (if we have time/want to implement them) when in range by pressing the (A) button.

3. Story & Gameplay

3.1 Story:

(Explain why the characters are in the jungle, what their goal is)
Stranded on a deserted island, escaped an animal captive ship, washed up on the shore they now must find their way through the mysterious jungle. Now they must work together to overcome challenges along their way and escape their captivators. (ideas)

## 3.2 Play Session Breakdown:

(Apply the personas to each character)
The elephant moves the players through the jungle while the other three (smaller animals) rides on his back. The frog is sitting on the elephant's head searching for and collecting energy orbs. If they would get low on energy the elephant moves slower and the Bird's and Monkey's tools get less effective. To solve challenges the Bird and Monkey need to use their tools and collaborate to overcome challenges along their way.

3.3 Level Breakdown:
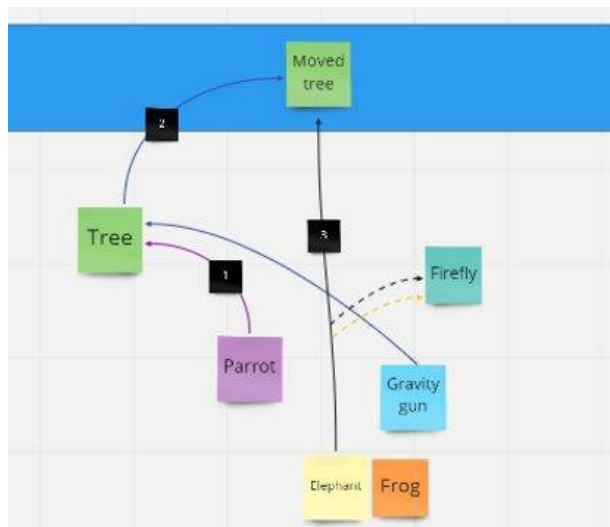
To complete the first part of the tutorial, the parrot must pull down the tree.
Then the gravity gun can make a bridge out of the tree by placing the fallen tree across the water so the animals can get to the other side safely.
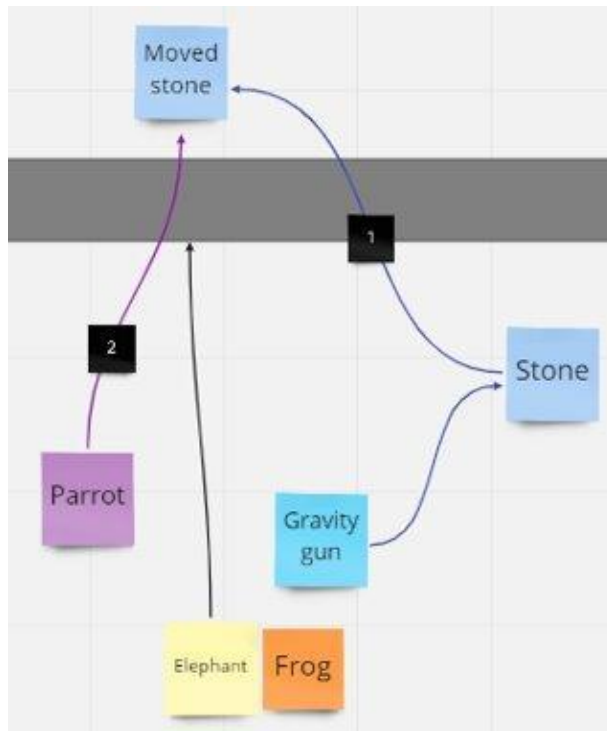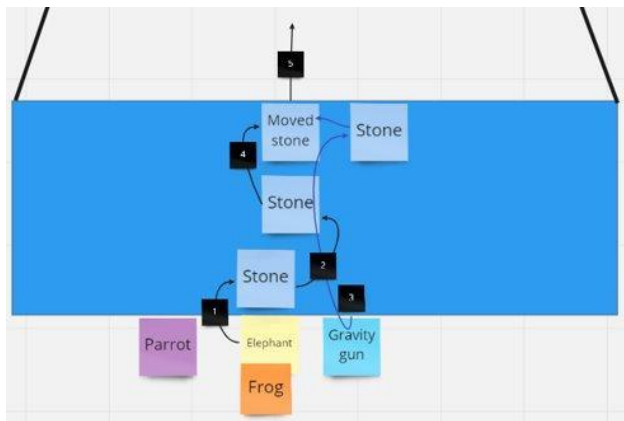
To climb the cliff, the gravity gun needs to put the stone on top of the cliff.
Then the parrot can use the grappling gun on the stone to pull everyone up.
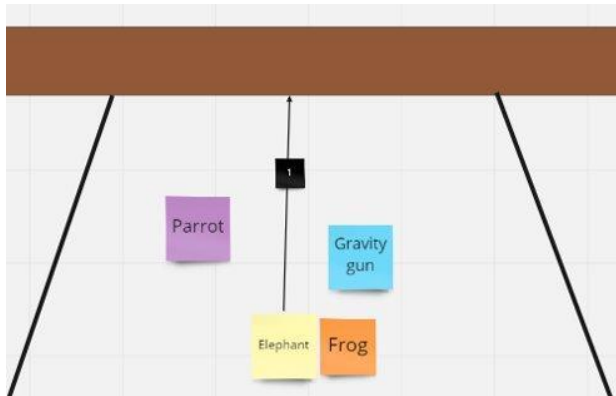
The elephant can jump across the first two stones in the water, but the third one is too far away so the gravity gun needs to put the stone close enough for the elephant to reach it.

