

Pirate Software Summer Game Jam 2025

Game Design Document

-Theme: Only One-

Art/Sprites: Quanta Knight

Programing and Game Design: Eldpo

Game Name: Slip Strike

Game Summary Pitch: So Basically, tiny wings-esque type beat but with a gun that has 1 bullet and reloads on successful elimination.

Inspirations: strong inspiration based on the animation “Crimson Alpine” by Resh mixed with gameplay style of Tiny Wings.

Platform: This game is made to be released on PC browser

Development Software Used:

Godot for programming

Aseprite and Clip Studio Paint for Art and Animation

Genre: Singleplayer, Action

Target Audience: Oriented towards a more casual audience with few controls to memorize and straightforward gun combat.

Concept

Gameplay Overview - The player moves through a terrain full of slopes, choosing when to slide to build up speed while having to either jump over or shoot enemies.

Theme Interpretation - You only have one bullet in your gun at a time that replenishes on defeating an enemy, make every shot count.

Visuals - Low saturated environment with mainly warm hues to immerse in a desert setting and help contrast with the player and enemies.

Visual style uses a mix of pixel art for gameplay elements and raster drawing for larger assets.

Controls:

S - Slide

Spacebar - Jump

Mouse - Aim

Left Click - fire

Timeline

7/17 - Brainstorming

7/18 - GDD and slopes experiment

7/19 - Main Character Design

7/20 - Walk Cycle and Sliding

7/21 - Walk Cycle Refinements, Enemy Character Design

7/22 - Begin Enemy animations

7/23 - Figure out enemy head rotation

7/24 - Figure out enemy head rotation

7/25 - Figured out enemy head rotation >:(

7/26 - Level 1 design

7/27 - BG Art

7/28 - made enemies shootable. made hitscan work correctly for player and enemy.

7/29 - Menu Art and enemy behavior as well as finish line

7/30 - final fixes and finish MVP GRIND TIME BB

7/31 - publish