### Blue! Speed and Fury!

Some Quick and Dirty Documentation

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### Introduction

*Blue! Speed and Fury!* will be a fast-paced action platforming game with an emphasis on quick-thinking and freedom of expression. Players will be given freedom right from where the game starts to navigate through a tightly wound world as they search for the six powerful wizards, whose powers must be collected through combat so that they can take down the big bad guy who is threatening the world. They better be quick, though. They only have an hour.

That’s the uncondensed elevator pitch. Of course, the eleven-second elevator pitch is more of a summary of several pages worth of thinking and planning. Hopefully these pages can be reduced to that first paragraph at the end of all of this.

This idea came up in my head one morning when I figured that I can make a better Sonic game. At the time that this document was started, Sega had released the theme song for the main villain of Sonic Forces, and Sonic Mania was right around the corner. I was a major Sonic fan in my youth, and I can still look past the flaws of both Adventure games. They’re good fun to me.

However, the Sonic brand has stagnated substantially. This has been a topic of major discussion amongst many already, so I’ll not discuss it here. Forces was setting up to be a cringy, but still safe and formulaic game. Mania was looking to be a shameless, if a bit more exciting, clone of Sonic CD.

My major issue with the Sonic games is that speed feels like a gimmick. You gain nothing for being fast other than a higher score, a tiny amount of ego-points, and perhaps an easier, shorter route in the level that you just whirred past.

You needed to be fast because the physics system in the game required you to have enough momentum to get past that impossibly steep ramp or around that scripted loop-de-loop. That’s it. The newer games played on rails, and the two-dimensional games felt cheap because of obstacles that came too fast for a novice to see coming.

I feel like I can make something better than that. It’s worth a shot.

### Gameplay

The Rules

*Blue! Speed and Fury!* will be, first and foremost, about speed. Players will be incentivized to move as quickly as possible as they navigate the world, rarely taking a moment to even slow down.

The incentives come in the form of two mechanics: time and statistics.

Firstly, the player will only have an hour to complete the game before it is game over.

Secondly, the faster the player moves, the higher their damage output will be.

The goal will be to defeat ~~six~~ four powerful wizards, whose powers need to be harvested so that the final, ~~seventh~~ fifth boss can be challenged.

What Can the Player Do?

The player will be allowed to do the following actions right from the beginning:

* Run
* Jump
* ~~Dash~~
* ~~Shoot~~
* ~~Double Jump~~
* Home in on enemies
* Ground bash
* Defend/Reflect Projectiles
* ~~Redirect themselves without slowing down~~

~~It sounds like a lot, but the player should be feasibly able to win the game with just jumping (although they may be skidding close to running out of time by the end). However, true mastery of the game will come in the form of using the tools to get the fastest completion time possible in the game.~~

August 18th Update: The player’s actions have been reduced by pretty much half because I want this game to be playable basically with one hand. The game’s main mechanic is speed, and having added mechanics on top of that at this point is simply too much. Perhaps, in a future update, we’ll see more actions given to the player, but, for now, let’s keep things simple.

### The Story

The Premise

A skyscraper-sized meteor is hurtling towards a castle. The king scrambles for his best soldier, a young woman named Lark who is known for being light on her feet. She has thirty minutes to collect tremendous stores of magic from the castle’s perimeter. The magic, in question, would come from four powerful wizards.

The Characters

**King Jijenta MCXVII**

A fat, bumbling guy. It’s hard to believe that he was ever a warrior. Apparently, at one point, he was one, acting under his father as a knight. Of course, the kingdom hasn’t been at war for over a century, really, so he’s never seen combat. Nevertheless, he lost a leg during a hiking accident. He’s not very good with the ladies despite being king, so he has yet to have a wife or bear children.

The only thing he’s got is his magic—a trait hereditary to his family line. Despite looking like a big idiot, he’s a powerful magician. Unfortunately, besides entertainment and the occasional need for a show of force, he hasn’t had much of a need to use it.

King Jijenta MCXVII grew up as Wiggum Jijenta, son of King Hitti Jijenta and Queen Sausoo Gryta. They died during the plague that struck the kingdom about twenty years before the events of the game, when Wiggum was only ten years old. The people grieved greatly, for the King and Queen would personally go to hospitals to visit the sick. This was about five years before the discovery of healing magic tomes in a cave far to the west, so nothing could have saved them.

