

Learn You A Game Jam 2024

<https://itch.io/jam/learn-you-a-game-jam-2024>



Due July 3rd

The theme is **ONLY 1 INVENTORY SLOT**

New things we want to learn

Jacob: Godot Engine

Alicia: Pixel art, drawing scary, drawing animals, animation

Wrigley: Foley sfx

Story

You are a mother bear-type monster with some youngins to feed/protect from the elements. You have to go into treacherous areas (town) and gather resources. Your species has no arms, only legs, and as a result you can only carry things with your mouth (**1 inventory slot**).

Intro scene (you're a scary monster and hunting some helpless humanoids)

- Start in the dark woods

Twist! (you're providing for your family of cute baby fuzzy monsters)

Gameplay loop (you have to go into a town to collect more food for your babies)

Ending? (different endings based on how many babies you kept alive?)

Endings could have these still frame NES era cutscenes

📺 NES Intro Collection - NintendoComplete

Characters

MC: Little Mama Monster (scary) (design TBD)

Babies

Townfolk

- Child (cries are visible projectiles)
- Woman (Alerter)
- Lumberjack/generic guy
- Knight/soldier
- Archer
- Mayor?

Gameplay

2D Platformer side scroller with leaping/jumping around, you move very fast and stop kind of slowly; easy to control. Simple attack mechanics, but relatively easy to die. Have to be close to enemies to do damage.

Hunt humans at night and carry their bodies back into the woods to feed your babies.

Babies have a hunger bar that decreases more and more with each day. Humans of different sizes provide different food values.

-1, -6, -15, -30, -50, -80

Children = 5 point, women = 10 point, Lumberjack = 25 point, knights/soldiers= 50 point, mayor=60 point

something like this

You can only bring back one person per day, more valuable bodies are more dangerous to get.

Primary loop: Travel into the town, pick off humans and bring a single body back

While you're carrying something (*maybe* carry things other than bodies/food? Tools, rocks etc.? somehow these might help you) it is harder to fight (can't do damage only push people around? Or something?). You can move extremely quickly by leaping and running (so it doesn't take too long to get back and doesn't get boring going back and forth)

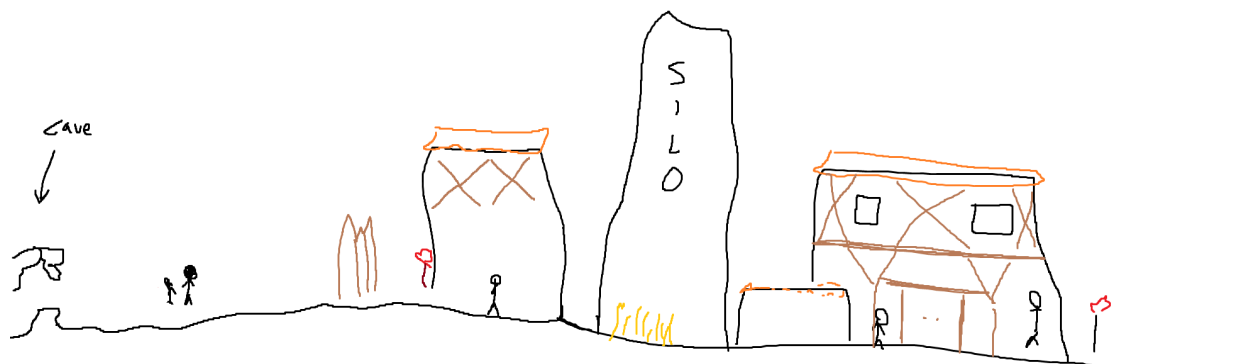
Each time you bring back a body a day passes, and the town is more fortified/angry

Environmental hazards? (Collapsing platforms, fires)

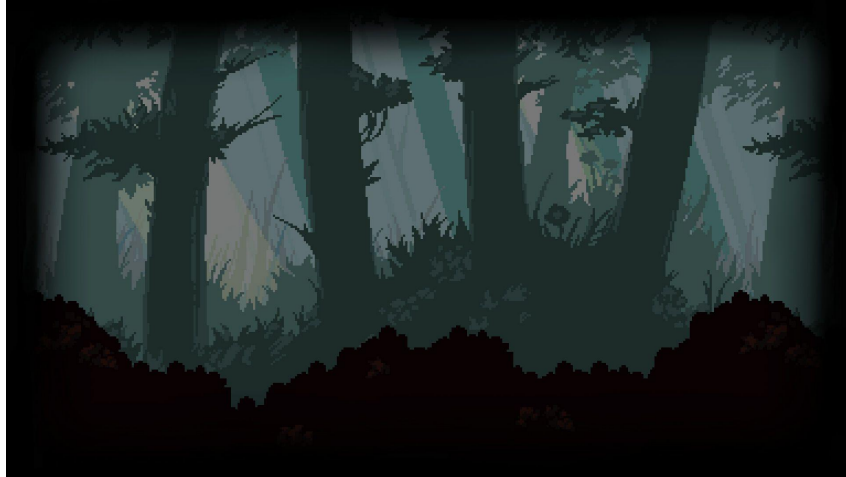
Sunrise/sunset moment at end of each night. Flavor text describes conditions of the next day (children are playing, settlement is getting more fortified, farmers are revolting, fires etc.)

