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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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

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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。

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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 Languages 脚本语言: Godot **C#**

Godot **GLSL**

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MVP Workflow of FuseStreet
MVP工作流程

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

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Initial Test Run 初始测试运行

Some References
一些2D游戏背景案例

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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

*considered those references when refining the system/user promtps
*优化系统/用户提示时参考了那些案例

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!

哈哈哈暂时保密！

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Gemini Generated Spritesheet Samples
Gemini生成的角色图案例

Top Row: **4-frame Idle**

Bottom Row: **6-frame Running**

First Iteration 第一版优化

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Description 描述

2D 侧视赛博朋克北欧港口街道，夜晚极光与霓虹灯并存：在低矮木结构与简洁混凝土公寓之间穿行的狭窄滨海街巷，外墙保留北欧传统立板木纹和清水混凝土质感，上方悬挂着以北欧符文与简体英文组合的竖排霓虹招牌（冰蓝、冷橙和品红色），极简图标表示酒吧、码头咖啡馆与赛博修理铺；墙面点缀发光的极简 LOGO 与投射式全息广告，线条干净；粗暴裸露的供能管线和数据光缆沿着立面攀爬，偶尔有发出微光的

Culture 1 文化1

北欧文化

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

Fusion 融合

Scene Reset 重置场景

Snapshot 截屏

Arabic 阿拉伯语

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科幻北欧
Idle

科幻北欧
Running

地中海
希腊
Idle

地中海
希腊
Running

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Description 描述

码头咖啡馆与赛博修理铺；墙面点缀发光的极简 LOGO 与投射式全息广告，线条干净；粗暴裸露的供能管线和数据光缆沿着立面攀爬，偶尔有发出微光的风力涡轮与散热片探出；潮湿石板路与融雪水坑清晰反射霓虹与极光；远处是面向峡湾的未来感玻璃塔与木构高楼剪影，顶部有柔和天光与淡淡极光带划过夜空；整体氛围偏冷蓝青与灰紫色，带轻微海雾与寒气感，整体构图适合横向卷轴平台游戏背景。

Culture 1 文化1

nordic

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

Fusion 融合

Snapshot 截屏

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Second Iteration

第二版优化

Example:

Buggy framing visuals when Idle

Bad framing refinement:

New stabilisation method calculating anchors

Added Fusion/Screenshot/Reset + Stabilising Player Sprite Texture Keying on Idle/Running

补全了融合、截屏、和重置功能 + 稳定了人物闲置和奔跑状态的贴图和切帧

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Third Iteration: UI Design

第三版优化: UI 设计

UI Blocks/Icons Theming UI方块/图标设计

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Finalised UI Design + Final Refinement for Submission
UI 最终设计 + 提交前最后优化

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NEO-VALHALLA