

Ninja Academy - Potions Class

DESIGN DOCUMENT

By BMMTGames for the 2024 Pirate Software Game Jam

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Introduction

Game Summary Pitch

Training to become a shadow ninja, you have to learn how to fight back and hide among the crowds....of animals? You have to fight back by mixing and combining potions to blend into the area! Perhaps they will turn you into an animal, or perhaps a rock, or even a llama! Then you can sneak through the enemy, use your creative mind to fight them off and hide in the shadows to get pass them and collect new recipes! Succeed in becoming an alchemy ninja master and pass!!

Inspiration

- Theme of Shadows and Alchemy
- Emperor's new groove

<https://www.imdb.com/title/tt0120917/>



Player Experience

Player will try to collect potions to fight other ninjas and pass through the training grounds. You perhaps can turn into animals to blend in and hide into the shadows or hide into the shadows to sneak by them. You can throw your potions collected at other ninjas to try and capture them, thus making it easier to collect the recipes around the map and go to the next level. You can only be caught so many times!!

Platform

WebGL

Development Software

Unity 2D webgl game

Genre

2D puzzle / rpg / Top-down game

Target Audience

All ages! Just looking to sneak through a training ground and turn into cute fun little animals!!

Concept

Gameplay overview

The player controls one character whose main goal is to sneak through a training ground to become a ninja. Have to be careful not to be caught along the way, transform into animals based on the potions found and dropped, but there are downsides into which kind you transform into. Hide in the shadows while you gather the potions and sneak through after turning into a llama? Just be careful, the potions are random, the speed varies, and you can only stay transformed for so long.

Theme Interpretation (Shadows and Alchemy)

Shadows are just dark places, devoid of light to hide. You use them to hide and travel between places. Your character has already mastered the use of the shadows, thus allowing him these abilities.

Alchemy is combining and transforming matter, for instance we use potions to transform your body into animals! It is changing matter itself!

Primary Mechanics

Touch the recipes to collect and bring to certain statues to finish the level, one at a time.

Secondary Mechanics

Using shadows to hide and travel to different areas of the map. Use potions to turn into animals and hide within their respective herds, or toss at enemies to capture them. This will make it easier to collect the recipes.

Art

Theme Interpretation

Very simple 2D with low colors and nothing too bright, very calm colors and shades of black in areas!

Design

Simple 2D Top-down design with specific areas to go and collect items and a final area to escape the level.

Audio

Music

Simple music that is playing in the background as ambiance, nothing fancy.

Sound Effects

Pot smashing and liquidy bubbling, maybe some animal sounds when you run into them or as you move on command to convince the other animals that you are real (in future updates possibly, with more time). Make you feel like you are the animal itself when transforming! Transforming sounds, and hitting sounds.

Game Experience

UI

Small menu to show you what you collected, a timer, abilities, and lives.
Menu for game over, pause, and for winning.

Controls

Keyboard

Arrow keys / WASD
Throw / Left mouse click
Dash / shift
Pause / pause/escape/tab
Interact / E

Gamepad

Not implemented yet

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Multiple scenes	Design	Finished	July 17, 2024	Main menu, loading, level 1
2	Find assets for map and characters	Art	Finished	July 18, 2024	Tilesets, ninjas, animals, potions
3	Find sound effects	Audio	Finished	July 18, 2024	Potions break, teleport,
4	Make scripts for	Coding	Finished	July 18,	

#	Assignment	Type	Status	Finish By	Notes
	movement, loading, and ui management			2024	
5	Create the map, and add the recipe scrolls	Design	Finished	July 19, 2024	
6	Allow player to collect the recipes	Coding	Finished	July 20, 2024	
7	Add enemies that can capture player	Design Coding	Finished	July 20, 2024	
8	Add animal transformations	Coding	Finished	July 21, 2024	Random animal transformation
9	Add potion throwing and interacting	Coding	Finished	July 21, 2024	
10	Add barriers to surrounding areas	Design	Finished	July 22, 2024	
11	Add ui gameover, winner, and settings	Coding	Finished	July 22, 2024	
12	Add final area to go to and beat the level	Design	Finished	July 23, 2024	
13	Add ability to capture enemies and transform them	Coding	Finished	July 24, 2024	
14	Fix bugs in interactions with input manager	Coding	Finished	July 25, 2024	Using different keyboard buttons to do everything
15	Add credits to game and story details in loader	Design	Finished	July 26, 2024	
16	Add random things	Other	Finished	July 30,	

#	Assignment	Type	Status	Finish By	Notes
				2024	
17	Test for Bugs	Other	Finished	July 30, 2024	
18	Set up Itch.IO and turn in	Other	Finished	July 30, 2024	

BEYOND (if ahead of schedule / extra time)

Mix potions knowingly to change to animal you want	Other	Not started	For next/higher difficulty levels
Add a few levels with more interactions	Other	Not started	Put in more difficult areas and harder to reach recipes
Make more interactions for each object and animals	Other	Not started	Such as eating and better blending in from enemies

Credits

"2D Potions Pixel Art"

by Pixel Life

Unity Asset Store

Standard Unity Asset Store EULA

Extension Asset

"Banana"

by cdgramos

OpenGameArt

licensed CC0

"2D Forest Tileset Pack Toon Style"

by DinV Studio

Unity Asset Store

Standard Unity Asset Store EULA

Extension Asset

"Crowns"

by Kutejnikov

OpenGameArt

Licensed CC0

"Ninja Sprite Sheet (Free)"

by KN Kin Ng

Unity Asset Store

Standard Unity Asset Store EULA

Extension Asset

"Free 2D Mega pack"

by Brackeys

Unity Asset Store

Standard Unity Asset Store EULA

Extension Asset

"Mighty Heroes (Rogue) 2D Fantasy Characters Pack"

by Leaidan

Unity Asset Store

Standard Unity Asset Store EULA

Extension Asset

"Pixel Adventure 1"

by Pixel Frog

Unity Asset Store

Standard Unity Asset Store EULA
Extension Asset

"101 Song Hyper Casual Music Mega Pack"
By PopRockLex
Unity Asset Store
Standard Unity Asset Store EULA
Extension Asset

"2D Potions Pixel Art"
by Pixel Life
Unity Asset Store
Standard Unity Asset Store EULA
Extension Asset

"2D Goblin Chibi"
by Segel
OpenGameArt
Licensed CC-BY3.0/OGA-By3.0
"<https://opengameart.org/content/2d-goblin-chibi>"

"LPC STYLE FARM ANIMALS"
by daneeklu
OpenGameArt
Licensed CC-BY3.0/GPL2.0
"<https://opengameart.org/content/lpc-style-farm-animals>"