

# Goose on the Loose

**By John Murray and Daniel Erlenmeyer for Pirate Game Jam 2025**

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## Introduction

- Summary

- Inspiration/Beginnings

- Platform

- Software

- Genre: Beat em up

- Audience

## Concept

- Exposition

- Theme Interpretation

- Mechanics

## Art

- Graphics

- Animation

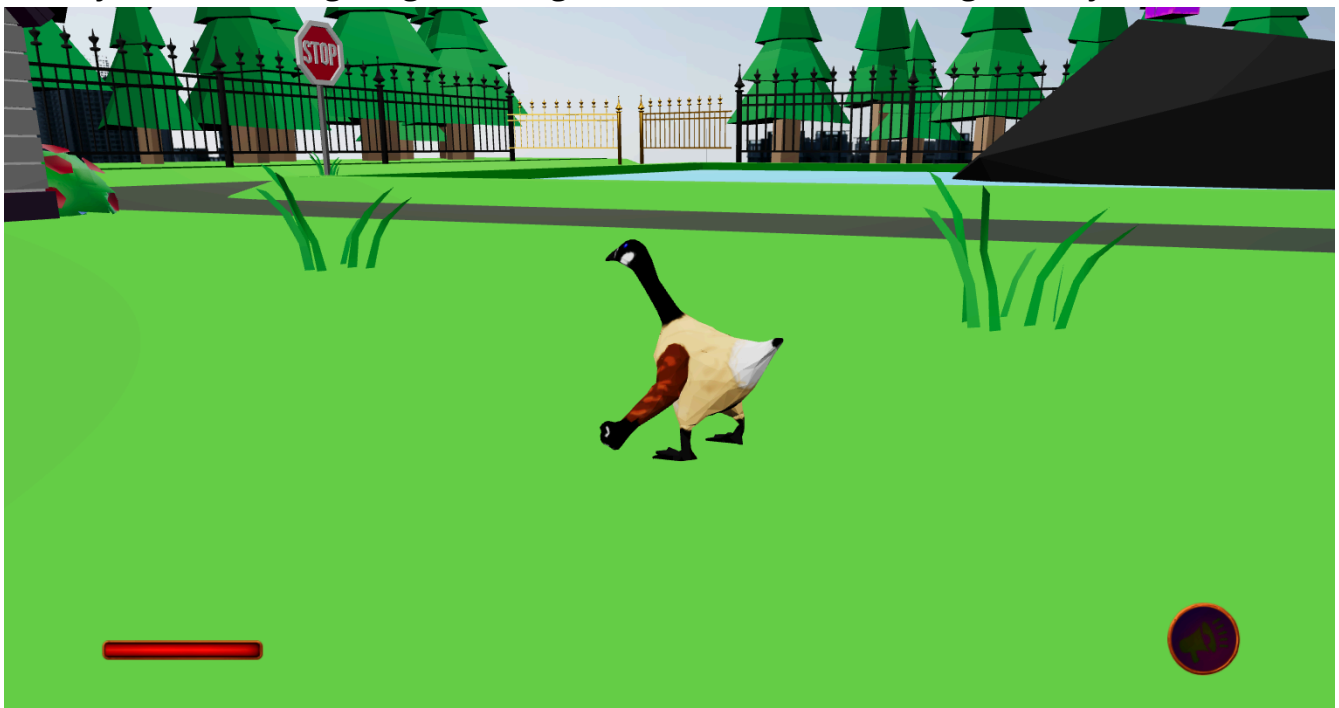
- Sound Design

## Game

# GOOSE ON the LOOSE

## Summary

Tobias the goose was goosenapped from his summer home in Ontario and brought to a laboratory where his DNA was altered. Tobias escapes from the laboratory and after he emerges from the bunker exit disguised as a manhole cover, he must fight his way back home, fighting Karens, gardeners, and others along the way.



## Inspirations / Beginnings

The original idea was going to be a play on duck hunt, but instead you are the goose and the weapon was excrement. Aside from being slightly juvenile, that concept had issues like, how do you properly aim that? Do I make the character only half opaque? But when we stumbled on the buff goose model by [JackTheTinkerer](#), we knew another route was forming, the beginnings of the goose 'em up genre



## Platform

The platform required is to run in the browser, which is where I'm comfortable anyway.

## Software

I chose Playcanvas for the engine of this game. It doesn't come without limitations, namely the physics, but I'm very comfortable working in javascript and I have some experience with Playcanvas. We used Blender for editing, rigging, and animating models. Shoutout to Imphenzia for having such a great YouTube. Scruff used FL Studio for some compositional additions, and Murraybot even got to work in familiar Inkscape to make the Title and other accents.

## Genre

This game is kind of a callback to old 3D platformers in just how odd it controls and looks. I would put it as a 3rd person beat 'em up, or goose 'em up as we like to say.

## Audience

Since this is a limited prototype, I don't think this has a very large audience at this point, but as more levels are added, I could see people who enjoy an abstract or goofy romp would enjoy it. For instance, the plan for the second level is to travel through a toll road, I would like to see some frogger inspired action, new enemies and new win/lose conditions.