

The FuseStreet

“small lab, one street, global vibes”

[融街] • 一个小工具，一条小街，发现全世界

A Gemini 3 Pro + Nano Banana Pro-powered AI tool for rapid game art/cultural design test-fit.

一个 Gemini 3 Pro + Nano Banana Pro 驱动的 AI 快速游戏美术/文化设计测试适配工具。

Project Concept Design
and MVP Roadmap Planning

项目概念设计 及 MVP流程概述

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11 December 2025

One Line Pitch

用一句话概括：

Just type one or two cultures, hit “Generation” or “Fusion,” and the FuseStreet instantly turns a whitecard scene in the game engine into a playable 2D world where a culturally themed character and NPC interact—letting designers test concept and graphical fit for global audiences in seconds.

只需输入文化关键词，点击“生成”或“融合”，FuseStreet 即可立即将游戏引擎中的白模场景转换为可玩的 2D 世界，其中具有文化主题的角色和 NPC 可以进行互动——让游戏设计师在几秒钟内测试概念和图像设计是否适不同文化的玩家。

Keywords: AI, Gemini 3 Pro, Nano Banana Pro, Game Design, Cultural Art, Globalisation, Indie Game Development, Test Fit, AI-Driven Production

Project Introduction 项目介绍

Project Description 项目概述:

The FuseStreet is a small, focused AI game design test-fit tool that lives inside a simple 2D side-view scene. Powered by **Gemini 3 Pro** and **Nano Banana Pro**, it lets you type in one culture (Generation) or two cultures (Fusion), then instantly re-skin a whitecard street with a matching background, player character, NPC, and short dialogue. Designers can walk around the scene, talk to the NPC, and quickly feel whether a cultural concept and visual style fit their game—without commissioning concept art or writing full scripts.

[融街] 是一款轻量且聚焦的 AI 游戏设计适配测试工具，运行在简洁的 2D 横版场景中。由 **Gemini 3 Pro** 与 **Nano Banana Pro** 双模型驱动，你只需输入单一文化（生成模式）或两种文化（融合模式），即可瞬间将白模街道「换肤」为配套世界——自动生成匹配的背景、玩家角色、NPC 及简短对话。设计师可操控角色在场景中行走、与 NPC 对话，快速验证某个文化概念与视觉风格是否契合游戏——无需委托概念美术，也无需撰写完整脚本。

Project Background & Dev. Environment

项目背景 及 开发环境

Background 背景:

As games increasingly launch worldwide, developers need to explore how their ideas look and feel in different cultural contexts long before full production. Before, testing "Would this character work in X country/in the scene of X culture?" requires artists, writers, and time-consuming mock-ups. **FuseStreet** tackles this by turning Gemini 3 Pro and Nano Banana Pro into a tiny "globalisation lab": a place where you can rapidly prototype localised or fused cultural scenes, see them in motion, and use that instant feedback to guide your official game design decisions.

随着游戏创作日益全球化，开发者（尤其对于独立游戏制作者）需要正式制作开始前就探索创意在不同文化背景下的观感与体验。过去，测试“这个角色在X国家/X文化场景中是否适合？”需要艺术家、编剧和耗时的原型制作。**FuseStreet** 将 Gemini 3 Pro 与 Nano Banana Pro 打造成一个微型「全球化实验室」来解决这一痛点：在这里，你可以快速制作本地化或融合文化场景的原型，观看它们动态呈现，并利用即时反馈指导你正式的游戏设计决策。

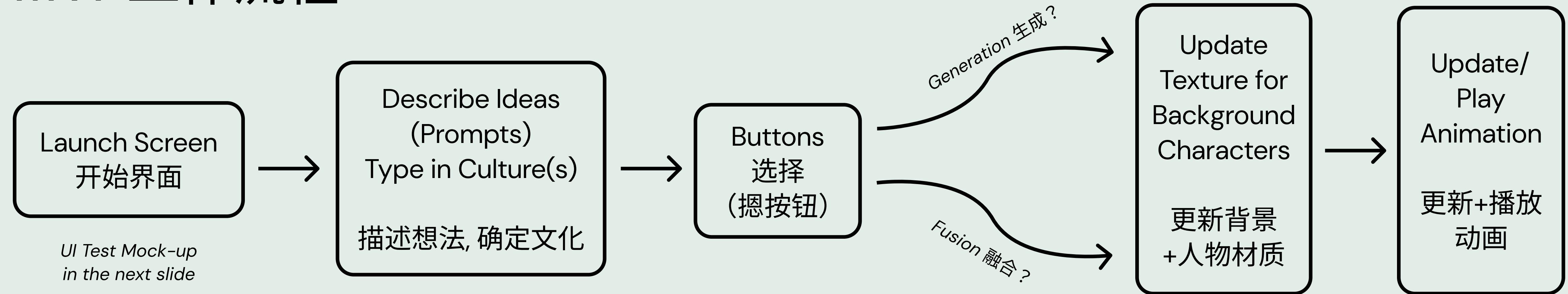
Development Environment 开发环境:

Game Engine 游戏引擎: Godot v4.5  **GODOT**

Scripting Language 脚本语言: Godot C# 

MVP Workflow of FuseStreet

MVP工作流程



Gemini AI Pipeline Gemini AI工作流



UI Mock Layout (Not Final Design!) UI 测试布局 (非最终设计 !)

Description 描述

You can describe what's the culture, with any unique art style/designs/outfitting/architecture that would be helpful for generating the scene and game character.

你可以描述一下文化背景，包括任何有助场景和游戏角色的创作的独特的艺术风格、设计、服饰或建筑。

Culture 1 文化1

Culture 2 文化2

Leave empty if not fusion

Runtime Preview
运行预览区

Play/Pause
开始/暂停

Generation 生成

Fusion 融合

Reset 重置场景

Snapshot 截屏

Presets 预设

save both screenshot and JSON data

This image shows a UI mock layout for a cultural generation application. It features a large central 'Runtime Preview' area for visual output. On the left, there's a 'Description' section with an input field for describing culture, followed by two 'Culture' selection fields ('Culture 1' and 'Culture 2') with a note about leaving empty if not using fusion. Below these are control buttons for 'Play/Pause', 'Generation', 'Fusion', 'Reset', 'Snapshot', and 'Presets'. A dashed box highlights the 'Presets' button, with a callout indicating it saves both screenshots and JSON data.