Health is baby number, strength is inverse of baby number

Level/environment design



Dark with forest background, trees in foreground?



Art

Dark, moody, grayscale with red and orange highlights

Sound and Music

kind of creepy with vintage synth vibes or something maybe??

Definitely want loud deep sounds for the running and jumping (monster is big and heavy)

Sounds that we need

- Chomping
- Stomping through dirt/grass
- Meat/bones crunching
- Jumping

Sounds that would be nice

- Skidding through dirt (for when you're turning around) kinda like the last half of this
[▶ Baseball Player Running to Base and Sliding](#)

User Interface

Very minimal.

Need to design:

Health indicator of some kind (bar, red vignette or something)

End of night screen with status of babies

Game Controls

Keyboard

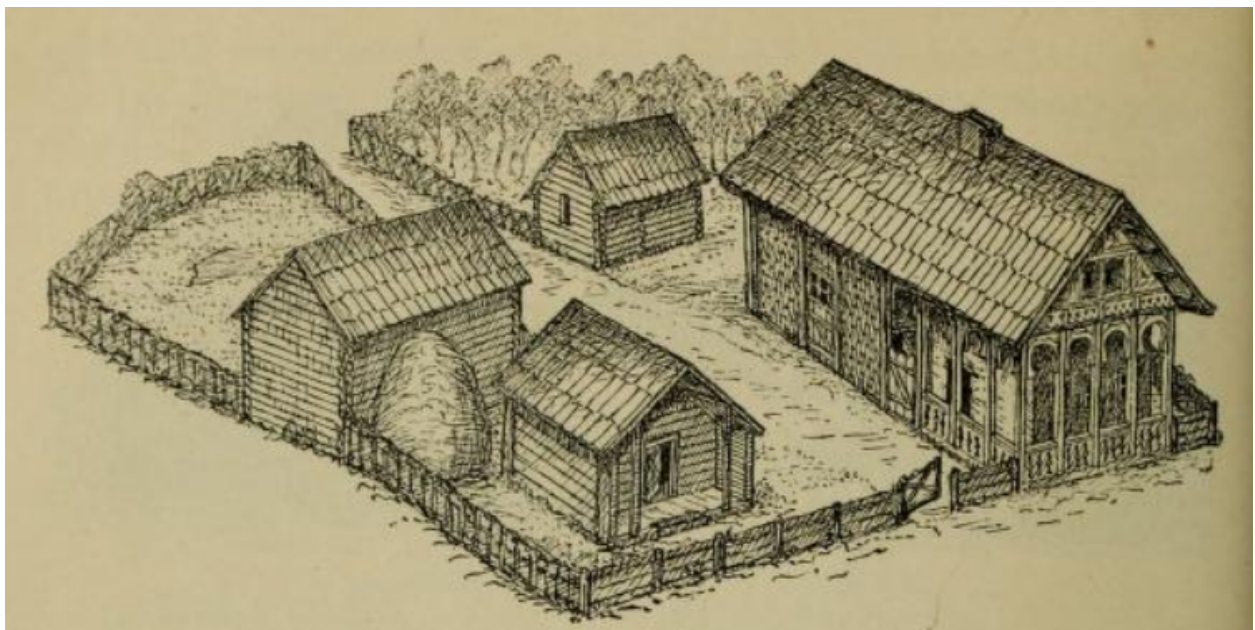
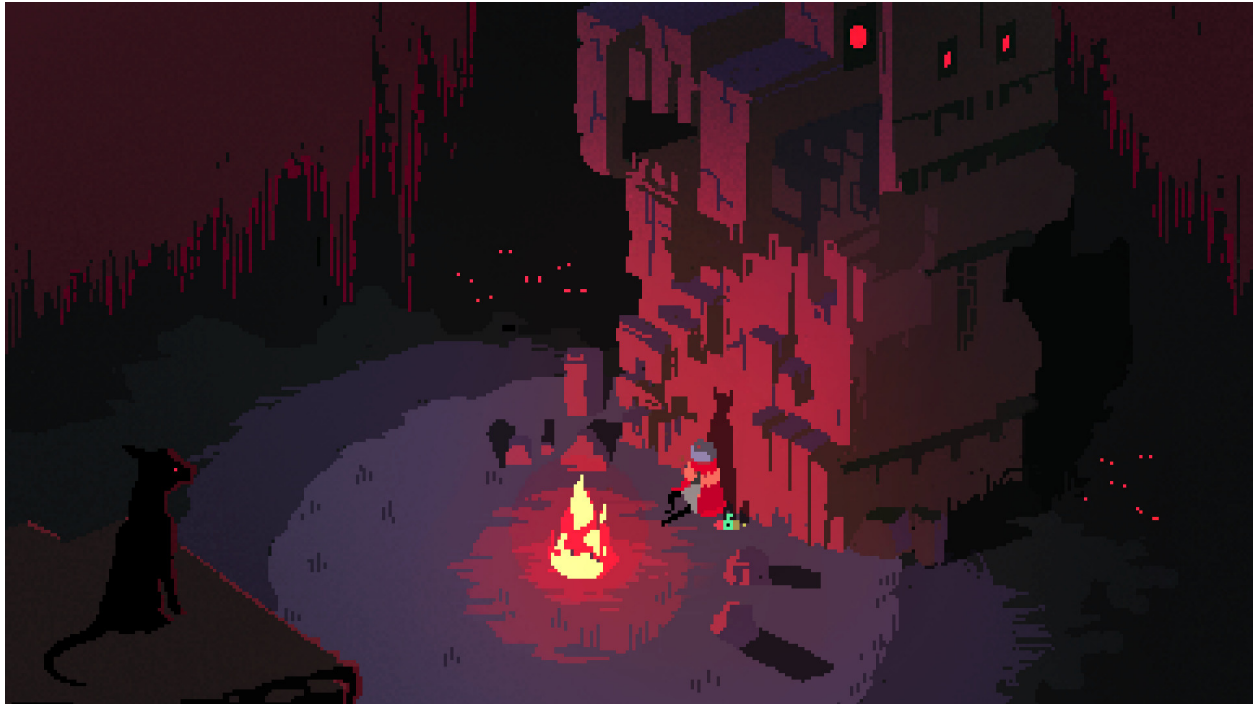
Wasd movement

