Void Crawler

DESIGN DOCUMENT

By TitanRoboDuck for the 2024 Pirate Software Game Jam

Introduction

Game Summary Pitch

Void Crawler is a tile based, Crafting, puzzle game about escaping the void. Navigating Dark Corridors Only lit by Your Alchemy creations.

Inspiration

MineCraft mod Thaumcraft

The Thaumcraft Mod has you Create works of alchemy. These can be Tools for you Harvest Faster, Fly, Detects The Flux(Chaos) in the World and more. This is accomplished through Mixing of Elements to Create the items

Don't starve

Don't starve is a Resource/crafting and Base building Game where you have to Gather resources to as the Name Suggest Not starve you also have to Find and Keep Sources of light lit. As the Dark will Kill you. The Resource can also be used to Build a base that will help you fend off Dangerous Animals and Enemies.

Player Experience

The player must Mine then Craft Items to Navigate the Dark corridors where more resources can be found. Then through Exploration of Alchemy. They Will find new Recipes That will then help them With Further exploration and staying alive. Until they find a way to escape the Void and return Home.

Platform

The game is developed to be released on windows PC

Development Software

- Godot 3.5.2 for programing
- Aseprite for graphics and UI
- Audacity for SFX and will be Using Music from Ansimuz as they have published their music for personal or Commercial projects.

Genre

Singleplayer, puzzle, Crafting

Target Audience

People with Who enjoy exploration and learning new systems. People that like working towards getting new and interesting items as well as a little bit of horror.

Concept

Gameplay overview

Player Mines Resources That they then use to create the tools to progress to the next Resource. Breaking obstacles or Creating a path past them. Mixing Elements together to try to create new Tools for later use such as defence.

Theme Interpretation (Alchemy and shadow)

‘Alchemy and Shadows’ interpretation - Alchemy for me is the act of Mixing things together to get Crazy Results not Always knowing what you’ll get. Shadow to me can mean not knowing something as well as The lack of light Which can be dangerous as well as what could be lurking in it.

Primary Mechanics

Mechanic
<u>**Walls**</u>
That stops Light creating darkness. That stops the Player and Items from just going through it.
<u>**Bush and Holes**</u>
The player Can find Holes and void bushes. Thies needs to be removed or Overcome in some way to progress.
<u>**The Pot**</u>
AN essential tool for any alchemist. This is where the Player Will create the tools To Progress and eventually escape the void.
<u>**Light**</u>
To not succumb to the voids darkness you need a Way to Stay in the light. Nitor is an element that gives off light and is essential in the survival of the player.

Art

Theme Interpretation

As one of the Themes is Shadow I did not want to go to Crazy with the color choices that is why most of the Colors used for the art is a little subdued in nature. To give a feeling that this is a dark and damp place devoid of most life, a place that I do not want to be.

Design

I chose to go with Pixel art mostly as a time saving measure. So that as a solo Dev I Have the time to make all the Art and programming myself. beyond that Going for a Dark Atmosfer, not knowing what lies beyond the corner.

Audio

Music

For the music aspect I wanted to go with Slow BPM. Where the music almost sounds like it is echoing off the walls giving the player a Cramp feeling. Also a Rising Score For when the Player ventures into the darkness and to Darkness almost becomes Suffocating.

Sound Effects

To add more atmosphere I want to add whispers of the dark, Recordings of me, maybe some friends whispering Creepy phrases to lure the player into the darkness. As well as some foliage sound effects so that there is feedback to things the player does.

Game Experience

UI

UI is a Big aspect of this game. In the Main world it helps you keep track of what you have in terms of Items at your disposal (as soon as you have unlocked them of course). As well as a Bar that tells you When you have been too long in the dark. When in your Crafting menu, The player should have an idea of what is available to them to craft with as well as what they have created and in what quantity. The pot will show what Has already been put in the pot so the user can try to find recipes through trial and error. Lastly the book that Will show when you have uncovered an item you can craft.

Controls

Keyboard

WASD 1 2 3 4 F E Esc

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jul 20,…	
2	Create player and wall assets	Art ▾	Finished ▾	Jul 23,…	Prototype for GDD is done
3	Crafting	Coding ▾	Finished ▾	Jul 23,…	This is mostly setting up the different recipes and such.
4	UI / Main menu	Coding ▾	Finished ▾	Jul 30,…	Button UI, screen transition, title screen
5	Simple player movement	Coding ▾	Finished ▾	Jul 24,…	Player movement as well as shooting the Items.
6	Enemy Movement	Coding ▾	Finished ▾	Jul 30,…	Scare the player by hiding the enemy in plain sight.
7	Player animation	Art ▾	Finished ▾	Jul 25,…	Quick and dirty as I want to focus on the other stuff more.
8	Sound effects	Audio ▾	Finished ▾	Jul 30,…	This will add more life to the game.
9	Sound menu	Coding ▾	Finished ▾	Jul 30,…	Enable the User to change the Volume.
10	Any extra polish	Other ▾	Finished ▾	Jul 31,…	
11	SUBMIT	Other ▾	Finished ▾	Jul 31,…	Create Itch Page and upload