

Sushi Samurai

2D PLATFORM ACTION CONCEPT SHEET



A fast-paced 2D platformer where players collect coins, gather sushi ingredients, avoid or defeat ingredient-themed enemies, and clear three timed stages.

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GAME JAM
PROTOTYPE



KEY INFO



Theme: Gather Money and Make Sushi



Genre: 2D Platform Action



Structure: 3 Stages



Core Objective: Collect Coins



Secondary Goal: Complete Sushi Orders



Damage Rule: Damage removes time instead of causing instant death

GAMEPLAY LOOP

1 Collect Coins



2 Gather Ingredients



3 Avoid / Defeat Enemies



4 Reach the Goal



5 Complete Sushi



6 Calculate Score



CORE APPEAL



Coin-centered platforming, sushi-themed objectives, fast stage progression, and score-based replayability.



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STAGE PROGRESSION



GAMEPLAY FLOW



FAIL / RETRY CONDITIONS



Time runs out = Retry



Missing required conditions at the goal
= Return and collect more



RULES & STAGE PROGRESSION



Primary Objective: Collect Coins

Coins drive the game. Ingredients, enemies, and items all support the player's coin-collection run.



GAMEPLAY RULES



Clear the stage by collecting the required coins and reaching the goal.



Gather sushi ingredients along the way to complete the target sushi order.



If the player reaches the goal without meeting the conditions, the stage does not clear.



Enemies and traps **reduce time** instead of causing instant death.



Higher stages are **more difficult** and apply larger time-loss pressure.

DIFFICULTY OVERVIEW

STAGE 1

Introduction / basic routes



STAGE 2

More vertical routes and guarded paths



STAGE 3

Faster pressure and combined hazards



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Enemies, Collectibles & Items



CORE ENEMY / GIMMICK ROSTER

1 Tamago Block



- Bounces along a predictable route.

May drop egg or coins.

2 Salmon Leaper



- Jumps between platforms.

May drop salmon or coins.

3 Tuna Dasher



- Charges quickly in a straight line.

May drop tuna or coins.

4 Crab Walker



- Sideways blocker with claws.

May drop crab or coins.

5 Shrimp Hopper



- Repeated jumping enemy.

May drop shrimp or coins.

INGREDIENT COLLECTIBLES

Rice Ball



- Common ingredient pickup; supports sushi completion and score.

Tofu Pouch



- Optional ingredient pickup; can reward exploration.

Nori



- Ingredient pickup placed in elevated or risky routes.

Wasabi



- Small ingredient pickup tied to risky coin lines or recipe completion.

HELPFUL ITEMS

Shield



- Temporary protection.

Weapon



- Used to defeat ingredient enemies.

Wings / Jetpack



- Better traversal and recovery.

Time Extender



- Adds more time to the stage timer.



For game-jam scope, only the most essential item effects should be implemented first. 🌸

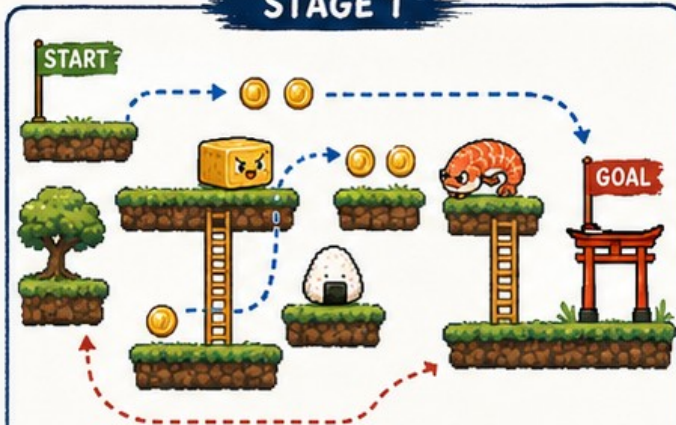
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LEVEL DESIGN & 3-STAGE PLAN



