



Introduction

In this report, we break down Furi into its main component parts highlighting Player Representation, Objectives, Core Mechanics, Theme, Resources, and other important features. Furi is a single-player Action Bullet Hell developed by The Game Breakers. The game is characterized by fast-paced action, pixel-perfect dodges, and perfect timing.

Players and Representation

The player will play as “The Stranger”, a mysterious figure with superhuman skills wielding an energy katana and a blaster to shoot enemies from a distance, who has been imprisoned in a hyper-security prison. As The Stranger the player needs to fight his way down this prison composed of 10 floors. Each floor is a floating island and is protected by a “Guardian”. The player, as The Stranger, is followed by a mysterious figure called “The Speaker” responsible for his freedom who will slowly reveal truths about the prison and its guardians.



Objectives and Goals

The long-term objective of the game is not immediately clear to the player, it is revealed slowly by The Speaker as we go through the prison's floors or bosses themselves during fights. We can summarize objectives in:

- **Short-term objective:** Beating the next boss
- **Medium-term objective:** Pick up The Stranger story pieces
- **Long-term objective:** Escape from the prison

Game States

During gameplay, game states vary between states with important differences like camera angle and commands. These game states are 3:

- A transition state occurs between prison floors, your movements are limited (walk), the camera has fixed positions, and are generally calm sections where The Speaker tells us story elements. We will call this state **Story State (SS)**.



FURI – Story State

- A free combat state that occurs during specific moments in fights where you have free movement (run/dash), the camera has a very wide angle, and you can shoot with your blaster or attack with your katana. In ranged combat states are managed bullet hell game sections. We will call this state **Free Combat State (FCS)**.



FURI – Free Combat State

- A close combat state that occurs during specific moments in fights. Weakening an enemy enough will trigger a melee-only duel mode, where you are in guard position, your movements are limited (dodge, walk), the camera is close to the characters, and you can use your katana to attack or perform perfect-timed parries. We will call this state **Duel State (DS)**.



FURI – Duel State

Systems, Mechanics and Rules

Furi 's strength points rely on its tight precision-based combat system. The total absence of a character progression system involves players' needing to become intimately familiar with 4 basic actions: shoot, slash, dodge, and parry, each action brought to the max by the 10 boss fights in a fresh fashion each time.

Main **systems and mechanics** in the game are:

- Movement System
 - ◆ (SS) Walk
 - ◆ (FCS) Free Movement System
 - Movement
 - Dash
 - Charged Dash
 - ◆ (DS) Duel Movement System
 - Guard Movement
 - Dodge
 - Charged Dodge
- Combat System
 - ◆ (FCS) Free Combat System
 - Shoot
 - Charged Shot (piercing, can stun enemy)
 - Attack
 - Charged Attack
 - Guard
 - Parry
 - ◆ (DS) Duel Combat System
 - Attack
 - Charged Attack
 - Guard
 - Parry (heal the player)
- Quick Time Event System

Resources and Assets

The only resources of the game are health bar and lives. The health bar is divided into blue segments and each life is represented by a blue square under the current health bar. When a health bar is depleted, a life is consumed and the health bar is refilled.



FURI – On the left our health bar with lives underneath on the right health and lives of the boss

A useful way to recover your health is to perform a perfect parry.



FURI – Parry Healing

Player Informations

Player useful infos are displayed on screen all the time, and are:

- Healthbar
- Lives
- Boss healthbar
- Boss lives

Other infos are presented to the player by visual and sound cues like:

- Incoming enemy melee attacks: their weapon flash
- Area covered by enemy attacks: red area
- Unparriable enemy attacks: the enemy turns red
- Low life visual cue: your armor turns red
- Healing: your armor turns green

During Story State no player informations are displayed.

Game Space and Theme

The setting of the game is a sci-fi prison composed of ten small arenas (floating islands) connected by shorter pathway segments. Each arena has a distinct design that recalls the guardian's design that inhabits it and each moveset fits their design.

The gameplay is flashy and fast, based on quick dodges, perfect parries, and reflexes. Everything is paired with killer music and neon fashion, keeping the game looking and sounding great.

Conclusions

Furi is an action game simple to its core and wants the player to master simple mechanics to overcome its difficulty. With the total absence of exploration, puzzles, or platforming the game focuses its entire identity on its combat system.

The design is focused on challenging and satisfying bossfights that together with precise button presses create a fun and rewarding experience on a technical level. The rigidity of bosses' movesets and the fact that there's only one correct response to each attack makes the experience tedious after various attempts, resulting in more of a rhythm game where you need to memorize patterns and button sequences than an actual action game based on reflexes and quick thinking. You often find yourself dragged by bosses' movesets rather than reacting against a dynamic opponent. Lastly, the presence of quick time events during a fight can sometimes break the flow but is not too much of a problem since the game requires great focus and will probably bring the player back immediately in the flow state.

In conclusion, due to its design, Furi is a game that targets a specific niche of hardcore players who thrive in challenges and don't get discouraged easily. For the reasons discussed before, the game can go from fun and challenging to frustrating very quickly making its experience appropriate only for the percentage of players that really enjoy the challenge and it's not afraid to iterate until reaching perfection. Accepting these preconditions, players will experience great satisfaction in beating each boss mastering their patterns, attacks, and beating them faster or without getting hit. Furi is a fun and challenging experience mixed with amazing character, environment, sound design, and music that give great personality to this indie title.