

Fastnetic Game Design Document

Version: 1.0

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1. Core Game Concept

General Information

Title: Fastnetic

Genre: Platformer, jump n' run, Adventure

Platform(s): PC, Xbox

Elevator Pitch:

Escape the lost city of Tolona before a black hole consumes it.

Player Objectives:

Survive and navigate through Tolona, using magnetic powers to escape the gravitational anomalies caused by the black hole.

Target Audience:

- Fastnetic targets players aged 12–18. It is a smart expansion from the original 12–15 range. Younger teens (12–15) are highly engaged gamers, spending up to 16 hours a week online, especially on platformers and puzzle games, which aligns with Fastnetic magnet-based gameplay. Including older teens (16–18) captures a group that values innovative mechanics and deeper storytelling, one of the core strengths of Fastnetic. This age group also heavily uses consoles and PCs (73% and 49% respectively), matching our Xbox and PC launch strategy.

USP's

- **Magnetism Based Gameplay**
Use a dual-function magnet (attract/repel) is used for traversal, combat, and puzzle-solving. It introduces fresh, physics-based interactions in a 2D platformer.
- **Seamless Level Progression with Black Hole Threat**
No loading screens, just one continuous world where a growing black hole adds constant urgency and stakes.
- **Environmental Storytelling**
Uncover the fall of Tolona and its rich history through exploration, encouraging curiosity and discovery. Every player will have a different view of it at the end.

Design Pillars

- **Seamlessness:** The game should contain one big world. This is there so that the city feels more interconnected and like a real place.
- **Magnetism:** All the mechanics should revolve around magnetism. All the boss fights should be fought via the magnet. For example, the turret still fits in that because you need a magnet to place it.

- **Environments:** The environment should reflect a city. The assets, the design and so on. It should have small passages and secrets. However, the city has gravitational anomalies, so you are free to place these passages wherever you want without thinking if it makes sense.

Replay ability:

There are collectibles in the game, so the player must replay them to get all of them. With the replay button players are also encouraged to speedrun the sections to compare them with the community.

2. Gameplay Mechanics

Mechanics

Attract:

The magnetic system pulls objects toward the player (shown with blue outlines) and can pull the player toward static objects for traversal, with a cooldown preventing immediate re-attraction after contact.

Repel:

The magnetic repulsion system pushes objects away from the player, operating opposite to the attraction, with pushed objects also having a short cooldown before being affected again.

Collectibles:

Magnet Piece:

This collectible makes your magnet attraction and repels stronger. It can only be found twice in each level on obvious spots that you can spot on your normal way.

Rare Objects:

This collectible can be found in a secret passage in a level. It doesn't add a value to the game.

Gimmicks:

Turret:

The Turret is a magnetic object that shoots floating energy balls towards breakable walls. The bullets disappear when they hit anything. If the object they hit is not breakable, they disappear.

Gravity Bubbles

In the second world you will get a bar that shows the amount of gravity where you are. A gravity bubble is a field in the game where gravity behaves differently, they can be big or small.

Bubble Tentacle:

These are lost parts of the boss. You can use it to create bubbles. When the tentacle is red the gravity is lighter, if it's blue the gravity is stronger. You can use the magnet to attract it when you let it fall or smash it against a wall then it destroys itself and generates that bubble.

Bubble Projectile:

A bubble projectile is a small bullet that doesn't have any gravitational effects when it hits something it creates a gravity bubble. You can deflect it with your magnet.

Magnetic Boots:

With these boots you can walk on the ceilings that are made from iron. The camera rotates too.

Railgun

The railgun is a stronger magnet that works in impulses. You can shoot an object and get repelled far away. You can hold it to charge it. You can only use the magnet or the railgun at once. When you charge a Railgun for example to repel everything around you get attracted and vice versa. You could use it as a projectile.

Blackhole

The Blackhole is an ever-growing object that will kill you when you get caught in the black part of it. The growth won't be reset if you get to the next level because the transition is seamless.

