DEFENDER: THE WALK HOME

Google AI Studio + Gemini Development Prompt Documentation

Lezzon Computers · Lezzon Intelligent Technology Training Center (LITTC)

This document records the major prompts used during the development of Defender: The Walk Home, from the initial concept through gameplay systems, balancing, mobile controls, polish, music, and final production preparation.

Documentation note: The original development conversation is not available as a line-by-line transcript in the current session. Accordingly, the prompts below are a consolidated reconstruction of the prompts used and the requirements established during development, preserving the accepted mechanics and decisions as closely as possible rather than claiming to be byte-for-byte copies.

Project Overview

- Game: Defender: The Walk Home
- Genre: 2D side-scrolling action/combat game
- Core concept: An adult Christian woman walks home from evening church while defending herself against demonic forces.
- Gameplay plane: A single horizontal 2D path; movement is strictly left/right with no up/down movement or depth-based combat.
- Development approach: Google AI Studio with Gemini-assisted development and iterative human playtesting.
- Target platforms: Desktop, tablet, and mobile web browsers.
- Final progression: Title → Opening → 10 encounters with walking/combat sections → final walk home → porch → bedroom → sleep → guardian angel → Safe Home / The End.

Prompt 01 — Initial Game Concept

```
Create a complete playable 2D side-scrolling action game called “Defender: The Walk Home.”

CORE CONCEPT
The player controls an adult Christian woman walking home from an evening church service at night.
Demonic forces appear along the road and attempt to stop her. She must defend herself using prayer
and faith-inspired abilities and ultimately make it safely home.

VISUAL DIRECTION
Use a polished 2D/pixel-art-inspired visual style with cinematic lighting. The protagonist should
wear a modest full-length slate dress and a clean head scarf. She carries a Holy Bible. Keep the
design respectful, family-friendly, and non-revealing.

The environment is a nighttime residential street with:
- glowing streetlights
- gabled houses
- warm amber windows
- fences and trees
- a crescent moon
- atmospheric night lighting

GAMEPLAY
Keep the game simple and readable. The player moves horizontally along one continuous road/path and
```

```
can move only left and right. Do not create an up/down movement plane or traditional beat-’em-up
depth combat.

Core controls:
- A / D or Arrow Keys: move
- J: Prayer Blast
- K: Holy Water
- P: Heavenly Cleansing
- Space: Dodge

Provide touch controls for mobile/tablet.

The game should have a clear beginning, escalating encounters, a final journey home, and a satisfying
ending.
```

Development outcome / accepted decision: Established the game's identity, visual tone, horizontal-only movement constraint, core controls, and complete journey structure.

Prompt 02 — Player Character & Animation Polish

```
Refine the player character for Defender: The Walk Home.

The protagonist must remain:
- an adult Christian woman
- modestly dressed in a full-length slate dress
- wearing a clean head scarf
- carrying a Holy Bible with a gold cross embossed on it

Create readable animations for:
- idle breathing
- walking
- Prayer Blast
- taking damage
- Holy Water throwing
- Dodge
- Game Over / kneeling prayer

Preserve the modest silhouette and make the head scarf readable and natural. Add subtle scarf physics
during movement and Dodge.

Do not introduce revealing clothing or exaggerated character proportions. Keep the presentation
respectful and family-friendly.
```

Development outcome / accepted decision: Player silhouette, scarf design, movement presentation, and core animation direction were established and refined.

Prompt 03 — Prayer Blast

```
Implement the Prayer Blast ability.

Desktop:
- J activates Prayer Blast.

Mobile/tablet:
- Use the existing touch Prayer Blast control.
```

```
When activated:
- the player extends her hand forward
- a radiant golden holy-light projectile/blast travels forward
- demons hit by it receive damage
- use a bright but readable sacred-light impact effect

Keep the attack responsive and readable. Do not make Prayer Blast automatically generate Prayer Meter unless a demon is actually killed.

Preserve the existing horizontal-only combat system.
```

Development outcome / accepted decision: Prayer Blast became the primary ranged faith-inspired attack and its kill-based Prayer behavior was established.

