

#	Assignment	Type	Status
①	Design Game Document	other	
②	Create Player and Wall Assets	Art	Done ✓ 10
③	Main Menu Theme	Audio	Done ✓ 2
④	UI/ Main Menu	Coding	Done ✓
⑤	Level Theme	Audio	Done ✓
⑥	simple player movement	Coding	Done ✓ Run
⑦	Complex player movement	Coding	
⑧	Traps and Enemies	Coding	
⑨	Pick up's	Coding	
⑩	Special Effects	Art	
⑪	Player Animation	Art	
⑫	Sound Effect's	Audio	
⑬	Pause Menu	Coding	Done ✓ ch
⑭	Level Select Menu	Coding	Done ✓ 25
⑮	Level Design (1-10)	other	
⑯	Any extra polish	other	
⑰	Easter Egg	Coding	
⑱	Submit	other	

(January 31st 3:00 pm)



Pirate Software Game Jan 16
Theme:

"You are the weapon"



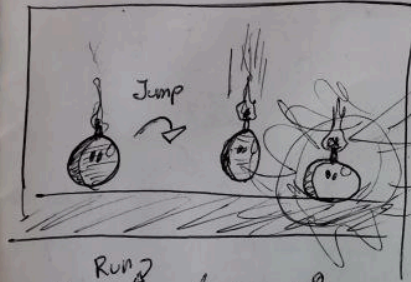
Bomb



Mind

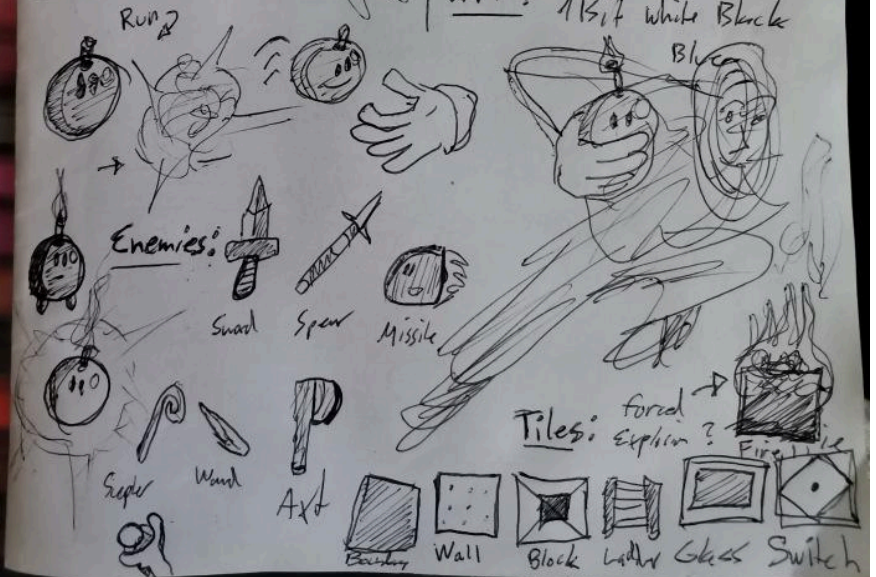
Title: "You are the Bomb" (the Bomb)

- You are the Bomb looking for a throwing hand -

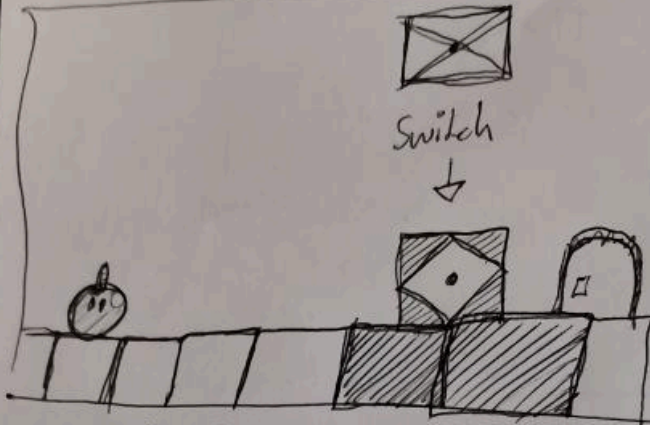


Features: When colliding with certain Tiles player explodes damaging Enemies

Art: 1Bit White Black



"The Big Bang was a joke" Level Design I am loved I am loved



① the Oversoul

② the Soul

③ the Higher Mind

④ the template / level Reality (Blue print)

