



JUMPER MAN USER MANUAL

After having to wear all those jumpers, he became the Jumper Man.

Jumper Man is an action-based platformer, in which the player needs to traverse the level while dodging obstacles. The main objective of the game is to pass all the obstacles in each level without being dragged by any of them towards the left side of the screen, in which case the player would lose and the level would be restarted.

The 7 levels, progressively increasing in difficulty, consist of rectangle-shaped obstacles that appear repeating in patterns that the player has to dodge or climb. Moreover, these obstacles can have different sizes, positions, and even speed so the player will have to get familiar to overcome them.



Jumper Man can jump on top of the obstacles. He can also jump from them, and if an obstacle collides with him, Jumper Man will be dragged to the left until he gets out of the way.

The main controls are the keys O, P and Space. O and P control horizontal movement, and with the space key, the character will jump in the air. The longer you hold the space key, the higher the character will jump. It can also be held indefinitely, and the character will jump every time he touches the ground.

There's also a small reference to Prince of Persia. One of the sprites we've used for our obstacles is similar to the wall of the game. Concretely, the second screen is a low difficulty level in which every obstacle has that skin.