Prompt 04 — Prayer Meter & Heavenly Cleansing

```
Implement a Prayer Meter and a manual ultimate ability called Heavenly Cleansing.

PRAYER RULES
Prayer is earned strictly when a demon dies:
- Walker kill: +5 Prayer
- Rusher kill: +2 Prayer
- Brute kill: +10 Prayer

Prayer must never be awarded for:
- merely damaging a demon
- Holy Water hits unless the hit actually kills the demon
- Dodge
- Perfect Dodge
- Perfect Dodge stun
- other non-kill actions

Cap Prayer at 100%.

HEAVENLY CLEANSING
- P activates it on desktop.
- Mobile/tablet uses the corresponding touch control.
- It can only be activated when Prayer is full.
- It clears all active demons on screen.
- Reset Prayer to 0% after activation.
- Make the effect visually powerful: radiant heavenly light, holy flash, particles, and strong audio impact.

Do not make Heavenly Cleansing automatic. The player must deliberately activate it.
```

Development outcome / accepted decision: Final Prayer values were locked to +5/+2/+10 and Heavenly Cleansing remained a manual 100%-Prayer emergency ability.

Prompt 05 — Enemy Archetypes

```
Create exactly three demon enemy types. Do not add additional enemy classes.

1. WALKER DEMON
- 100 HP
```

```
- speed: 1.44
- standard melee shadow demon
- short claw attack
- approximately 0.30 second / 18-frame attack windup
- briefly pauses forward movement during windup
- upper torso coils, claw pulls back/raises
- eye flare and subtle shadow flicker before attack
- claw swipe followed by brief recovery

2. RUSHER DEMON
- 60 HP
- approximately 1.8× Walker speed
- lean/crouched silhouette
- backward-swept shadow horns
- slitted crimson eyes
- phantom dash trails
- clear crouching/crimson charging telegraph
- horizontal lunge
- vulnerable during telegraph and miss recovery
- Dodge and Perfect Dodge can interrupt/stun it

3. BRUTE DEMON
- 300 HP
- approximately 0.55× Walker speed
- towering, broad-shouldered silhouette
- jagged obsidian horned crown
- carapace-like plates
- heavy overhead attack telegraph
- dark energy crackles before ground slam
- resistant to knockback
- susceptible to Holy Water slow and Perfect Dodge stun

Difficulty should come primarily from enemy composition and pressure, not excessive HP inflation.
```

Development outcome / accepted decision: Walker, Rusher, and Brute became the only enemy types. Their roles and combat telegraphs were retained.

Prompt 06 — Encounter Progression & Enemy Density

```
Set the game's ten encounters to these exact enemy compositions:

Encounter 1: 3 Walkers, 0 Rushers, 0 Brutes = 3
Encounter 2: 3 Walkers, 0 Rushers, 0 Brutes = 3
Encounter 3: 3 Walkers, 1 Rusher, 0 Brutes = 4
Encounter 4: 4 Walkers, 2 Rushers, 0 Brutes = 6
Encounter 5: 3 Walkers, 2 Rushers, 1 Brute = 6
Encounter 6: 3 Walkers, 2 Rushers, 2 Brutes = 7
Encounter 7: 3 Walkers, 3 Rushers, 1 Brute = 7
Encounter 8: 2 Walkers, 3 Rushers, 2 Brutes = 7
Encounter 9: 3 Walkers, 3 Rushers, 3 Brutes = 9
Encounter 10: 3 Walkers, 4 Rushers, 3 Brutes = 10

Rules:
- hard cap of 10 active demons
- Walkers + Rushers must always outnumber Brutes
- demons can spawn from both left and right sides
```

```
- preserve gradual spawning rather than requiring every enemy to appear simultaneously
- do not introduce additional enemy types

Difficulty should rise through composition, positioning, timing, and pressure rather than simply
multiplying enemy HP.
```

Development outcome / accepted decision: Exact ten-wave compositions and a 10-enemy active cap were implemented.

Prompt 07 — Combat Difficulty / Viewport Standardization

```
The game is too easy on desktop and tablet because the wider visible area causes demons to spawn too
far away compared with mobile.

Do not change enemy stats, encounter compositions, controls, or core mechanics.

Instead, standardize the internal gameplay canvas to 640×360 across Desktop, Tablet, and Mobile.

Use a responsive display approach such as object-contain while preserving:
- the same internal gameplay coordinate system
- pixel-art sharpness
- horizontal-only gameplay
- existing enemy behavior

Reduce the effective enemy spawn distance from the previous wide-screen behavior to approximately 360
internal units from the center.

The goal is to make the gameplay challenge consistent across device sizes without making the game
unfair.
```

Development outcome / accepted decision: Internal 640×360 gameplay framing was adopted. The user playtested it and confirmed that difficulty became challenging without feeling punishing.