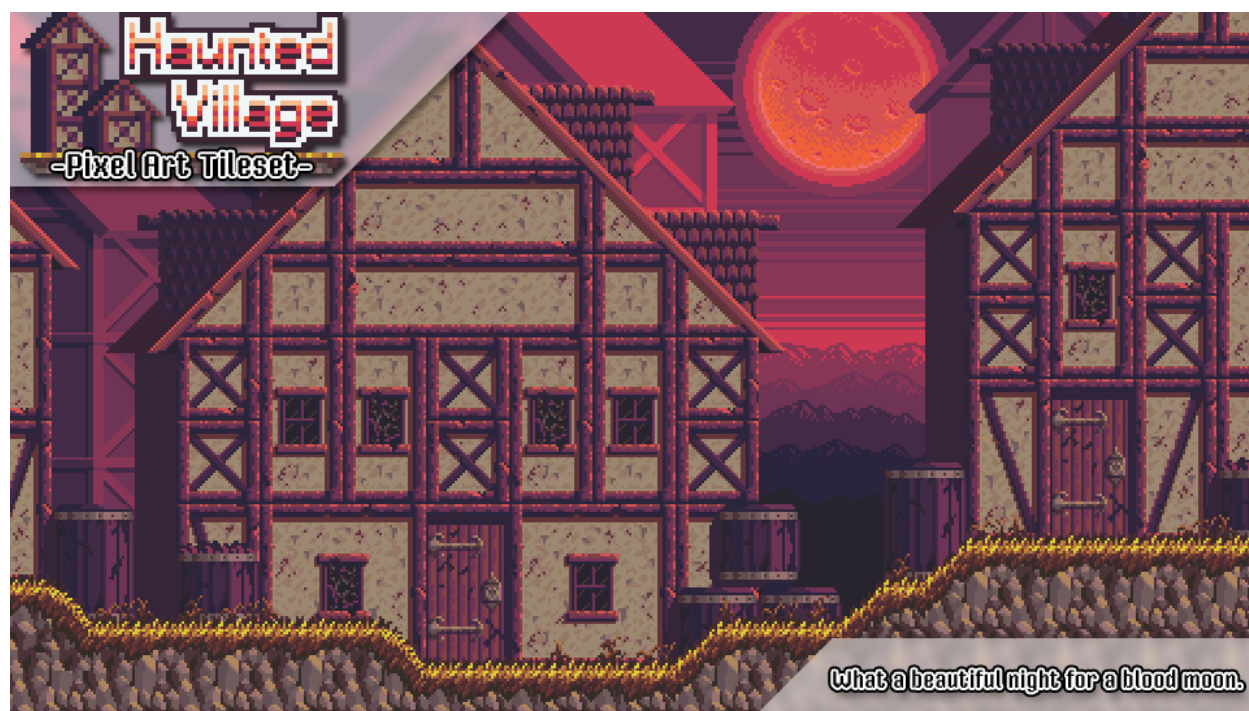
W charges a jump/leap

Leaps move very far horizontally, charging for longer lets you go farther (jump king)

Momentum is preserved while charging

Moodboard:







📺 Dawn of the first day -72 hours remain-





Tutorials/guides

- ▶ [Pixel Art Class - Lighting & Shading Basics](#)
- ▶ [Pixel Art 101: Shading Tutorial](#)