A tree is blocking the way so the elephant must crawl under it while its being held up by the gravity gun.

To climb the cliff the parrot needs to pull out the bouncy bushes from the ground.
The gravity gun can then create stairs with the bouncy bushes and the stone so the elephant can climb.
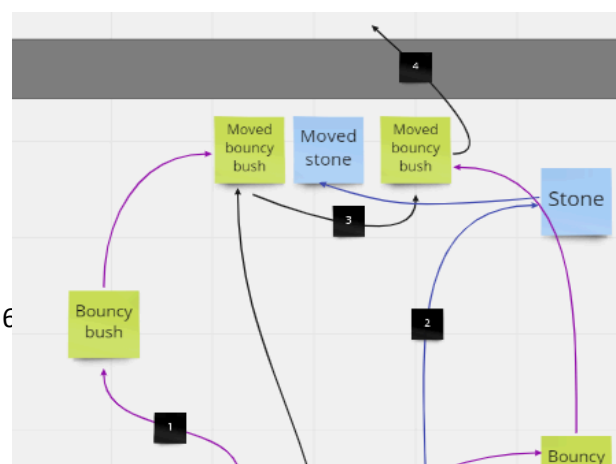
3.4 Obstacles

- **Rock:** Can only be moved by gravity gun. Can be used as platforms for Player 1 to jump on. Can be hooked by

the grappling hook, allowing Player 1 to pull themselves towards and land on top of. Can be stacked to create stairs.
- **Tree:** Can only be moved by gravity gun (after it has been uprooted). Can be hooked by the grappling hook, allowing Player 1 to pull it out of the ground (uprooting it). Can be used to create bridges across rivers, ravines and/or other holes in the ground.
- **Bushes:** Cannot be moved by the gravity gun. Can be hooked by the grappling hook, allowing Player 1 to pull it out of the ground and towards themselves, picking it up when they collide. Can be carried by Player 1 and can only be placed on dirt (not rocks or trees that the players might have placed before hand). Acts as a trampoline doubling jump height (The player will bounce continually while on the bush). The bush will "plant" itself when placed and thus requiring to be pulled by the grappling hook if they want to move it again.

3.5   Interactable Objects

Interactable objects will be marked with a highlighted white outline.

3.6   Environmental Hazards

- **Rivers:** Will sweep the player away if they land in it (resetting to a checkpoint). Rocks can be placed in the river. Trees can be placed in the river (will float away after some time if both ends are not connected to land or rocks). Bushes can NOT be placed in rivers.
- **Ravines/holes in the ground:** The player will fall down if they step in it (resetting to a checkpoint). Rocks can NOT be placed in the ravine. Trees can be placed across ravines to create bridges (must be some sort of land on both ends of the tree for it to be placed). Bushes can NOT be placed in ravines.