Prompt 08 — Holy Water

```
Implement Holy Water as a tactical secondary ability.

Control:
- K on desktop
- corresponding touch button on mobile/tablet

Behavior:
- player throws a luminous glass vial in the direction she is facing
- vial contains glowing holy water and has a small golden cross
- it breaks when it hits a demon or the ground
- create a splash area-of-effect
- damage every demon within the splash radius
- splash radius should be approximately 90 internal units
- cooldown approximately 1.5 seconds
- enemies hit are slowed by 50% for approximately 1.25 seconds
- re-hitting an enemy refreshes the slow duration rather than stacking multiple slow effects
- add cyan moisture mist and water droplets

Holy Water must not directly grant Prayer merely for hitting an enemy. If the damage kills a demon,
the normal kill-based Prayer reward for that demon applies once.
```

```
Keep the Brute susceptible to the slow effect.
```

Development outcome / accepted decision: User playtested the enlarged ~90-unit splash and described the mechanic as working very well.

Prompt 09 — Dodge & Perfect Dodge

```
Implement and polish the Dodge system.

DODGE
- Space on desktop
- touch DODGE control on mobile/tablet
- move in the current movement direction
- if stationary, dodge backward/away from the immediate threat
- velocity approximately 10.5
- approximately 0.83-second cooldown
- brief invulnerability
- motion-blur/afterimage silhouette
- preserve scarf physics
- add appropriate sound feedback
- Dodge does not damage enemies and does not grant Prayer

PERFECT DODGE
Synchronize enemy attack windups with the player's dodge timing.

If the player dodges approximately 150–200 ms before the demon's strike:
- trigger Perfect Dodge
- player takes no damage
- attacking demon becomes stunned for approximately 1 second
- show a dazed state with dimmed eyes
- add orbiting golden stars/crosses
- add brief hitstop
- add particles, feedback text, and audio

Perfect Dodge must not grant Prayer.

Do not make Perfect Dodge required for normal completion; it should reward skilled timing.
```

Development outcome / accepted decision: Perfect Dodge was implemented and accepted. The earlier erroneous idea of giving Prayer for Perfect Dodge was explicitly superseded by the no-Prayer rule.

Prompt 10 — Cross Health Pickup

```
Add Cross health pickups to walking segments.

Rules:
- never spawn before Encounter/Wave 4
- never spawn when the player's health is already 100
- maximum one Cross per walking segment
- spawn chance based on current health:
  - 75–99 HP: approximately 25%
  - 50–74 HP: approximately 50%
  - 25–49 HP: approximately 75%
  - 1–24 HP: approximately 90%
```

```
- auto-collect when the player reaches it
- restore +25 HP
- cap health at 100

Visual:
- glowing golden cross
- soft halo
- gentle bobbing motion
- sparkles
- brief “+25 HEALTH” feedback

Do not allow the pickup to trivialize combat. It should provide recovery opportunities during the
walking sections.
```

Development outcome / accepted decision: Cross pickups were implemented with the health-scaled spawn system and auto-collection.

Prompt 11 — Holy Bible Pickup

```
Add a rare Holy Bible environmental pickup to eligible walking segments beginning around Encounter 4.

Visual:
- deep burgundy leather cover
- golden embossed cross
- gilded pages
- red satin ribbon
- radiant halo
- gentle bobbing motion
- 3D/isometric-inspired pixel-art presentation

Rules:
- only spawn when Prayer is below 100%
- maximum one Bible per walking segment
- normal chance approximately 10–15% on eligible segments
- auto-collect

Collection event:
1. briefly pause/slow gameplay
2. Bible opens
3. display a Scripture verse
4. Prayer immediately fills to 100%
5. show a peaceful spiritual moment and “PRAYER FULL” feedback
6. resume gameplay automatically

Possible verses:
- Psalm 23:1
- Philippians 4:13
- Isaiah 40:31
- Psalm 27:1

The Bible must not automatically activate Heavenly Cleansing.
```

Development outcome / accepted decision: Bible pickups became rare but powerful Prayer refills, with the collection event and Scripture presentation preserved.

