

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

Tianyu He

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One Line Pitch

用一句话概括：

Type a culture and click "Generate" or "Fusion"—**FuseStreet** instantly turns a game engine's whitecard scene into a playable 2D world, helping designers test cultural concepts for global audiences in seconds.

输入文化关键词，点击“生成”或“融合”—**FuseStreet** 瞬间将游戏引擎的白模场景转为可玩的 2D 世界，帮助设计师几秒内为玩家测试不同文化风格概念。

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) + your scene description, 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，你只需输入场景描述 + 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:

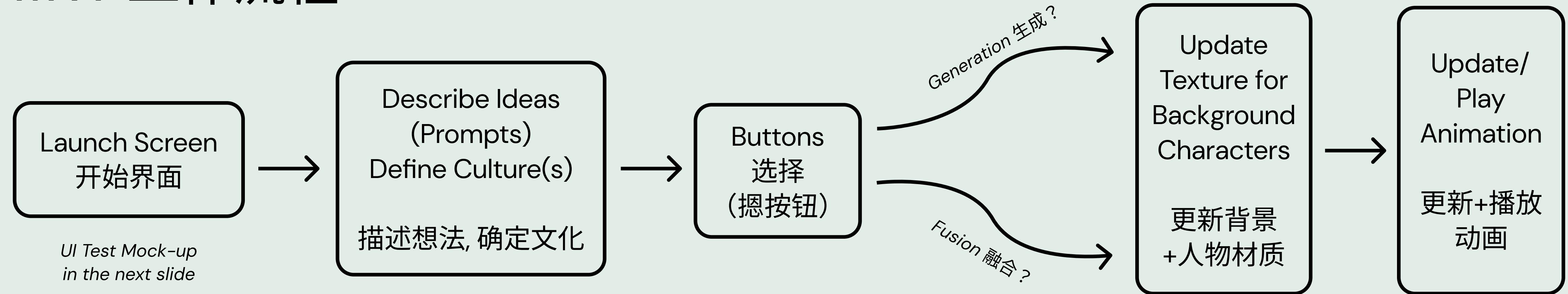
Game Engine 游戏引擎: Godot v4.5 

Scripting Languages 脚本语言: Godot C# 

Godot GLSL 

MVP Workflow of FuseStreet

MVP工作流程



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

