

Bobby the weapon

DESIGN DOCUMENT

By Ifynth for the 2025 Pirate Software Game Jam 16

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Introduction

Game Summary Pitch

Bobby the weapon is a story based game about fighting creatures.

Inspiration

Skul: The Hero Slayer

Skul: The Hero Slayer is an action-platform game that boasts rogue-like features such as everchanging and challenging maps. It was the main inspiration for the mechanics, fighting skills and background.

Supernatural

Supernatural is an American television series about brothers who fight against the supernatural. The characters and the environment was inspired by this show.

Sweet Home

Sweet Home is a Korean horror television series. It has a dark and horrific aura. The atmosphere influenced the concept of the game.

Player Experience

In a single screen game the main focus is on fighting through the level while enjoying a hilarious story.

Platform

The game is developed to be released on windows PC and for Webbrowser

Development Software

- Godot v4.3
- LMMS
- Procreate

Genre

Singleplayer, story, hack and sly

Target Audience

This game is developed for players who enjoy storytelling and fighting various creatures with diverse levels of difficulty.

Concept

Gameplay overview

The player controls a character in an apocalyptic world in which he must battle through supernatural creatures to escape this hell.

Theme Interpretation (You are the weapon)

In the afterlife the player was assigned by Death to become the weapon to fight creatures there.

Mechanics

This game includes fighting mechanics such as hitting opponents, jumping, running and taking over.

Art

The character and environment design was created by Nakoa. He used Procreate to animate and draw the pictures in his unique art style.

Audio

Music

The music was created by Ifynth. He used LMMS to create a dark and heavy atmosphere through the gameplay.

Sound Effects

The story is supported with sound effects by ZeroFoxx. He recorded his surroundings with his mobile phone.

Game Experience

Theme Story

What will happen after you die? The main character has to confront himself with this scenario. After a deadly crush Death comes to pick the main character up to the afterlife. But the afterlife isn't what someone would imagine. In this apocalyptic place the main character has to fight his way through to escape hell.

Controls

Keyboard

Moving	A,D or Left, Right, Arrow Keys
Accept	Space
Jumping	Space
Attack	Left Mouse Click or E Key

Take Over Q Key

Gamepad

Moving Dpad
Accept Bottom Button (A)
Jumping Bottom Button (A)
Attack Left Button (X)
Take Over Top Button (Y)

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jan 30...	
2	Create player Concept Art	Art ▾	Finished ▾	Jan 28...	
3	Story	Story ▾	Finished ▾	Jan 29...	
5	Chat Bubbles/ Dialogues	Coding ▾	Finished ▾	Jan 30...	
6	Simple player movement	Coding ▾	Finished ▾	Jan 30...	
7	Complex player movement	Coding ▾	Finished ▾	Jan 30...	
8	Art design of opponents	Art ▾	Finished ▾	Jan 29...	
9	Simple opponents movement	Coding ▾	Finished ▾	Jan 30...	
10	Complex opponents movement	Coding ▾	Finished ▾	Jan 30...	
11	Player animation	Art ▾	Finished ▾	Jan 29...	

#	Assignment	Type	Status	Finish By	Notes
12	Opponents animation	Art ▾	Finished ▾	Jan 29...	
13	Sound effects	Audio ▾	Finished ▾	Jan 29...	
14	Background Music	Audio ▾	Finished ▾	Jan 30...	
15	Intro Scene	Art ▾	Finished ▾	Jan 29...	
16	End scene	Art ▾	Finished ▾	Jan 29...	
17	Any extra polish	Other ▾	Finished ▾	Jan 31...	
18	SUBMIT	Other ▾	Finished ▾	Jan 31...	Create Itch Page and upload

BEYOND (if ahead of schedule / extra time)

Extra levels	Other ▾	Not sta... ▾	
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