

Pirate Software Game Jam

THAWTFUL DECISIONS

by Sherlocklini for the 2025 Pirate Software Game Jam

Introduction.....	1
Game Summary.....	1
Inspiration.....	1
Player Experience.....	1
Platform.....	1
Development Software.....	1
Genre.....	1
Target Audience.....	1
Concept.....	2
Gameplay overview.....	2
Theme Interpretation.....	3
Primary Mechanics.....	3
Secondary Mechanics.....	3
Art.....	3
Design.....	3
Audio.....	4
Music.....	4
Sound Effects.....	4
Game Experience.....	4
UI.....	4
Controls.....	4
Development Timeline.....	5

INTRODUCTION

Deep below the earth, you awake as a long forgotten experimental lifeform designed to control water in all its forms: liquid, ice, and steam. The scientists who created you are long gone... Use your powers to find a way out.

GAME SUMMARY

It is an underground 2D puzzle platformer. The player is able to destroy blocks and change states in different water forms. The game is level based, while a goal needs to be reached.

INSPIRATION

Wreck it Ralph
Terraria
Mega Man
Kirby

PLAYER EXPERIENCE

PLATFORM

The game is designed for release on Windows PCs and playable in web browsers.

DEVELOPMENT SOFTWARE

- Godot (v4.4) for programming
- Aseprite for graphics and UI
- LMMS (v1.2.2) for all music and SFX

GENRE

singleplayer, puzzle-like, 2D platformer

TARGET AUDIENCE

Everyone who likes little puzzle games, while being able to interact with the environment.

CONCEPT

GAMEPLAY OVERVIEW

Types of “blocks” within the game:

Block Type	Description	Interactions with other blocks	Ability	Constraints
Breakable	Vanishes after interaction Creation of new paths	/	/	
Unbreakable	No interaction possible	/	/	
Fire	Kills player, if in certain state (Default or Steam)	/	/	
Water	Can kill player if player is in Ice state	Extinguish fire Turn to ice when touching ice block	/	Cannot destroy blocks, Can only be used to Distinguish fire
Ice	Is turned to water when walking through fire	Extinguish fire	/	Can only be consumed in water state Cannot destroy blocks, Cannot jump
Steam	Used to reach new heights Can turn into water when touching ice	Die when touching fire	Fly	Cannot interact, Gets lost, when touching water

There are 10 levels in total, including two tutorial levels. Cut scenes will tell a very little story.

THEME INTERPRETATION

Announced theme: Your are the weapon

The player directly interacts with the environment, while being able to destroy blocks and consume different water states to solve puzzles.

MECHANICS

Move left/right (A and D), jump (Space) and destroy blocks (LMB) to reach a goal. Absorb elements to gain different abilities and be able to complete the level, while the player needs to be in a certain state to finish a level.

ART

All assets were prepared within the two weeks of the game jam.

DESIGN

2D pixel art

AUDIO

MUSIC

Simple background music that is repeating all the time. Not too annoying, while player are also able to reduce the volume.

SOUND EFFECTS

Not many sound effects, but for main movements: Walking, Jumping, consuming for instance.

GAME EXPERIENCE

UI

The player is able to press escape to open a pause menu. Here, the level can be reset, audio can be adjusted and level selection can be chosen. In level selection all levels are listed and can be played by clicking.

CONTROLS

Key	Action
A, D	moving left and right
Space	Jump/ Fly
LMB	Interact

DEVELOPMENT TIMELINE

#	Assignment	Type	Status	Finish By	Notes
Design Document			In progress ▾	Jan 18, 2025	
Basic Game			Finished ▾	Jan 21, 2025	
2	Simple player movement	Coding ▾	Finished ▾	Walking, Jumping	
3	Complex player movement 1.0	Coding ▾	Finished ▾	Destroying certain blocks	
4	Complex player movement 2.0	Coding ▾	Finished ▾	Consuming blocks and changing state	
5	Complex player movement 3.0	Coding ▾	Finished ▾	Interacting with blocks when in different states	
6	Player Sprites	Art ▾	Finished ▾	Different states of player	
7	Player animation	Art ▾	Finished ▾	Set up all basic player animations	
6	Main environment	Art ▾	Finished ▾	TileSets for different blocks, background	
Menu			Finished ▾	Jan 23, 2025	
7	UI / Main menu	Coding ▾	Finished ▾	Title Screen with button UI; Screen transition when starting game	
8	Level Menu	Coding ▾	Finished ▾	Choosing different levels	
9	Pause menu	Coding ▾	Finished ▾	Access to the level menu, help or resetting the level	
Audio			Finished ▾	Jan 25, 2025	
10	Game theme	Audio ▾	Finished ▾	Looping melody, not annoying	
11	Sound effects	Audio ▾	Finished ▾	Player movement/ interaction, UI interaction	
Level creation			Not started ▾	Jan 27, 2025	
12	Tutorial	Other ▾	Finished ▾		
13	Level 1-8	Other ▾	Finished ▾	Create levels, as many as possible (at least 5)	
Polishing (Only if time)			Not started ▾	Jan 29, 2025	
14	Special effects	Art ▾	Not started ▾	Particles when destroying blocks	
15	Any extra polish	Other ▾	Finished ▾	Lightning	
16	Audio Settings	Coding ▾	Finished ▾		
SUBMISSION			Not started ▾	Jan 31, 2025 10:00 AM	
17	Itch.io page	Other ▾	Finished ▾	Creation, adding information, uploading Game Design Document	