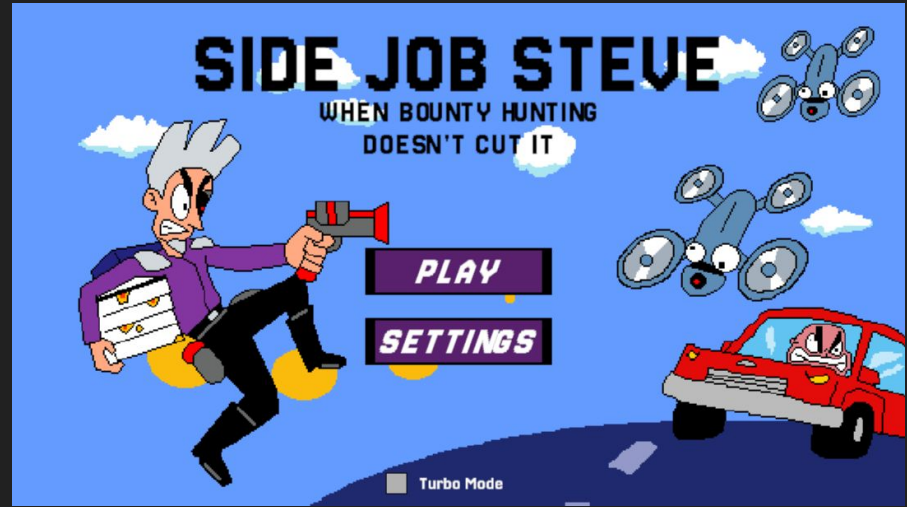


Project: *Side Job Steve*

Engine: Unity

Platform: PC (browser)

Genre: Rail Shooter



Summary: This game was made for the 2 week-long Alberta Slow Jam 2025. We took the theme of “branching out” to make a game about a bounty hunter branching out to other jobs, like UberEats.

Game Design: I collaborated with the programmers to establish the game design. It was originally about a bug on a tree, before we pivoted to the more comedic premise. We used inspiration from *Space Harrier* as the basis, and I designed the game's upgrade tree.

Art: I was the sole artist. This included drawing and animating all 2D sprites, and implementing the scrolling 3D background.

#### Basic overview:

Rouge Insects is a rouge-like runner, the player plays as an insect with the goal to reach the top of the tree.

Each time they climb the tree the challenge is different, Think Slay the spire meets Haste meets pokemon. (we'll have to tone down the pokemon elements because nintendo).

#### Perspective:

2D top down, the player moves from the bottom of the screen upwards, Enemies and Obstacles will come down from the top of the screen and move towards the player giving the illusion of upward movement, the player will be able to move up and down on the screen but their momentum is always forwards. The only time the player is not continually moving forward is during the mini boss battles.

(It would be cool to make the tree 3D so the player can rotate around it, this would bring a cool element to the game but then we would have to consider making 3D models and animations, which would be all and a challenge, but the idea is that each time the player upgrades the character changes to look different, and based on the number of starting characters and different evolution phases I have in mind we would need a ton of different character models. The work load might be too much for us, it's still going to be a lot to make all the different characters and evolutions anyway, maybe we start smaller).

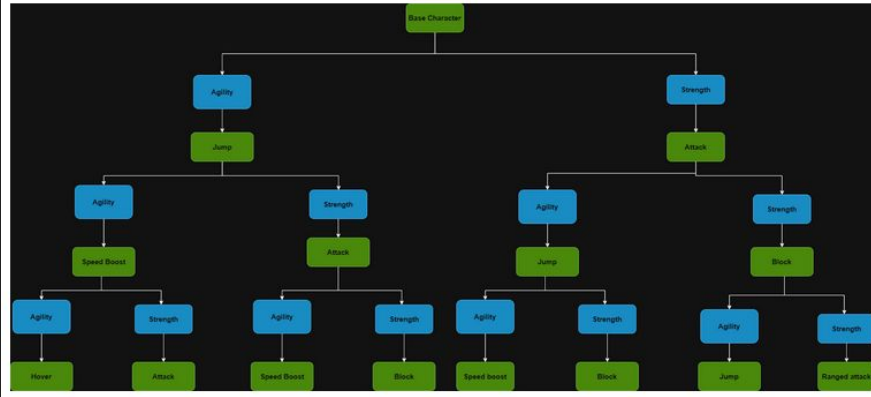
#### Basic gameplay:

At the start of the game the player choose's their starter insect, each starter insect comes with a different set of strengths, weaknesses, basic stats and a different evolution/ skill tree. As the player guides their character up the tree they will need to make decisions along the way, these decisions are based around which skill to upgrade/ 'branch out' into. Depending on which skill the player chooses to upgrade will determine the path they take up the tree,

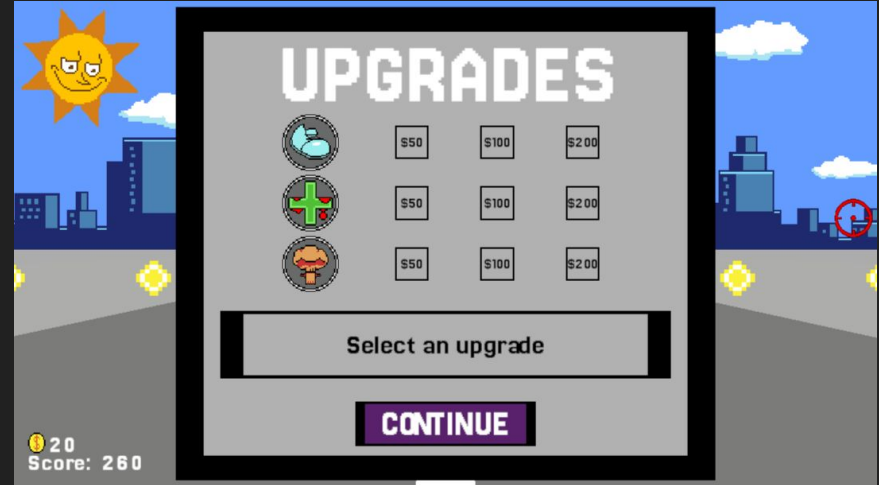
*First page of the old game design document.*

# Diagrams

Key: Blue = Chosen lane  
Green = new skill unlocked



*Branching upgrade table design.*



*Upgrade table in the final game.*

## Art (favorites)

