

Nuts N Bolts - Game Design Document

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Game Design Document

By IronForged for the 2025 Pirate Software Game Jam

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Introduction

Game Summary Pitch

Nuts N Bolts, the only game where you get to be the Squirrel Robot and defend your home! Free your little friends and earn acorns to upgrade yourself with bigger and better guns.

Inspiration

Storm the house 2

Storm the House is a classic stickman defense game from the Flash era. The player needs to click on the stickmen to shoot. The game works in day cycles with each day getting slightly more intense than the last. At the end of each day, you can upgrade your defenses.



Player Experience

Freeing Squirrels is the main goal, besides that you want to defend the big tree. The player will play as the Robot squirrel, first with a pair of eye lasers but as soon as the player earns acorns and defeats a wave, the player can go into the garage and upgrade his robot with better weapons.

Platform

The game is Developed to be playable in browser using WebGL.

Development software

- Unity 3.7.0 for programming
- Visual studio
- Pixilart.com for graphics and UI

Genre

Singleplayer, casual, defence, Bullet Hell

Target Audience

The game will have very simple controls and mechanics, making it perfectly suitable for a wide audience, particularly casual players. It is also appealing to people with a big heart for squirrels.

Concept

Gameplay Overview

The player controls a robot to **defend** the **big tree**, the home of the squirrels. You will need to **free** the **squirrels** from their **helmet** which overtake them and make them attack their home. The squirrels come in **progressively more difficult** waves. Once a wave is defeated, the **door** will **open** and you can **go inside** to **upgrade** your robot with better (more fun) **weapons**. You can upgrade through earning enough **acorns**.

Theme Interpretation (You Are The Weapon)

Pip, the squirrel mechanic, made a weapon in the form of a giant squirrel robot. You are controlling that weapon.

Primary Mechanics

- WASD for moving the robot around
- Left mouse button for left arm (once unlocked)
- Middle mouse button for Laser eyes
- Right mouse button for right arm (once unlocked)
- Move over acorns to pick them up

Secondary Mechanics

Buying weapons:

Once the wave is defeated, you can enter the big tree and upgrade your mech by installing new arms/weapons

Weapons can be bought by clicking on the unlock button (2) as long as you have enough acorns (1)



Once bought, the arms can be dragged into the arm slots to install them for free



Art

Theme Interpretation

We are a small team of 1 programmer and 1 pixel artist. For that reason we chose to prevent inflating our scope by choosing an art style that is familiar to us: pixel art.

Design

For most elements we will go with a relatively low pixel count (e.g. 50x50) to make sure we keep the 'pixel art vibe'.

Audio

Unfortunately, we did not get to audio. :(

Music

sound Effects

Game Experience

UI

We keep our UI as simple as possible by using icons wherever possible and integrating our UI in the game itself. Our Garage (where you buy weapons) is technically a UI but it does not feel like one.

Controls

Keyboard

WASD

Mouse

Right Click, Middle Mouse and left Click

Development Timeline

To be honest, we just rolled with it.