4 User Interface / Screens

4.5 Main Menu:

- Game Logo
- "Play Now" button – goes to Character selection
     o   "Character Selection" - Once every player has chosen a character Game starts
- "Levels" button – goes to Level Selection
- "Quit" buttons – exits the game

4.6 Gameplay Screen / HUD:

- **Energy Bar:** Will recharge slowly over time. (As to not create a dependency on the fourth player and still give them a way to

contribute). Energy orbs will give a boost to energy (current value + flat amount). Abilities cost energy. (Different abilities have a different cost)

4.7 Pause Menu:

- "Home" button – goes to main menu screen

- "Resume" button – resumes gameplay

- "Controls button" – shows control overview

4.8 Intro Screen:

- Gifs of all the mechanics for each character

- Explanation to HUD

4.9 Loading Screen:
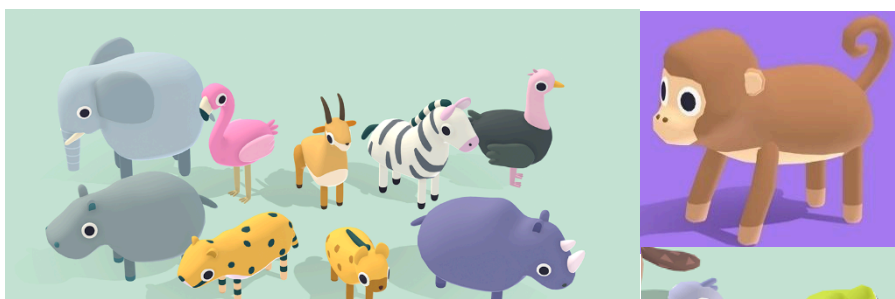
- For transitions between screens

- In game picture

- Logo

- Loading text (Animated)

5 Asset List

- Art

    o Edgar the Elephant:

    o Mon the Monkey:

    o Penny the Parrot:

    o Froggy the frog:

- Environment Art

    o POLY Jungle:

- UI – Icons, Buttons etc

    o Buttons

    o Icons

- o [Font](#)
- o Others
  - ▪ [Wooden Background](#)
  - ▪ [Logo](#)

- Sound Effects
  - o [Grappling hook](#) will be played when the grappling hook is used
  - o Gravity gun
    - ▪ [Monkey](#) Will be played when the Gravity gun is used
  - o [Frog eats fireflies](#) When the player controlling the frog presses A
  - o [Monkey](#) (only in character selection & gravity gun right now)
  - o [Bird](#) (only in character selection right now)
  - o [Elephant](#) (only in character selection right now)
  - o [Falling tree](#) When the bird grapples the tree
  - o [Bushes](#) When the bird grapples the bush
    - ▪ [Moving Bushes](#) (not used right now)
  - o [Stones](#) When the monkey release the stone
  - o [Jump](#) When the elephant jumps
  - o [Water](#) When the player comes close to water
    - ▪ [Waterfall](#) when the player is nearby a waterfall
  - o Duck (crouching)
    - ▪ [Quack sound](#) when the player crouch
  - o [Orbs (pickups)](#)
- Music
  - o Background music in game
    - ▪ [Alt 1](#) Background in game & pause menu
    - ▪ [Alt 2](#)
  - o [Background music menus](#) played in main menu until the game starts

Fannies Sound:

Sound for menu:

Rumble in the jungle GDD V1.0

https://www.zapsplat.com/music/button-blip/

Grappling hook:
https://www.zapsplat.com/music/metal-wire-clothes-hanger-hook-onto-metal-wardrobe-pole-3/

https://www.zapsplat.com/music/metal-wire-clothes-hanger-hook-onto-metal-wardrobe-pole-2/

Gravity Gun:

Just monkey sound?

