

Acceleration

Design document:

By Samburger360 for PirateJam2025.

Pitch:

Run at high speeds to collect hearts before time runs out!

Inspiration:

I was heavily inspired by the “freerun quest” minigames from Phenotopia Awakening, as can be seen here: [YouTube: Phenotopia: Awakening - Bo's Final Free Running Course](#)


Controls:

A = move left.
D= move right.
SPACE= Jump.

Game design:

The game revolves around collecting hearts across five levels under a time limit and developing the most optimal route to do so.

Across the levels, you can come across some level props to help/hinder you:

: The bounce pad launches you so high in the air that you can't even see the ground!
(Better watch where you're going!)



The cloud acts a lot like the bounce pad, but doesn't bounce you as high, and moves across the screen (Can be considered a hazard on certain levels)

Software used

Engine: clickteam fusion 2.5+

Art: Pixel studio (Drawing and animation)

Pixelover(extra Animation)

and LDTK(Tilesetting)

Music: Lovely composer.

Sfx: Pico8 & lovely composer.

Platform:

Web browsers.

Genre:

Singleplayer. Action Platformer.

Theme interpretation: (only one)

The player has a short limit of one minute to beat each level, which forces them to plan out routes carefully

UI:

There's a simple black bar at the top of the screen, which contains your remaining time and hearts.

Developer timeline:

Jul 17: brainstorming the basic idea .

Jul 18 - 20 programming the movement / first level.

Jul 21-28 level design and bugtesting.

Jul 28-30 Bugtesting, adding the starting menu and adding sound effects/music .

Special notes

A lot of the music and sound effects were made by me beforehand, most of them were used for my other projects (Except for the music, which was made randomly for my newgrounds).

This game was playtested by [DennisRo](#) and [\(151\) underflowe - YouTube](#) with some additional consulting from [StarmanttheStar \(@Starthe_Star\) / X](#)