The levels

The levels are not existent in the game the start of a level is just a checkpoint where you get respawned. The levels are seamless. These checkpoints are light poles that get illuminated.

Timer + Replay

There is a timer for every section so the player can improve their time for each passage. That's the reason why there is a fast replay button that respawns you to the start of a section.

Health

You die when you get sucked into the blackhole or when an enemy stomps on you.

Bosses

A mechanical robot:

This robot is the first boss. You can fight him by destroying his joints using the turrets. In the level you can launch yourself up to reach the joints by using the static magnetic objects to repel.

An Alien Creature:

This creature makes gravity bubble by itself. You need to deflect the projectile towards the enemy. So, it gets slower so you can activate water fountains in the park that hit it.

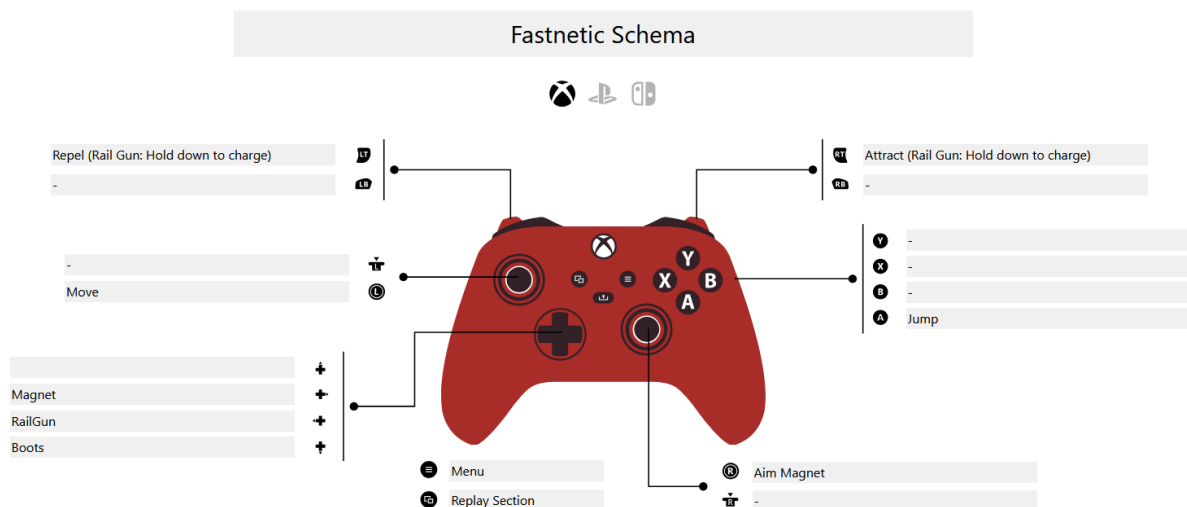
Crazy Inventor:

This boss goes around the tower you need to use the boots to land on his head when he's above you to make damage.

Your boss Ludwer

This boss uses a magnet where he can throw multiple bombs at you. You need to defeat him by getting one of the objects and railgun that into him.

Controls:



3. Narrative and Storyline

World Overview:

The story unfolds in the fictional world of *Gespa*. At the very east lies *Tolona*, a once-thriving city thrown into chaos after a battle involving a mysterious group known as the *Wanderers*. In the year 2024 ATL, the Third Wanderer unleashed an immense burst of energy that triggered extreme gravitational anomalies, turning Tolona into a suspended, unstable zone.

Fifteen years later, the government of *Sardona*, the nation in which *Tolona* resides, hires a corporate entity called *Retroviel* to address the crisis and reclaim the city.

Narrative Overview:

You play as an operative for *Retroviel*, a private company contracted by the *Sardonan* government to investigate and recover assets from the city of *Tolona*. Upon arrival, you're tasked with inspecting a device known as the *Unterdrücker*, a machine-built months earlier to suppress the gravitational chaos.

