

Misfire

DESIGN DOCUMENT

By Tosiso for the Pirate Software game jam 2025

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Introduction

Game Summary Pitch

You are the spirit of a gun. To help the owner of the gun survive you have to place the inner mechanics of the gun at the right place before the time runs out or else the gun will misfire and you will be shot.

Inspiration

We took inspiration from games like Age of War and Guns of Icarus. Age of War takes the player through periods of history and the types of soldiers and weapons upgrades as you go. The plan for this game is to do something similar with the weapons becoming more and more modern. Other than that we've taken inspiration from typical 2D platformers by using mechanics like spikes and doors you have to open with buttons.

We wanted to emphasise the "putting together a gun"-part by having a blueprint theme to parts of the game.

Player Experience

The player is a small blob jumping around inside the blueprint of a gun. They must find out how to put all the parts in the right place by experimenting with buttons and avoiding spikes which will warp them back to the start. The first level is relatively straight forward, and the idea is to up the difficulty for each level.

Platform

Web HTML5. Released on itch.io.

Development Software

Godot, Blender and Krita.

Genre

Puzzle - 2D platformer

Target Audience

Grownups, age 25-40, gamers

Concept

Gameplay overview

It's a traditional platformer. You can jump, move, dash, wall jump. You have to avoid spikes or you're sent back to start. The level is timed, and if you use too much time you will lose the game. The game is won when you move all the parts to their correct place.

Theme Interpretation (You are the weapon)

You are controlling the soul of the gun, being responsible for the gun working properly.

Primary Mechanics

Moving parts from one place to another. Jump, dash, bounce jump, wall jump, move the character throughout the platform to achieve your goal.

Secondary Mechanics

Game timer, help music.

Art

Theme Interpretation

We've taken inspiration from traditional blueprints using only white and blue for the menu and level theme. The paintings with more traditional colors and art style makes the game feel more "on brand" with the historic period and acts as a contrast between the actual

gameplay part of the game where the theme for the game jam is used and gives context to the concept of the game.

Design

The limited use of colors in the level design creates a simplistic look to the game with the idea that we want to avoid a messy look to it. We've gone for a pixel art design but with a relatively high resolution so that it's easy to create detail and show clearly what the different objects are and give some more life to the character you're controlling.

Audio

Music

Sounds a bit like military marching music. Sharp, rapid drums, stable rhythm.

Sound Effects

Sound effects are based on everyday objects for the items plus the interactive buttons and whooshing sounds for movement.

These are kept simple and short to not be too distracting during gameplay while giving the player clear feedback when they perform certain actions or interact with the objects in the scene.

They also have mechanical undertones to fit with the theme of the game.

Game Experience

UI

The game shows instructions for how to play the game in the background of the blueprint. Again, we're using the white and blue theme here to create a unified look to the whole game.

Controls

Control with WASD/arrows and space. Can also use a controller using the stick and X/Y (or equivalent).

Development Timeline

MINIMUM VIABLE PRODUCT

	Assignment	Type	Status	Due date	Notes
1	Design Document	Other ▾	Finished ▾	Jan 31, 2025	
2	Intro/outro scene	Other ▾	Finished ▾	Jan 26, 2025	Scene where you zoom in/out of the gun and get the lose/win screen
3	Basic artwork/drawings of start and end scene	Art ▾	Finished ▾	Jan 26, 2025	Painting of soldiers shooting at each other
4	Basic artwork/drawings of internal level	Art ▾	Finished ▾	Jan 24, 2025	Drawing design and putting together platforms
5	Basic artwork/drawi	Art ▾	Finished ▾	Jan 26, 2025	Designing the character +

	ngs of character				drawing blinking/looking/walking states
6	Basic artwork/drawings of items	Art ▾	Finished ▾	Jan 25, 2025	Stuff you pick up and place
7	GUI and menu art	Art ▾	Finished ▾	Jan 27, 2025	Play button and title design
8	GUI and menu implementation	Codi... ▾	Finished ▾	Jan 31, 2025	Adding functioning buttons and in-game menu
9	Basic character movement (left, right, jump)	Codi... ▾	Finished ▾	Jan 24, 2025	
10	Item implementation	Codi... ▾	Finished ▾	Jan 25, 2025	Making items interactable and
11	Character pickup, toss and place item	Codi... ▾	Finished ▾	Jan 24, 2025	
12	Music	Audio ▾	Finished ▾	Jan 25, 2025	Music for menu, gameplay and intro/outro
13	Sound effects	Audio ▾	Finished ▾	Jan 26, 2025	Jump, pickup, bounce jump etc.

BEYOND (if ahead of schedule/extra time)

Multiplayer mode	Other ▾	Not started ▾	One player for each gun, bullets collide in the air if both finish in time. Restart with shorter times.
More and increasingly complicated levels	Other ▾	Not started ▾	Add more levels with newer guns and more complicated puzzles and new artwork
Option to turn of music and sounds	Coding ▾	Not started ▾	