Wiggum has a brother, to whom he is five years senior, named Sausee. Now, Sausee was quite a catch. He was good at all the sports, and was quite handsome. His magic usage is atrocious, since he never studied, but he still used it for the occasional lighting of a lantern. He wooed his girlfriend with a simple light show that, to Wiggum, was mundane, but to each their own.

Wiggum and Sausee were not the best of brothers, but they still cared for each other, at least out of obligation. When Wiggum became king, Sausee merely congratulated him and asked to become a knight, which Wiggum allowed. Sausee quickly became very well-liked in the royal army. He always stayed in shape, his swordsmanship was always good, and he was nice.

Rumors were set about the land as Sausee rose in popularity that he would one day try to overthrow Wiggum as king. Sausee always denied it, but Wiggum would always stay suspicious. Worse still, with no child or bride, and Sausee having a girlfriend and apparently a child coming, Wiggum’s been thrown into a bit of paranoia. He taunts Sausee, who would usually respond with a mix of confusion and spite.

This paranoia reached its peak near the beginning of the game, when Wiggum, at a party over at the Kingdom from Just Down South Around the Bend and Across the River, where he met a beautiful mistress who was seeing a noble from that kingdom. She mentioned to him, in confidence during a lonely walk along the courtyard, that she doesn’t really love him, but being a noble in a romantic relationship usually comes with getting locked into commitment.

This conversation prompted Wiggum to pursue her for a bit. They would flirt a bit, but, eventually, she’d never reply to his calls. It turns out that she ended up getting married.

Wiggum, convinced that he’d get no other chance, sets on his plan to get her.

The Setting

### The Bosses

Who Are They?

Lore-wise (yes, this game has some semblance of lore, I guess), the “big bads” of this title are the five powerful wizards. In reality, there are ten of them, which **the game never hides from you**, but, because of the time mechanic, **some are obviously more convenient to take down.**

Let’s list the wizards by name (these names are more than likely made on the spot, so get ready for some really hard to pronounce bullshit), along with very quick descriptions:

* **Sir Slarmshislot**: In the King’s backyard; big knight; big sword and big shield
* **Vedoose**: In the woods; leafy, tentacle lady; teleports between trees and shoots spines
* **Ymslakas**: At the summit of the mountain; beefy man riding a dragon made out of rocks; doesn’t do much, but getting to him is tough
* **Denhner O’ Skynan**: In the big black void to the south; is a talk-show host; doesn’t fight or anything, but talks way too much
* **Graal**: Also in the big black void; Dehner’s biggest fan; went missing and is also a push-over…unless you get him mad.
* **Death**: Nowhere, but everywhere; looks exactly as you’d expect; very, very powerful and very fast
* **Nanuuk**: In the skies, pretty much wherever he wants to be; like, you might see him, or might not; just a guy in a butterfly suit; same as Ymslakas: doesn’t do much other than fly around, but he likes racing
* **Buhrondom:** Very deep in the swamp under Vedoose; is a big whale from a million years ago; will swat you away and can shoot magic orbs
* **Wiirrk:** In the desert; big desert spider from a million years ago; eats everything and is a geomancer like Ymslakas, so expect crushing
* **Polaris**: The one who pilots the meteor; looks like a wizard; is a straight-forward wizard, so expect a lot of lasers and explosions

In addition, there will be a couple of non-wizard bosses in the game who are **completely optional and frankly stupidly hidden**.

* **Sir Sal**: Knight from the rival kingdom; gristly angry man; really, really adept with crossbows
* **The Twin Mercenaries**: A couple of mercenaries hired by the rival kingdom, but posing as knights. You’ll see them pretty much everywhere; twins; one snipes, and the other uses whips

Right. So, now we should try fleshing them out in context of the greater story.

The Wizards

This is a fantasy world, so wizards aren’t exactly rare. In fact, your navigator throughout the game *is* a wizard. However, these ten powerful wizards are more minor gods than they are your run-of-the-mill magicians. They, for whatever reasons, attained high magic power.

Gameplay-wise, each wizard has a mechanic that needs to be mastered to defeat them. I will detail those mechanics here (oh, boy, prepare for some messy, messy notes). In addition, it is only necessary to defeat four of them to move onto Polaris. With this rule in mind, I’d say that we can expect certain wizards to be defeated by most players, with the other wizards being left as hard-to-reach optional bosses. In particular, I expect players to defeat Sir Sharmshislot, Vedoose, Ymslakas, and either Wiirk or Buhrondom before reaching Polaris.