Shortly after your inspection begins, the *Unterdrücker* malfunctions that triggers a catastrophic release of energy that forms a growing black hole, threatening to consume the entire city.

As you escape, you need to go to the highest points that lie in the floating subways.

In the floating subway you find yourself and other

In the last section, you need to get the railgun so you can repel yourself from the city. However, your boss that is also trying to escape, finds you and wants to get the railgun for himself to get out of there.

Setting & Theme:

A barren, ruined city marked by gravity anomalies. Environments reflect desolation and strange floating debris.

Main Characters / Factions:

- **Protagonist:** An unnamed “Retroviel” employee.



- **Bosses:** A mechanical robot, an alien creature that creates the gravity bubbles, crazy inventor, Your boss Ludwer.

Story Progression:

Told through environmental storytelling. The player uncovers the truth about the fall of *Tolona* without direct narrative exposition.

Storytelling:

The story is told by the background and the design of certain passages. The unique collectibles are also a part of the storytelling. They all have a meaning and are placed carefully.

4. Art and Visual Style

Art Direction:

For the Art direction. We go with a grimy art style to show the isolation of the world. One good inspiration for it is the original Fallout games because they capture this feeling perfectly.

Inspiration:



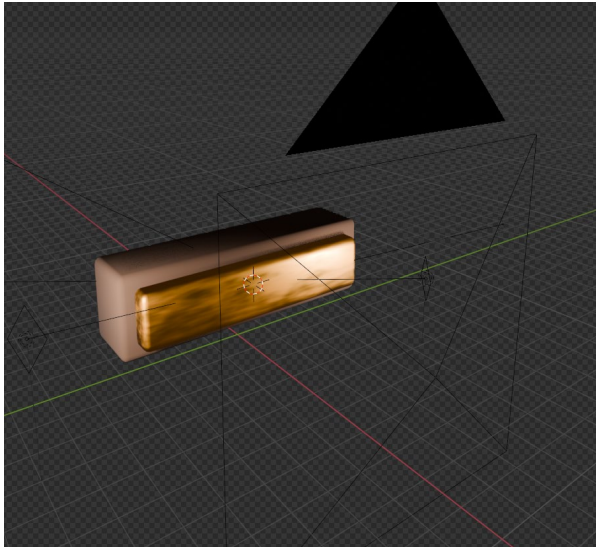
Fallout 1/2 Gameplay

Art style Specification

- 2D pre-rendered pixel art
- You render it in isometric view.
- The colours should be vibrant for the characters.
- Blackhole uses a custom shader to make everything look warped around it.
- Size: Character 64x64, UI 32x32, environment small 64x64, environment big 128x128

UI/UX Design:

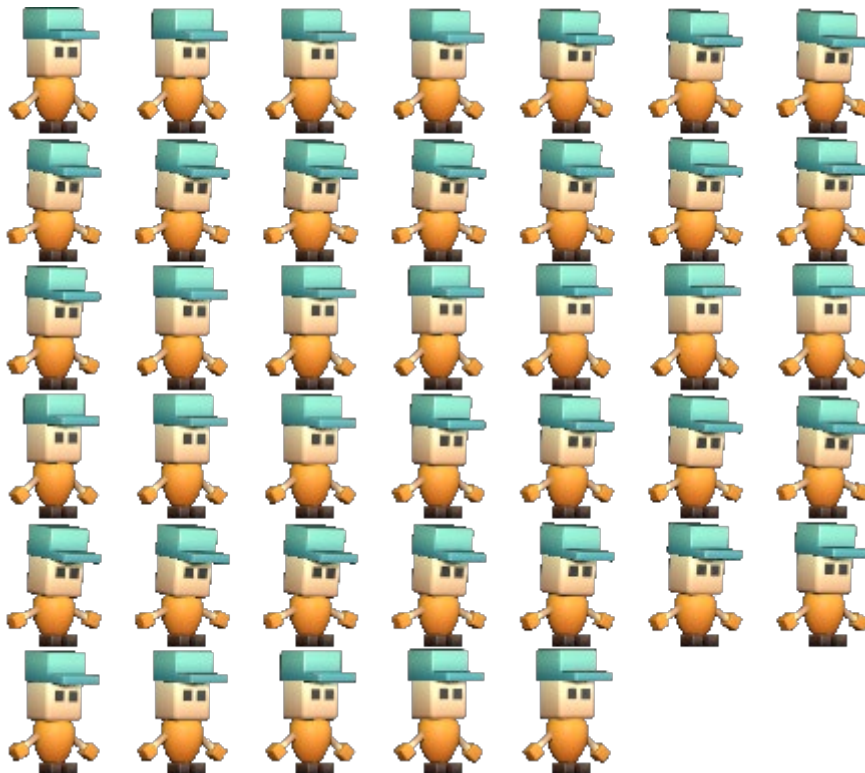
The UI is simple and shouldn't put too much information on the screen, so you don't feel disconnected to the world. It uses **Non-Diegetic** Interfaces and for the magnet with a **Spatial Interfaces**. The UI is also prerendered