Prompt 12 — Guaranteed Wave 8 Bible

```
The Bible pickup is so rare that players may finish the game without experiencing it.

Keep the normal rare Bible probability from Wave 9 onward, but guarantee exactly one Bible pickup
during the peaceful walking segment immediately after completing Wave 8 and before Wave 9.

Implement a dedicated function such as:
spawnGuaranteedBiblePickup(260, 340)

Requirements:
- trigger immediately after Wave 8 completion
- spawn during the peaceful walking segment between Waves 8 and 9
- suppress duplicate random Bible rolls during that segment
- ensure exactly one Bible appears
- preserve the normal Bible collection animation/event
- set/reset a wave8BibleGranted flag appropriately on game start, replay, and restart
- from Wave 9 onward, return to the normal rare random Bible probability

Do not alter the Prayer Meter rules or make the Bible trigger Heavenly Cleansing automatically.
```

Development outcome / accepted decision: Wave 8 now guarantees the player experiences the Bible mechanic once, while normal rarity returns afterward.

Prompt 13 — Responsive Desktop / Mobile / Tablet Controls

```
Implement responsive input handling without changing the game's horizontal-only design.

Desktop keyboard:
- A / Arrow Left: move left
- D / Arrow Right: move right
- J: Prayer Blast
- K: Holy Water
- P: Heavenly Cleansing
- Space: Dodge

Mobile/tablet:
- provide touch controls for all gameplay actions
- controls must be usable without a physical keyboard

Use a ControlMode state with:
- TOUCH
- KEYBOARD

Detection should support:
- touch/pointer interaction
- coarse-pointer detection
- tablet/iPadOS indicators
- capture-phase listeners where appropriate

Do not replace the architecture if it already works.

The game must never accidentally interpret touch controls as keyboard controls or vice versa.
```

Development outcome / accepted decision: Responsive ControlMode architecture was implemented and later confirmed working on mobile and tablet.

Prompt 14 — Game Over Presentation

```
Create a cinematic Game Over sequence that feels like a moment of perseverance rather than a
conventional arcade defeat screen.

When the player dies:
- show the woman kneeling in earnest prayer on the road
- she continues holding the Bible
- a heavenly beam shines down
- use a golden ground halo and subtle sacred particles
- show the message: “She refuses to give up.”
- then show GAME OVER
- include journey statistics
- provide TRY AGAIN / PRESS ENTER

The kneeling pose must be a clear side or 3/4-side profile facing toward the heavenly beam:
- readable face/profile
- readable head scarf
- readable torso and dress
- kneeling legs
- Bible visible
- clasped praying hands
- golden rim lighting

Prevent enemy particles/effects from obscuring the pose.

Do not let the player immediately restart before the presentation has been seen.
```

Development outcome / accepted decision: Game Over was refined into a clear prayer silhouette with a cinematic heavenly presentation.

Prompt 15 — Game Over Input Lock

```
Add a strict input lock to the Game Over sequence.

For approximately 1.83 seconds / 110 frames at 60 FPS:
- lock all gameplay controls
- ignore keyboard and touch gameplay inputs
- quarantine/clear held keys
- clear movement velocities
- prevent buffered actions from executing
- guarantee the kneeling pose, Bible, heavenly beam, halo, subtitle, and statistics remain visible

During the lock:
- TRY AGAIN must be reserved/disabled
- Enter must not restart the game
- held keys must not cause an accidental restart

After the lock:
- make TRY AGAIN vibrant and interactive
- require a fresh post-lock Enter press if using keyboard restart
- allow a fresh TRY AGAIN interaction

Preserve the existing Game Over visuals and timing.
```

Development outcome / accepted decision: Game Over input locking was implemented and confirmed successful.

