

ISSUE 1

Fantendo WEEKLY

IN THIS ISSUE

Exclusive *Streak*
developer interview

Editorial:
Developing ideas

Some of Fantendo's
latest 3D *Marios*



Thanks for reading!

Dear readers,

Your enthusiasm is what keeps *Fantendo Weekly* alive. We'd like to thank you and the rest of the community for your outpouring of support leading up to this pilot issue.

If you'd like to be interviewed by or to submit something to *Fantendo Weekly*, get in touch—we'll work something out!

Contents



page 2
Streak developer Q&A



page 3
Building Up a New Idea



page 5
A selection of *Super Mario* fangames

Customization gone viral

Streak developer Q&A



Streak is a platform fighting game under development by Pyro Enterprises. We got in touch with company founder Pyrostar to learn more about the game.

To start off, what are your main goals in making this project? What do you hope *Streak* brings to the table?

Well, the basis of me attempting a platform fighter originates back to my attempts at dealing with fangames in the *Super Smash Bros.* franchise. A running issue that I came across was trying to develop moveset ideas around characters—it wasn't always fun having to deal with the source material. This lead me to pursue the creation of an original platform fighter.

The project began under the name *Re:Surge*, and while that version of the project has ceased development, many traits of the game—the design of the main character of *Streak*, Strika, taking many cues from Gyne, the former game's main character, for instance—harken back to it. The main concept I want this game to bring to the table comes from the sheer

amount of customization it possesses. Inspired by a cross between *Smash* mods, the popular *Pokémon* online battling site *Pokémon Showdown*, and the Switch platformer known as *Mighty Gunvolt Burst*, which offers similar customization, I decided to offer a title that would become renowned for its versatility and how deep the customization could be.

The customization aspect seems very fun and very applicable to competitive gameplay, but do you worry that the differences between the playable characters themselves will pale in comparison?

I'm not that worried. Much like the original *Smash 64*, I'm aiming for having a smaller roster—I'm thinking about 14 fighters for the time being. This means I have to try my best to make every character unique, and while every move can ultimately be



customized, it's only the editing of a base move unique to the character. Though you can try emulating certain moves built into certain characters on others via the customization process, I do feel as though the abilities of each character make them distinct and stand on their own.

You've cited inspiration for the customization mechanic from several other games, but are there other mechanics you've tried to work in that originate in those titles?

The core gameplay is a mix of *Mega Man* and *Smash Bros.*, so resemblances to those series are all but guaranteed to happen mechanically. In an earlier draft of the game, I attempted to subvert one of these expectations—the use of a health percent over a health bar—though it was ultimately scrapped in favor of a fusion approach between the two.

The core “streak” mechanic the game possesses could be considered a reference to *Mighty Gunvolt Burst*’s titular “Burst” combo system, but in the end, the combo system in and of itself is a gaming trope that I can’t cite a specific game for. The use of a combo meter as mid-fight currency to spend on rewards, however, came across from two sources—*Super Mario World*’s power-up storage system and the *Smash Bros.* “items vs. no items debate”. In the end, I used this method to lock the use of items behind skill in combat, meaning if you wanted an item, you’d need to earn it.

Would you like to share any information on the seven characters that do not currently have descriptions?

Gladly!

Much like the *Mega Man* Robot Masters of old, every character is based around a

central element—however, the general theme, which is usually “fire” or “wind” or something similar to that, then has itself extended across an entire moveset.

An example of this is Thoreau, the first heavyweight character the game possesses. Built around the theme of “wormholes”, Thoreau is a scholar who turns to violence once infected by the virus most of the characters suffer from. As a heavyweight, he is slow and his attacks do massive damage. However, his ability to teleport is built around this; he rushes from point to point via teleportation, setting up portals for quick recall, and baiting opponents with a punch delivered immediately after a teleport.

In contrast, Skerpia relies on being a distraction rather than an actual source of damage. A woman who was formerly a scientist before the virus reprogrammed her into the eerie dancer she now is, her general theme is “scorpions”, more specifically swarms of similar insects. She is inspired by Rosalina and Luma from *Super Smash Bros.* in terms of gameplay, having her stinger tail be a separate entity from her.

Holding down the neutral special button charges the tail and has it float in place while Skerpia herself can freely move about- release the button and the stinger strikes forward for massive damage! Skerpia is all about traps and punishment.

As you can see, the range of characters is vast, and I hope that via customization, the players will be able to make it even vaster!

Thanks for your time! Any final words?

Yes, actually. [clears throat] Napkin, orthodontist, apple-bottom, and cranberry.

Check out the official article for *Streak* at fantendo.wikia.com/Streak.