⑤ the Destiny and free will

⑥ the collective automatic mind

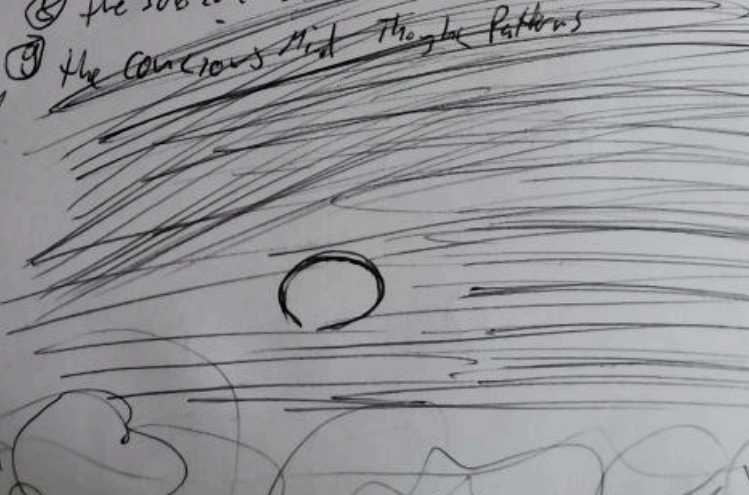
⑦ the specific automatic mind

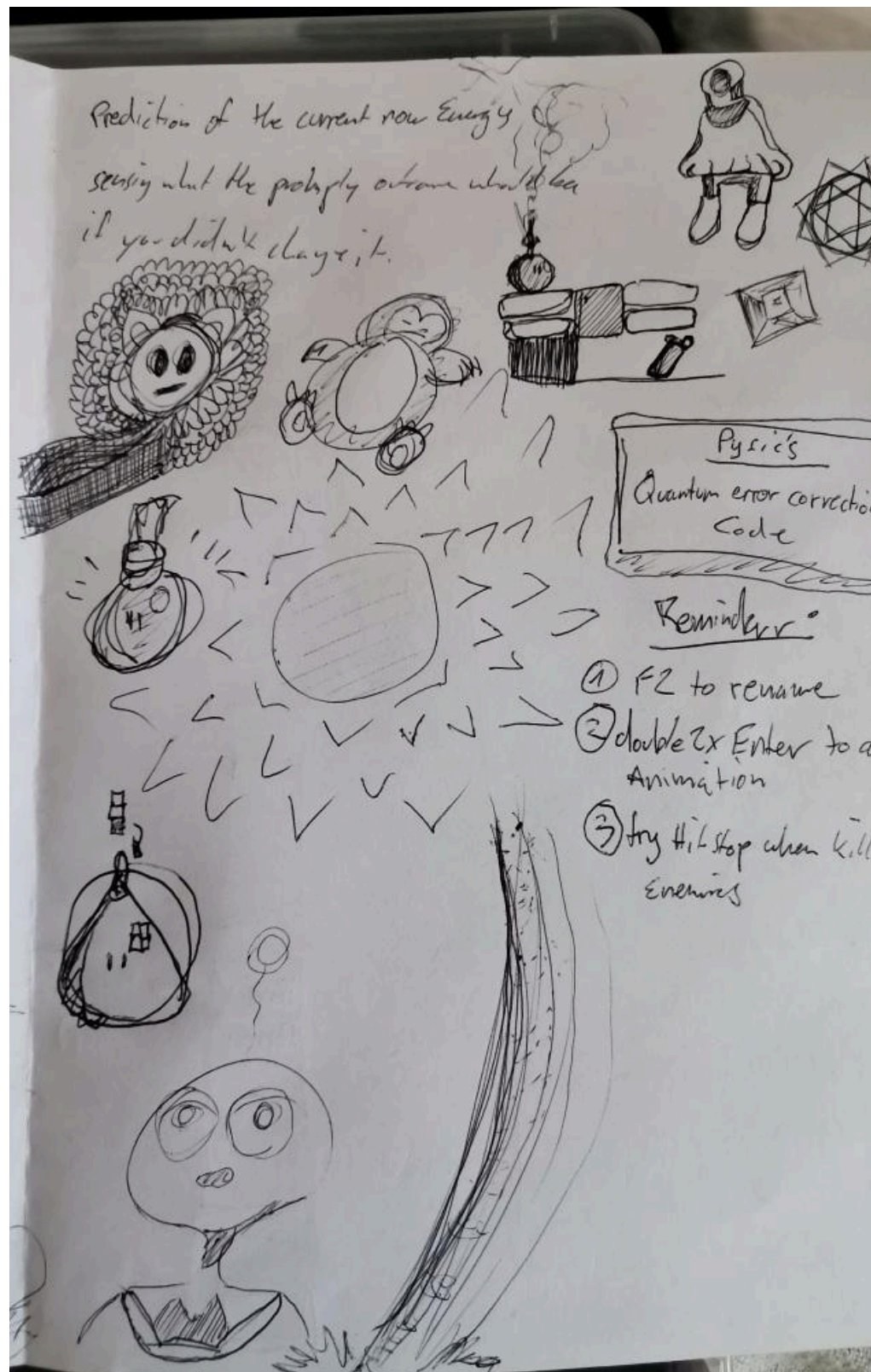
⑧ the unconscious mind Beliefs / Definitions