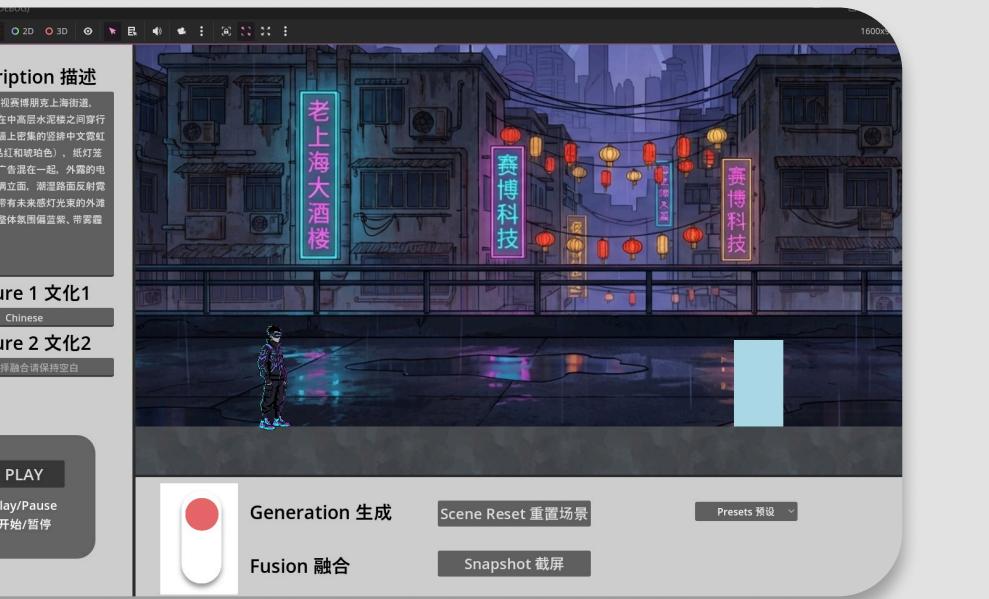
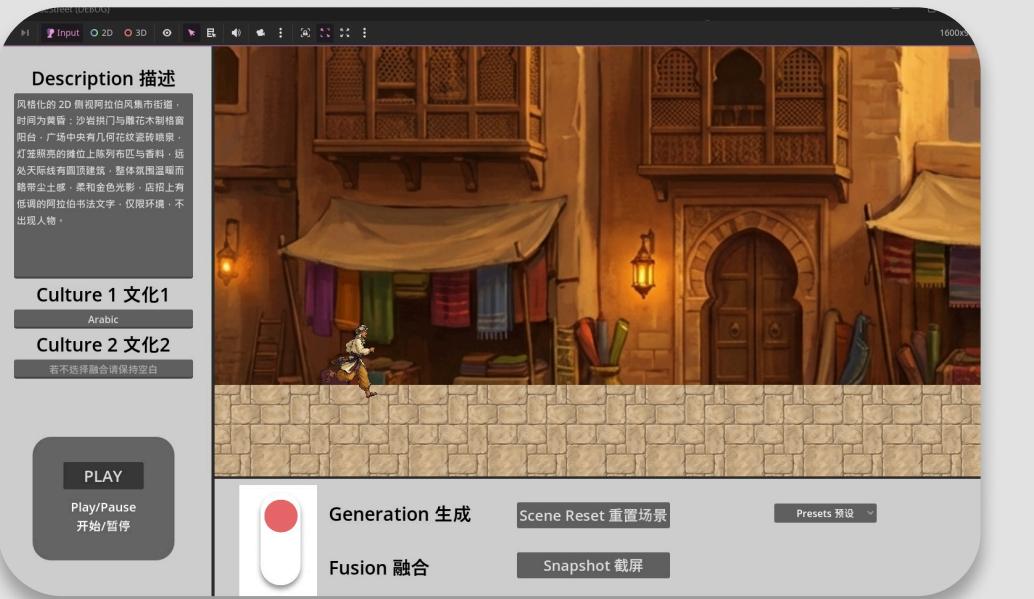
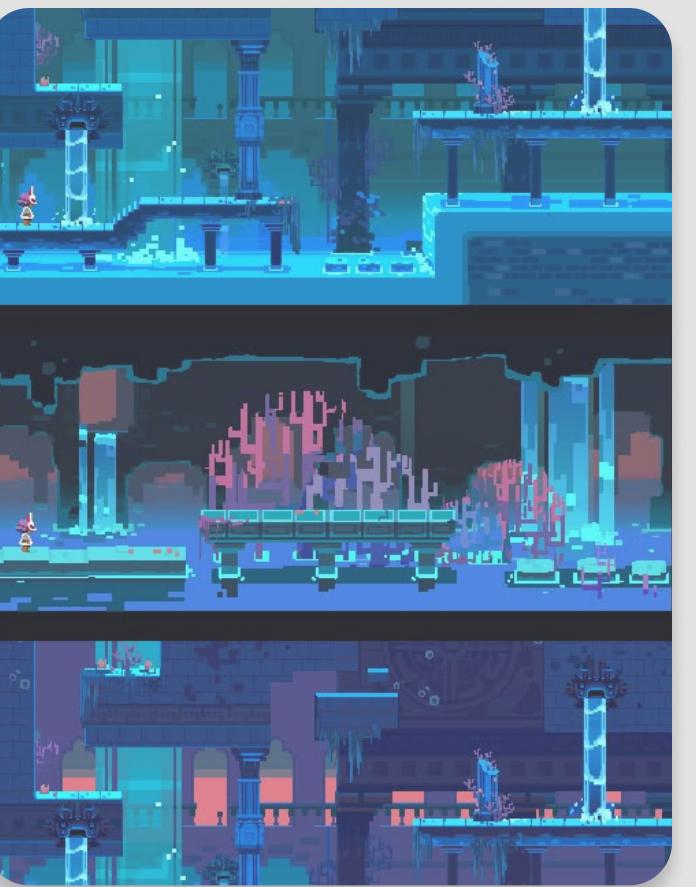
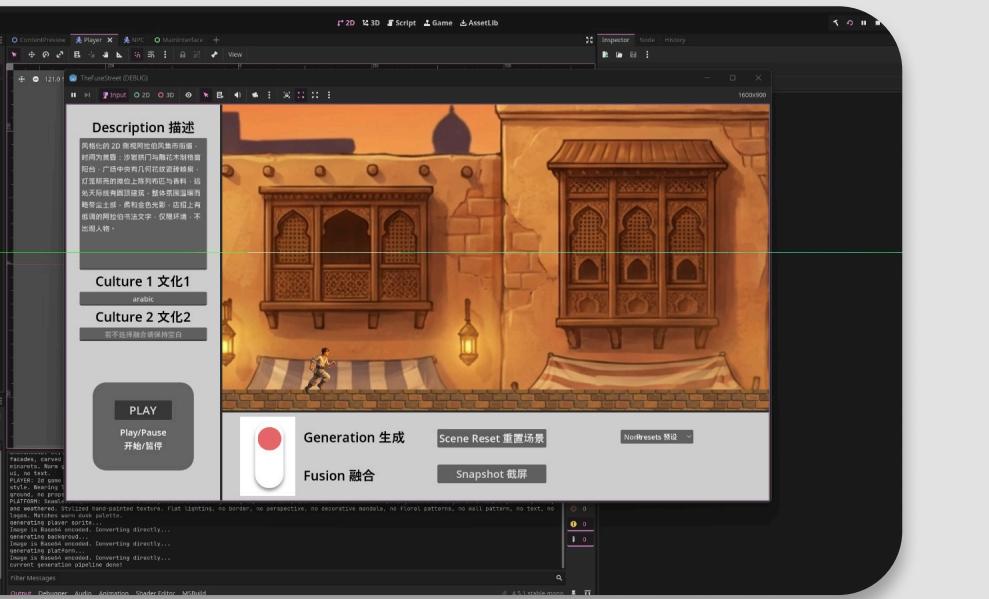
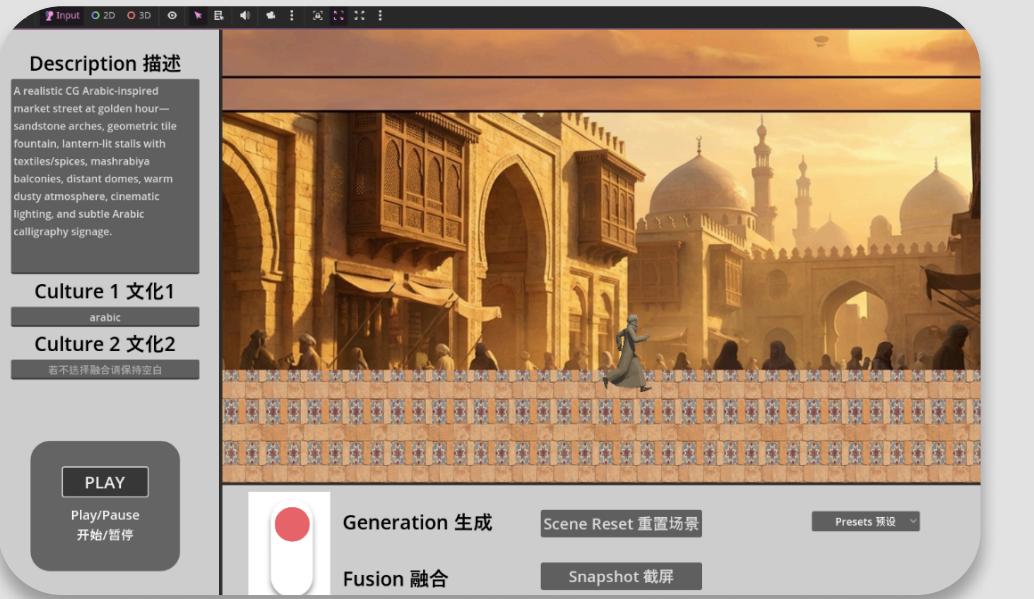
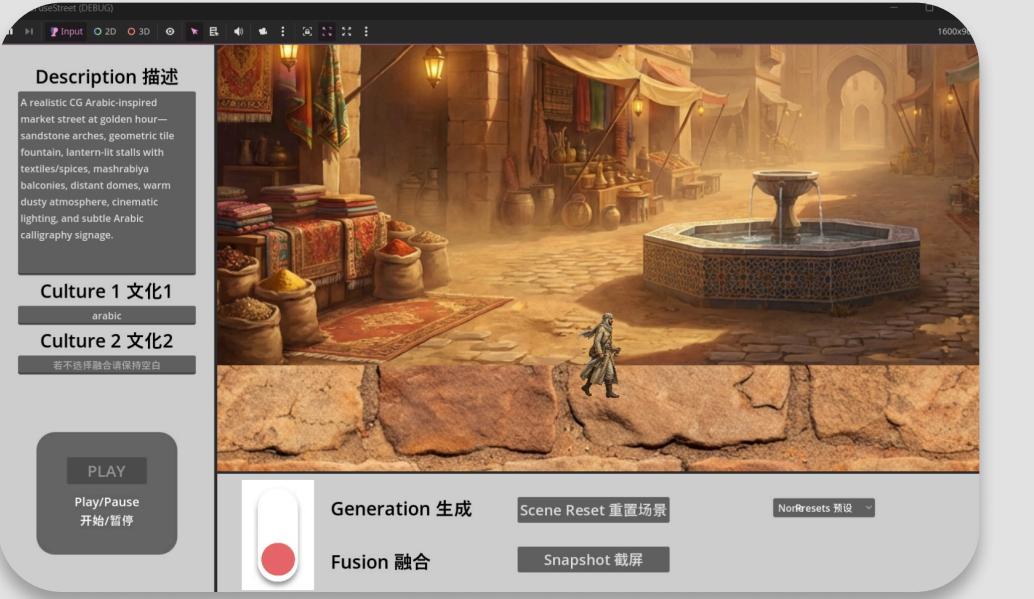
Presets 预设