Prompt 16 — Complete Ending / Homecoming

```
Build the final homecoming sequence after the final encounter.

The game should transition through:

1. FRONT PORCH
- warm lantern
- glowing windows
- welcome mat
- peaceful contrast with the night battle

2. BEDROOM
- warm interior
- hardwood floor
- moon/stars visible outside
- nightstand
- candle
- Bible

3. SLEEP
- woman resting peacefully under a quilt

4. GUARDIAN ANGEL
- guardian angel standing beside the bed
- golden wings
- soft halo
- protective, reassuring atmosphere
- Scripture caption: Psalm 91:4

5. SAFE HOME / THE END
- clear completion message
- Scripture: Psalm 121:8
- journey statistics
- PLAY AGAIN

Make the ending feel like a complete journey with a clear goal and satisfying resolution.
```

Development outcome / accepted decision: The complete beginning-to-end story arc and homecoming sequence became the final game structure.

Prompt 17 — Bible Event Input Lock

```
Lock all gameplay input during the Bible collection event.

When the Bible event begins:
- ignore A/D and Arrow movement
- ignore J Prayer Blast
- ignore K Holy Water
- ignore P Heavenly Cleansing
- ignore Space Dodge
- ignore all equivalent touch gameplay controls
- clear held keys
- clear movement velocities
- prevent buffered actions
```

```
Allow the full Bible event to play:
- gameplay pauses/slows
- Bible opening animation
- Scripture verse display
- Prayer reaches 100%
- Prayer Full feedback
- peaceful presentation

When the event completes:
- automatically restore gameplay
- do not require an extra button press
- ensure no held key from before/during the event triggers an unintended action immediately after resuming

Preserve the existing Bible visuals and collection rules.
```

Development outcome / accepted decision: Bible-event input locking was implemented successfully without changing the collection flow.

Prompt 18 — Dynamic Sacred Music System

```
Implement a Dynamic Sacred Cinematic Music System for Defender: The Walk Home.

MUSIC STATES
- MUSIC_WALKING
- MUSIC_COMBAT
- MUSIC_FINAL_COMBAT
- MUSIC_BIBLE
- MUSIC_HOME
- MUSIC_GAME_OVER

WALKING
Create a solemn, gentle sacred atmosphere:
- distant choir/hymn character
- slow tempo
- spacious cathedral/chapel reverberation
- subtle bell tones
- peaceful but slightly mysterious

COMBAT
Develop the walking theme into a more urgent form:
- increased tempo
- rhythmic choral ostinatos
- stronger harmonic tension
- low sacred heartbeat pulses
- intensity should increase through Waves 1–9

Suggested progression:
- Waves 1–2: low/moderate
- Waves 3–4: moderate
- Waves 5–6: stronger
- Waves 7–8: high
- Wave 9: very high
- Wave 10: maximum

WAVE 10
```

```
Add a dedicated Gregorian-chant-inspired vocal layer:
- solemn
- reverent
- ancient
- powerful
- integrated with the combat theme
- should not parody sacred music
- use original or appropriately licensed material rather than copying a modern recording

BIBLE
Duck the music into an intimate celestial atmosphere while Scripture is displayed, then crossfade
back to walking music.

HEAVENLY CLEANSING
Duck combat music so the sacred explosion and chime dominate, then restore music smoothly.

HOME
Transition into warm, comforting D Major harmony and progressively calmer music through porch,
bedroom, sleep, angel, and Safe Home.

GAME OVER
Begin a distinct solemn chorus immediately upon defeat. It should convey sadness, perseverance, and
hope rather than horror.

TECHNICAL
- use 0.5–1.0 second musical crossfades
- preserve gameplay SFX
- priority: important gameplay SFX > effects > player/enemy action > music > ambience
- preserve mobile/tablet AudioContext handling
- centralize configurable slots:
  walkingTheme
  combatTheme
  finaleTheme
  homeTheme
  gameOverTheme
  bibleTheme
- missing external music files must not break the game
- use procedural Web Audio fallback where appropriate
- do not expose private API keys
- keep music performance-friendly and loopable

Do not change gameplay mechanics.
```

Development outcome / accepted decision: Dynamic music states, transitions, audio priority, and procedural fallback were implemented. The user decided the current synthesized/procedural music was sufficient for this game and that more ambitious music generation should be reserved for a future project.

