

# Steel Hopping

## DESIGN DOCUMENT

By Steelroo for 2025 Pirate Software Game Jam

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## Introduction

### Game Summary Pitch

Steel Hopping is a platformer in which you must navigate your way through a dungeon to escape the top as a sword. You will encounter slimes, water, lava, and moving platforms as you make your way to the top of the dungeon to escape.

## **Inspiration**

### **Experience**

Platformers and the satisfaction of making a hard jump.

## **Player Experience**

You play as a sword. You are not as fragile as you were in your human form. The slimes are there now to annoy you and push you around. You can still kill them by hitting them with yourself but once they die, you can jump on their bodies to help you navigate through the dungeon.

## **Platform**

Windows PC

## **Development Software**

- Godot
- Libresprite

## **Genre**

Singleplayer, Platformer

## **Target Audience**

Somewhat unique movement in a platformer game that can sometimes be frustrating but not overbearingly so.

# Concept

## Gameplay overview

You move by aiming where and how high you hop as you navigate through the dungeon. You will encounter slimes that you can kill which can be used as extra platforms. You will encounter water which you can swim through and lava that can kill you.

## Theme Interpretation (You are the weapon)

I took it more literally as you are the actual weapon that you control to navigate the dungeon.

## Primary Mechanics

Use the left mouse button to jump. The longer you hold down the button, the higher you will jump. You can attack slimes by hitting them with your blade.

## Art

### Asset store

<https://uma-alma.itch.io/dk-essentials-cave-tiles>

<https://foozlecc.itch.io/green-valley-tileset>

<https://toffeecraft.itch.io/slime-pixel-animations>

## Design

I wanted the sword that you control to feel similar to how you think it would feel but at the same time making it easier to control than harder. You do not even take damage unless it's something like lava which will melt the weapon away. The enemies do no damage but instead are there to annoy you and make it more difficult to platform your way to the exit.

## Audio

### Music

Bert Cole - [bitbybitsound.com](http://bitbybitsound.com), song: Temple of Tomb

### Sound Effects

A few custom made sound effects.

## Game Experience

### UI

Has a timer to see how fast you can complete the level.

### Controls

#### Mouse

Use the left mouse button to jump. The longer you hold down the button, the higher you will jump. You can attack slimes by hitting them with your blade.

# Development Timeline

## MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Movement	Art ▾	Finished ▾	Jun 17, 2...	Started off as a spaceship that didn't fly but dashed forward colliding with things.
2	Movement	Coding ▾	Finished ▾	Jun 18, 2...	I added gravity so I can instead hop everywhere.
3	Weapon	Coding ▾	Finished ▾	Jun 19, 2...	Turned the sprite into a small dagger.
4	Asset packs found	Art ▾	Finished ▾	Jun 21, 2...	Found a couple asset packs I can use for the game jam but want to do my own after this is over.
5	Basic Level	Art ▾	Finished ▾	Jun 22, 2...	Used the assets to create a level.
6	Level Design	Coding ▾	Finished ▾	Jun 23, 2...	While constructing my level, I made new things like enemies and lava. Made it where the player can die from lava and kill slimes. Made slimes not able to kill the player but

#	Assignment	Type	Status	Finish By	Notes
					push them around and just be annoying.
7	Menus and Death Screen	Coding ▾	Finished ▾	Jun 24, 2...	Making a menu screen and restarting the screen when you die.
8	Adding to my level some more	Coding ▾	Finished ▾	Jan 25, 2...	Adding more stuff to my level such as movable boxes, movable boxes, and water to swim in.
9	All menus and soul fragments	Coding ▾	Finished ▾	Jan 27, 2...	Completed all menus such as the main menu, pause, level completion. Also added a soul fragment you must collect in order to finish the level.
10	Final touches for upload to itch. Game loop is complete.	Coding ▾	Finished ▾	Jan 28, 2...	Finished game loop.
11	Added some music and sound and a slider for the pause menu.	Art ▾	Finished ▾	Jan 30, 2...	Also added a screen shake.

**BEYOND (if ahead of schedule / extra time)**

Unlockables/new weapons	Coding ▾	Not sta... ▾	I can already make new weapons but have no way to know exactly how that could work in the game. I can easily change the way it looks and the properties such as damage and weight so it could add some variety.
Way more polish	Coding ▾	Not sta... ▾	This is my first game I ever technically completed and first ever game jam. I do not like how a lot of it looks and plays and know it could be a lot better.