save both screenshot and JSON data

This UI mockup illustrates a generative AI application's interface. It includes a large central "Runtime Preview" area for visual output, a "Description" section for input, and a bottom control bar with various functions like "Play/Pause", "Generation", "Fusion", and "Snapshot". A dashed box highlights the "Snapshot" feature, which saves both screenshots and JSON data.

Initial Test Run 初始测试运行

Some References 一些2D游戏背景案例

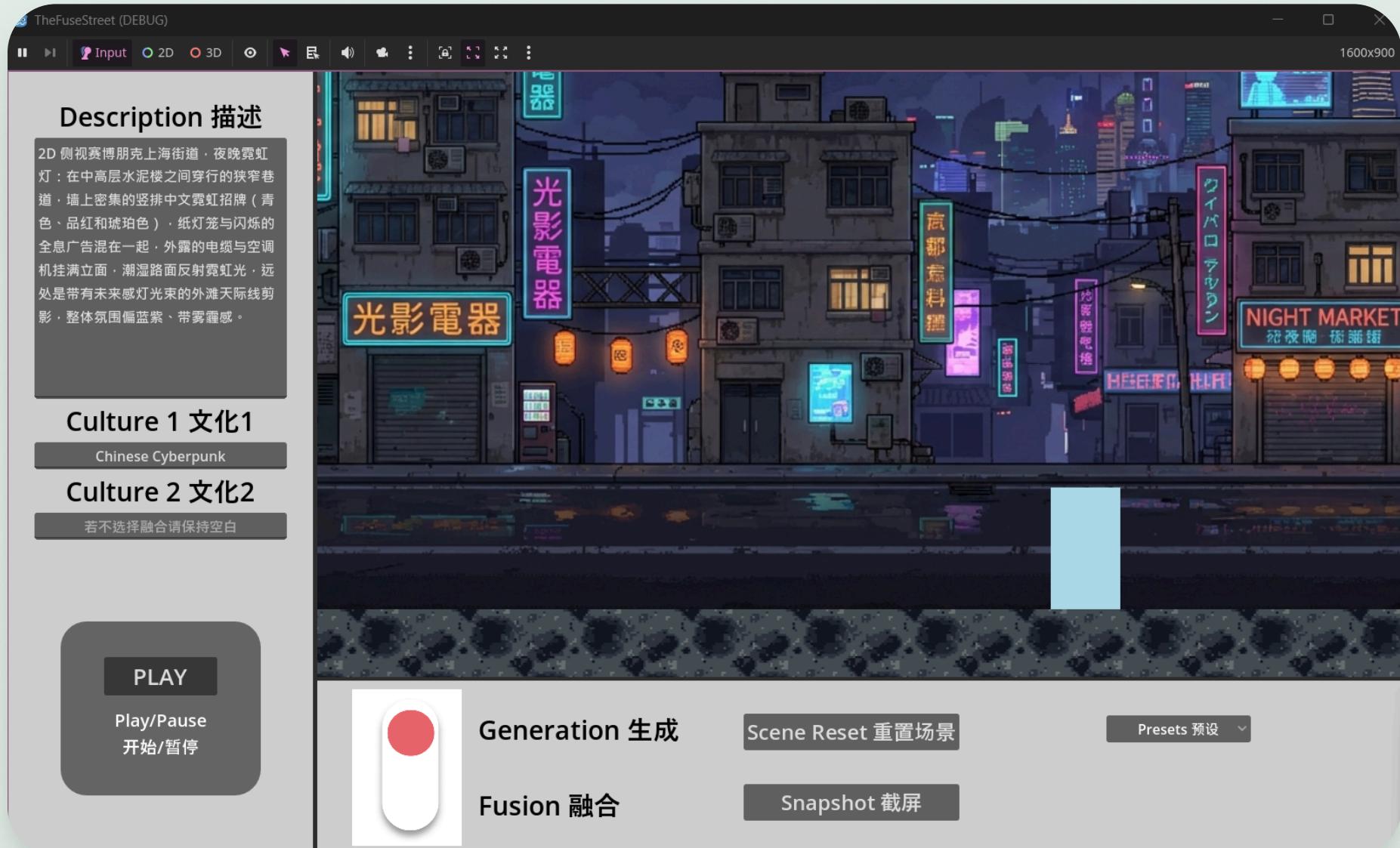


Refine System Prompts + New “Animation” Texture Generation Pipeline

优化系统提示文案 + 新“动画”贴图生成流程

Gemini Generated Background and Platform
Texture after Prompt Refinements

提示文案优化后Gemini生成的场景和平台贴图



Animation frame texture request + generation + application pipeline
动画帧贴图请求 + 生成 + 应用流程

Hahaha Keep secret for now!

哈哈哈哈暂时保密！

*considered those references when refining the system/user prompts

*优化系统/用户提示时参考了那些案例

First Iteration 第一版优化

Description 描述

2D 侧视赛博朋克上海街道，夜晚霓虹灯：在中高层水泥楼之间穿行的狭窄巷道，墙上密集的竖排中文霓虹招牌（青色、品红和琥珀色），纸灯笼与闪烁的全息广告混在一起，外露的电缆与空调机挂满立面，潮湿路面反射霓虹光，远处是带有未来感灯光束的外滩天际线剪影，整体氛围偏蓝紫、带雾霾感。

Culture 1 文化1

chinese cyberpunk

Culture 2 文化2

若不选择融合请保持空白

PLAY

Play/Pause
开始/暂停

Generation 生成

Scene Reset 重置场景

NoPresets 预设

Fusion 融合

Snapshot 截屏