Prompt 19 — Final Production Build & Release Preparation

```
We are now preparing Defender: The Walk Home for publication.

This is a RELEASE PREPARATION task, not a feature-development task.

Do NOT add new gameplay mechanics.
Do NOT redesign the game.
Do NOT rebalance enemies.
```

```
Do NOT change encounter compositions.
Do NOT change player controls.
Do NOT change the gameplay viewport.
Do NOT change Prayer Meter rules.
Do NOT change Holy Water, Dodge, Perfect Dodge, Bible, Cross, Heavenly Cleansing, Game Over, or
ending behavior.
Do NOT replace the current music system.

Inspect the project for:
- build errors
- TypeScript/JavaScript errors
- missing imports
- missing assets
- broken references
- incorrect production paths
- incorrect audio/image/font paths
- environment-variable dependencies
- development-only code that could break production
- console errors

Verify Vite/package configuration and make sure the project can be built for static web hosting.

The game will be hosted in a subdirectory such as:
 /dev/defender/

Ensure production asset paths are safe for subdirectory hosting and avoid hard-coded root-relative
paths that would break deployment.

Verify the existing responsive ControlMode system and Bible/Game Over input locks.

Verify the complete lifecycle:
TITLE → OPENING → WALKING → ENCOUNTERS 1–10 → FINAL WALK HOME → PORCH → BEDROOM → SLEEP → GUARDIAN
ANGEL → SAFE HOME / THE END

Verify:
GAME OVER → PRESENTATION LOCK → TRY AGAIN → NEW GAME

Run the production build command.

If the build fails, fix only genuine build/production issues and rebuild.

Confirm:
- production build succeeds
- output directory (normally dist/)
- static-hosting compatibility
- subdirectory-hosting compatibility
- whether any API key is genuinely required
- that no private API key is exposed to the client

Final report sections:
BUILD STATUS
BUILD COMMAND
OUTPUT FOLDER
HOSTING STATUS
API / SECRET STATUS
REMAINING ISSUES
PUBLISHING NEXT STEP
```

```
Do not add features. This is the final production preparation pass.
```

Development outcome / accepted decision: Google AI Studio confirmed the project was ready for static deployment and instructed that the contents of dist/ should be uploaded to the web server.

Final Accepted Game Systems

Movement: Strictly horizontal left/right movement; no up/down combat plane.

Prayer Meter: Walker +5, Rusher +2, Brute +10 only when a demon dies; capped at 100%.

Heavenly Cleansing: Manual P ability at 100%; clears active demons and resets Prayer.

Holy Water: K/touch; ~90 splash radius; 50% slow for ~1.25s; ~1.5s cooldown.

Dodge: Space/touch; ~10.5 velocity; ~0.83s cooldown; brief invulnerability.

Perfect Dodge: 150–200ms timing window; ~1s stun; no Prayer reward.

Cross: Walking segments from Wave 4; health-scaled spawn chance; +25 HP.

Bible: Rare from Wave 4; guaranteed once after Wave 8; fills Prayer to 100%; no auto-cleansing.

Enemies: Walker, Rusher, Brute only.

Enemy cap: Maximum 10 active demons.

Gameplay viewport: Standardized internal 640×360 across devices.

Controls: Desktop keyboard plus responsive mobile/tablet touch controls.

Input locks: Bible event and Game Over presentation are protected from buffered/held inputs.

Ending: Porch → bedroom → sleep → guardian angel → Safe Home / The End.

Music: Dynamic walking/combat/finale/Bible/home/Game Over states with procedural fallback.

Publishing Notes

The GitHub repository may not contain a dist/ directory. That is expected. The production build generates dist/ locally.

1. Open the extracted project folder in PowerShell.
2. Install dependencies with npm.cmd ci when package-lock.json exists, otherwise npm.cmd install.
3. Build with npm.cmd run build.
4. The generated dist/ folder contains index.html and assets/.
5. Upload the contents of dist/ — not the dist folder itself — into the website's target directory.
6. For Lezzon subdirectory hosting, the intended target is public_html/dev/defender/.
7. The resulting live path is intended to be https://lezzoncomputers.littc.org/dev/defender/.

Project Philosophy

Defender: The Walk Home was created as an educational and experimental demonstration of AI-assisted development. The project illustrates how a developer can combine their own concept, design decisions, testing, and judgment with generative AI to produce a complete interactive web experience.

Generative AI should always be used to improve your skillsets and not replace them.

End of Documentation

Defender: The Walk Home is considered feature-complete at the end of this development sequence. Future ambitious music-generation and simulation work is intentionally reserved for a new game/project.