Frog:

https://www.zapsplat.com/music/cartoon-frog-or-toad-croak/

Frog eats ("Orbs"):

https://www.zapsplat.com/music/cartoon-lizard-frog-or-similar-eat-bite/

Monkey:

https://www.zapsplat.com/music/monkey-short-screech/

Elephant:

https://www.zapsplat.com/music/elephant-trumpeting-soft-calm/

Falling tree:

https://www.zapsplat.com/music/coconut-fall-from-tree-and-hit-the-ground-with-a-thud-3/

https://www.zapsplat.com/music/coconut-fall-from-tree-and-hit-the-ground-with-a-thud-5/

Bush:

https://www.zapsplat.com/music/bush-thick-leaves-hard-quick-movement-or-impact-1/

Bush moving:

https://www.zapsplat.com/music/designed-foliage-whoosh-and-impact-could-be-tree-leaves-branch-etc-1/

https://www.zapsplat.com/music/designed-foliage-whoosh-and-impact-could-be-tree-leaves-branch-etc-2/

Stones:

https://www.zapsplat.com/music/footstep-single-flip-flop-on-dirty-stone-step-2/

https://www.zapsplat.com/music/footstep-single-flip-flop-on-dirty-stone-step-5/

https://www.zapsplat.com/music/footstep-single-flip-flop-on-dirty-stone-step-8/

Jump:

https://www.zapsplat.com/music/cartoon-bounce-drum-tympani-boing/

https://www.zapsplat.com/music/cartoon-bounce-jump-short-hop/

https://www.zapsplat.com/music/cartoon-bounce-jump-spring-2/

Rumble in the jungle GDD V1.0

Water:

https://www.zapsplat.com/music/stream-light-trickle-of-water-2/

https://www.zapsplat.com/music/stream-light-trickle-of-water-3/

Waterfall:

https://www.zapsplat.com/music/mountain-stream-and-small-waterfall-1/

Duck:

Single

https://www.zapsplat.com/music/bird-duck-single-quack-1/

https://www.zapsplat.com/music/bird-duck-single-quack-2/

https://www.zapsplat.com/music/bird-duck-single-quack-3/

Multiple

https://www.zapsplat.com/music/cartoon-duck-quack-2/

https://www.zapsplat.com/music/cartoon-duck-quack-4-2/

Orbs:

Frog eating?

Menu Music:

https://www.zapsplat.com/music/cheeky-monkey-playful-cheeky-an-simple-music-loop-great-for-game-or-app-3/

https://www.zapsplat.com/music/cartoon-heavy-marching-music-for-elephants-or-heavy-character-musical-horns/

Elins Sound

Grappling hoook:

Gravity gun:

Bird:

https://freesound.org/people/rubenvvuuren/sounds/594434/

Frog:

Frog eats:

https://freesound.org/people/Breviceps/sounds/445974/

Monkey:

https://freesound.org/people/NicknameLarry/sounds/508900/

https://freesound.org/people/AntumDeluge/sounds/417823/

Elephant:

https://freesound.org/people/D.jones/sounds/527845/

https://freesound.org/people/Elandre01/sounds/594405/

Falling tree:

https://freesound.org/people/matt_beer/sounds/515313/

https://freesound.org/people/Kinoton/sounds/494071/

Bushes:

https://freesound.org/people/yake01/sounds/581016/

https://freesound.org/people/schademans/sounds/2594/

Stones:

https://freesound.org/people/Reitanna/sounds/332668/

Jump:

https://freesound.org/people/InspectorJ/sounds/411493/

https://freesound.org/people/elektroproleter/sounds/157569/

Water:

https://freesound.org/people/Glaneur%20de%20sons/sounds/24511/

Duck:

Orbs:

https://freesound.org/people/Jerimee/sounds/535890/

https://freesound.org/people/MATRIXXX_/sounds/402767/

Menu music:

https://freesound.org/people/VABsounds/sounds/381384/

https://freesound.org/people/rhodesmas/sounds/321388/

Ambience:

https://freesound.org/people/rucisko/sounds/583930/

START

1 Existing Loading screen before menu (loading)

2 Main menu appears (mainmenu) – when play is pressed moves to character selection

3 **Character selection** – after everyone has pressed their buttons, "press A" to continue moves to loading/information screen

4 **Information screen controlls (introduction)**

   –"Press A" to CONTINUE

5 **Information screen (loading game)** – shows for a amount of time, 10s THEN play the game

GAME START