STAGE 1



Time Limit: 90 sec



Focus: Basic movement and simple coin routes

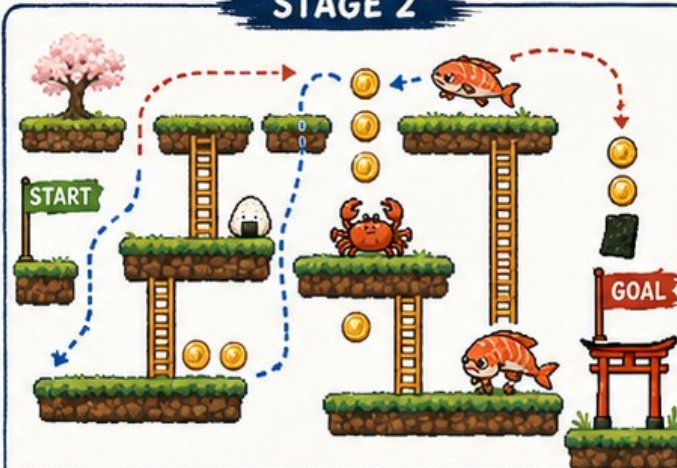


Enemies: Tamago Block, Shrimp Hopper



Suggested Sushi Target: Tamago Nigiri

STAGE 2



Time Limit: 75 sec



Focus: Vertical movement and guarded routes

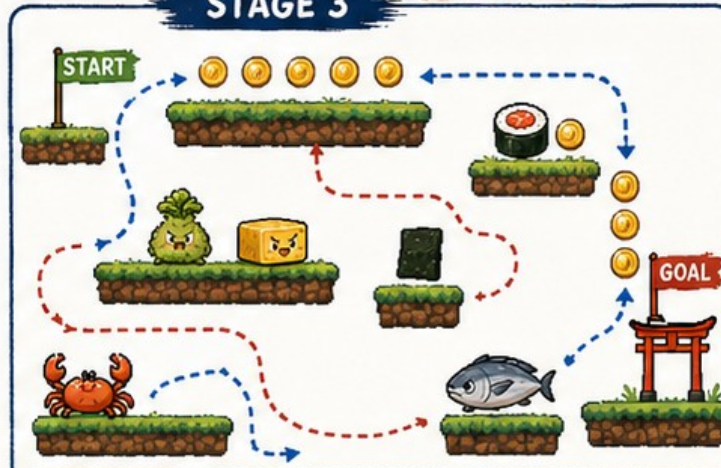


Enemies: Salmon Leaper, Crab Walker, returning enemies



Suggested Sushi Target: Salmon Nigiri

STAGE 3



Time Limit: 60 sec



Focus: Fast pressure, combined hazards, high-risk high-reward coin lines



Enemies: Tuna Dasher plus returning enemies



Suggested Sushi Target: Tekka Roll

LEGEND



Coin



Ingredient



Enemy



Item



Start



Goal



Main Coin Route



Optional / Risky Route

DESIGN PRINCIPLE



Coins remain the center of every route decision. Ingredients and enemy encounters support the coin-collection flow.

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SCORING & GAME JAM SCOPE



SCORING TABLE

	1 Coin	= 100 pts
	1 Required Ingredient	= 500 pts
	1 Item Found	= 250 pts
	1 Enemy Defeated	= 150 pts
	1 Second Remaining	= 20 pts
	Sushi Completed	= +1,000 pts



Coins should provide the largest share of the total score.

SAMPLE STAGE-CLEAR RESULT

STAGE CLEAR

	Coins Collected	25 x 100 = 2,500
	Ingredients Found	3 x 500 = 1,500
	Items Found	2 x 250 = 500
	Enemies Defeated	4 x 150 = 600
	Time Remaining	30 x 20 = 600
	Sushi Completed	+1,000

STAGE SCORE 6,700

TOTAL SCORE 6,700

ESSENTIAL FOR THE 3-DAY BUILD

- 3 stages
- coin collection
- timer and time-loss damage
- 5 enemy / gimmick types
- ingredient pickups
- stage clear conditions
- simple score calculation
- one results screen reused across stages



OPTIONAL / STRETCH GOALS

- local high score
- ranking grades
- extra items
- extra enemy type
- additional polish



Keep the scope tight and prioritize a complete playable loop.