Ui Button. The text is written with a font in Unity though.

Animations:

Animations are made in blender using rigging. It gets rendered into 40 frames and then put into a sprite sheet.



Sprite sheet of idle Animation

Pipeline

Blender (Modelling) → Substance (Texturing) → Blender (Animation) → Blender (Render Sprites) → finalparsec (Sprite Sheets) → Unity

5. Audio Design

Music:

An exploratory theme opens the experience, gradually becoming more ominous as players progress deeper into the levels, building a sense of mounting dread. As the black hole draws nearer, a ticking sound intensifies in volume and urgency. Upon visual contact with the black hole, all music ceases abruptly, replaced by hollow, echoing space ambience that persists until the black hole disappears.

Sound Effects:

- Magnetic actions (attract/repel)
 - Landing And Jumping Sound
 - Shooting of the turret and
 - Environmental ambience (wind, floating debris, crumbling buildings)
 - Shooting of the Turrets and breaking of the walls.
 - The gravity bubbles when they appear and when they get shot.
 - The railgun (charging, shooting, attract)
 - When the gravity boots are activated.
-

6. Technical Requirements

Engine: Unity 2D

Development Tools:

- GitHub Desktop (Version Control)
- Blender (Modeling, Sprites, Animation)
- Substance Painter (Texturing)
- https://www.finalparsec.com/tools/sprite_sheet_maker (sprite sheets)

Performance Goals:

- Smooth performance on low range PCs and platforms like Nintendo Switch
- Use of OpenGL to run it on old PCs

Technical Constraints:

- Physics-based magnet system must remain responsive and performant.
-

7. Level Design

Structure:

20 linear levels, each flowing directly into the next

Every 5 levels introduce a new gameplay gimmick.

At the end of 5 levels, you get a boss fight.

Environment Concepts:

First World: Normal City

Second World: Park

Third World: Business Tower

Fourth World Floating Subway Station

Pacing:

Gimmicks escalate in difficulty.

Final level of each 5-level arc is the most challenging.

8. Monetization Plan

Pricing Model: Premium

- One-time purchase: 10€

In-game Purchases: None

Ads: None

9. Team Roles and Workflow

Team Structure (example):

- Game Designer, Level Designer
-

- Developer, Technical Designer
- Artist, Ui Artist
- Sound Designer:

The goal is to put enough effort into the UI. It shouldn't be overlooked.

Workflow:

- Agile sprints with bi-weekly goals
 - Weekly team check-ins
 - Task tracking via Trello/Notion
-

10. Milestones and Deadlines

Prototype:

- Complete magnetic mechanic demo and one test level

Alpha:

- Core mechanics implemented, design of all levels

Beta:

- Finished the boss fights, bug fixes, implementation of needed mechanics

Release:

- Final optimization, bug fixing, and launch.