FUSE
DESIGN DOCUMENT

By maxmorpher for Pirate Software Game Jam 16

Introduction

Game Summary Pitch

Fuse is a platformer that involves getting through bite-sized levels as quickly as possible.

Inspiration

Sonic the Hedgehog

Specifically the original 2D ones. Sonic's gameplay is heavily reliant on **keeping speed** and avoiding hitting anything. Of course, **rolling** is a big part of that, which is where I got the idea from.

Celeste

Celeste's movement system allows players to **build up and preserve speed** with just a few simple mechanics, rewarding skilled players with **quick and fluid movement** throughout levels. I did take inspiration from a few mechanics here, too.

Player Experience

The player will try to find a route for each level to complete it within the allotted time. They may decide to improve their time after completing each level for the first time.

Platform

The game is developed to be released on itch.io and played on PC, but if I were to continue developing it, I would add support for other controllers and put it on Steam.

Development Software

- Godot 4.3 for programming
- Krita for graphics and UI
- Online Sequencer for all music and SFX (might try to switch to fl studio)

Genre

Singleplayer, 2D Platformer, Fast-Paced

Target Audience

The momentum-based movement system is geared towards both speedrunners and players looking for a challenge, as the time limit will get quite restrictive, but it can also be flown past with the correct technique.
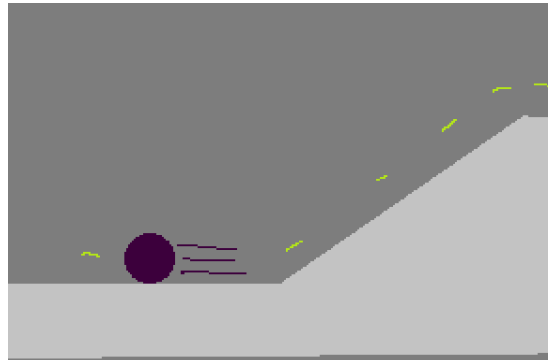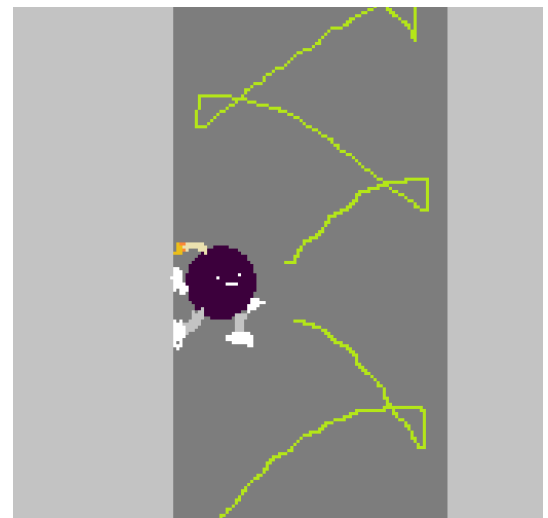
Concept

Gameplay overview

Through trial and error, the player will navigate through # levels, each within a time limit. They will use their understanding of the game's physics and mechanics to find and execute an optimal route to reach the end before they explode.

Theme Interpretation (You Are The Weapon)

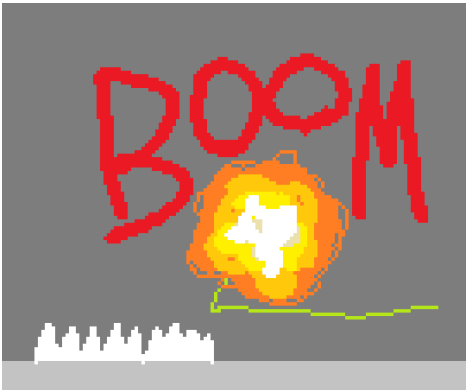**The playable character is literally and entirely a weapon**

I made the player a literal bomb instead of something less on the nose because the prospect of movement via self-detonation was hilarious. That never ended up happening though, I came up with the time limit mechanic later.

Primary Mechanics

Mechanic	Mechanic Mockup (Designs aren't final)
Rolling Hide in your casing, restricting control over your movement, but removing friction, granting high potential for momentum. Also makes you bouncy.(?)	
Walljump Jump off a wall. You also slide down a wall if you're walking into it while in the air.	

Mechanic	Mechanic Mockup *(Designs aren't final)*
Timer You will have a limited amount of time in each level before you explode. The time limit will vary depending on the stage length.	

Secondary Mechanics

Mechanic	Mechanic Mockup *(Designs aren't final)*
"Health" Getting hit once will kill you. Bombs tend to explode, you know?	

Art

Theme Interpretation

Well, you're a bomb. Trying to justify why the fuse is lit was a bit difficult, but I decided to go with the idea that you're trying to reach the heart of the bomb factory to shut off the security system that's trapping the rest of your friends (who are also bombs). This security system consists of flamethrowers that light any bomb trying to escape, but in between rooms, there are showers to put the flame out.

(in-game screenshot because i thought of this pretty late in)

Design

Going for pixel art was probably the easiest option, but I also just like how it looks. It's no coincidence both of my inspirations use pixel art.

Audio (i didnt have time :/)

Music

The menu music doesn't have much to say about it (or does it?). The level music is of the jungle genre, or at least trying to be, to capture the feeling of 2000s racing games.

Sound Effects

They're all just notes in Online Sequencer because I didn't have time to figure out how to do something else.

Game Experience

UI

There isn't anything special to the UI, just a rudimentary main menu and level select and a simple timer when in a level.

Controls

Keyboard
left, right, up*, down - normal movement, menu controls*
c - jump
x - roll
b - restart
escape - exit level

Development Timeline

MINIMUM VIABLE PRODUCT

ngl i didnt do the finish by at all i spent a week figuring out how to make the movement work

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#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	In progress ▾	Jan 30…	
2	Create player, wall, etc. assets	Art ▾	Finished ▾	Jan 30…	
3	Main menu theme	Audio ▾	Not started ▾	Jan 30…	:(
4	UI / Main menu	Coding ▾	Finished ▾	Jan 30…	Button UI, screen transition, title screen
5	Level theme	Audio ▾	Not started ▾	Jan 30…	:(
6	Simple player movement	Coding ▾	Finished ▾	Jan 30…	walking, jumping

#	Assignment	Type	Status	Finish By	Notes
7	Complex player movement	Coding ▾	Finished ▾	Jan 30…	rolling, walljumps
8	Timer and Time Limit	Coding ▾	In progress ▾	Jan 30…	time limit being u explode if u wait too long
9	Player animation	Art ▾	In progress ▾	Jan 30…	walking, [other stuff]
10	Sound effects	Audio ▾	Not started ▾	Jan 30…	:(
11	Tutorial	Other ▾	Not started ▾	Jan 30…	
12	5 Levels	Other ▾	Not started ▾	Jan 30…	
13	Any extra polish	Other ▾	Not started ▾	Jan 30…	
14	SUBMIT	Other ▾	Finished ▾	Jan 30…	Create Itch Page and upload

my product is NOT viable

BEYOND (if ahead of schedule / extra time)

Controller Support	Coding ▾	Not sta… ▾	this would take like 5 minutes but whatever
Save best time and timer medals	Coding ▾	Not sta… ▾	turns out transferring data between scenes is harder than i thought
Power-ups	Coding ▾	Not sta… ▾	landmine shield bounce, breaching charge dash killing enemies
Enemies	Coding ▾	Not sta… ▾	