Building Up a New Idea

by Tigertot

So, *Fantendo Weekly's* here to put the spotlight on some lesser-known articles and pieces of content. But I'm gonna be taking things differently, by helping to encourage the creation of new content. This is the first edition of Building Up a New Idea, a section where we discuss what to do when you've got a new idea, how to develop it, and what to do afterwards.

Brainstorm

This one's arguably the biggest part. You'll need to think about what you'll be working with. Suppose, for example, you've thought of an idea for a character whose soul can enter machinery, and as such, he lacks a physical body. Toy with the idea a bit. Does he have a reason for doing this? How did he get this power? Does he enjoy it? Just think about this whenever you've got time. Whether it be in the shower, on the way to school/work, or even while reading this paragraph. Have fun with it.

Of course, make sure to check if the idea's been done before. A lot of concepts on Fantendo have been done before, but this shouldn't deter you from doing this. For example, a lot of *Smash* games on here use the same pool of newcomers. But it's deciding what else to do that makes those games unique. The trick is to put your own spin on the idea you're working with, and to make it yours. Don't just gather a bunch of ideas across the Internet and call them your own.

Discuss It

Of course, thinking of what to do with a new idea shouldn't be something you do by yourself. It's why you have resources like wiki chat and Discord. We have a great community on here who can provide feedback for ideas, and even make suggestions. I've had great discussions with people about what to do with their ideas, and these things have even led to collaborations.

Of course, there's always the risk of running into toxicity. It happens. There can be those people who say it's a bad idea. Unless they're providing constructive criticism, just ignore them. Any online community is bound to have people like this, and Fantendo is no exception.

Make the Page

This is arguably the most important part. You'll need a good page that catches people's attention and makes them want to provide feedback. Source editing tends to be the best due to it having more flexibility, but I've seen some good stuff people have made with the visual editor. Just make sure to put in every little piece of content you've thought of.

Anyways, that's it for today's panel. Next week, we'll look at deciding on a medium and going forward with the idea in the future.

On the journey to *Odyssey*

A selection of *Super Mario* fangames

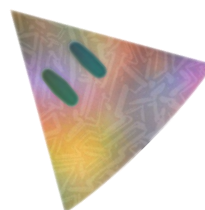
by AgentMuffin



As hype for *Super Mario Odyssey* continues to build, fans are eager to share their own ideas for *Super Mario* games, each with a different focus and theme. Here are a few of the titles that sent us over the moon.

Super Mario Powers 黒

The first entry in the *Super Mario Powers* subseries, being brought into blossom by Pyro Enterprises. Its story sees Mario journeying into the Sakura Kingdom in pursuit of Peach, who has mysteriously vanished of her own accord. He agrees to help shrine maiden Princess Lotus reclaim the Sun Blossoms from Jigea, villainous queen of the spiders, in return for help tracking down the princess of the Mushroom



Kingdom. *Powers* 黒 groups levels of varying inspiration into four quadrants of the Sakura Kingdom. The game is set for release onto the Pyrohedron.

Super Mario Realms

A much-welcomed convergence of the various *Mario* subseries, developed by Lone Planet Productions. Unlike the other mentions in this roundup, *Realms* is a sidescroller, but it incorporates elements from the preexisting 3D games. The story involves Tatanga betraying Wario after they take over Sarasaland for profit. Wario and Waluigi are forced to team up with characters including the Mario Bros. and Donkey Kong to help stop Tatanga's superweapon from fracturing the Mushroom Kingdom. The courses feature a *Wario Land 4*-esque progression system, where it is required to hit a Frog Switch and navigate back through the course under a time limit to complete it. *Realms* is planned for a multi-platform release, and will be available on the Display C, New Nintendo 3DS, Nintendo Switch, Pharo, and V².

Super Mario and the Underworld Trials

Crash Co.'s character-driven entry. After the *Mario* cast falls into the subterranean Underworld, Ruby, ruler of the realm, tells our plumber that the only escape route is through the arcane Underworld Trials. Mario must clear the trials to collect the Mystic Stones, free his friends (unlocking them as playable characters), and return to the surface. The game

reintroduces Mario's punch and kick attacks from *Super Mario 64*, and draws power-ups from previous games and new ideas alike. Like *Odyssey*, *Underworld Trials* is under development for the Nintendo Switch.

Super Mario Urbex

An open-world sandbox game in development by AM Studios, mashing up graffiti and urban exploration with the standard *Super Mario* gameplay. Mario must scour a sprawling city for Paint Chips in a quest to defeat a corrupt force. The game brings together polygonal 3D gameplay and sprite-based 2D gameplay through Mario's Spray Dash ability. Spray Dashing into the façades of vandalized buildings lets him explore the street art as a flat mural. *Urbex* is planned for release on the Display C.