⑨ the sub conscious mind Emotion

⑩ the conscious mind Thought Patterns

Rejuv proves
bloodthirsty of
parallel realities





Game Design Document

You are the Bomb

GAME DESIGN DOCUMENT

By Zayed Damoon for the 2025 Pirate Software Game Jam 16

Excuse the Laziness.

Theme:

“ You are the Weapon”

Introduction

Game Summary pitch -

a Bomb trying to get to the end of the level to be thrown by a giant Hand. Mario with an Explosion Button... Every Level will be a new bomb maybe.

Inspiration:

Mario Bros specifically with an explosion Button and Leilas big Adventure; Cave Crawler for the Art. UI tbd

Player Experience:

Room based Camera will lessen the Chaos on screen at once making it able to digest for casual players. Simple controls with only the addition of the explosion button when and where to explode will play the major part in Battle and Puzzle solving. Requiring timing and positioning yet trying to keep it fairly easy for playability(adding hard parts last optional).

Platform:

PC

Genre:

Puzzle;Platformer;Casual

Target Audience:

Pirates

Gameplay Overview

The Player moves as a bomb constantly observing the environment to decide when to explode to either destroy enemies/Traps but also activate Switches to open doors slowly introducing the concept of destroyable blocks in the environment and

Theme Interpretation: “You are the Weapon” = “You are the Bomb” -it made me laugh so i went with it. And images of a zelda like bomb jumping around seemed awesome and cool enough.

Primary Mechanic: Jumping Running Exploding.

Secondary Mechanic: deleting certain blocks or activating switches and defeating enemies will make the exploding mechanic more interesting as more blocks are introduced.

Explodometer(Mechanic limiting the exploding with a meter - self exploding when full).

Art: Cave Crawler, Node, Magic Archery.

Audio: Credit Level and Main Menu Music. Audio SFX will almost all be made with my own voice, creating a unique playful atmosphere. Also Copyright is hard, man.

play with the Explodometer(Mechanic limiting the exploding with a meter - self exploding when full).

Level Select Button and Level display.

Controls: Keyboard WASD Arrow Keys Space Controller optional (end)

Development Timeline.

1 day to go: I'm happy with it.