

World's Worst Alchemist

DESIGN DOCUMENT

By Izokia + Thebigfriendlywizard for the 2024 Pirate Software Game Jam

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World's Worst Wizard

Introduction

Game Summary Pitch

Run, jump, and... cast? In *World's Worst Wizard* play as a wizard who is thrown into a perilous journey tasked to traverse through a warped world with nothing but his handy potions and his shadow!

Inspiration

Mosa Lina

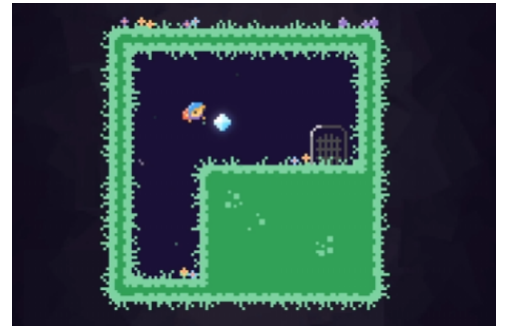
Mosa Lina is a fun and creative project that involves working with what you have. At every level you encounter (and on retry), you are given a new set of tools at your disposal. Mosa Lina takes what would be a small and



unimaginative level and creates something thought-provoking Mosa Lina also uses common shapes to construct and design levels. On top of this, about every object can be bent to your needs (if done correctly). Mosa Lina heavily inspired the approach to art and level design of W.W.W.

-Sprout-

-Sprout- is what I would call a “micro-platformer”. Each level is condensed to a single screen and there is commonly a singular goal in mind. However, the way you traverse the level isn’t directly implied. A lot of the time you can accomplish a task in more ways than one. One thing missing in Mosa Lina is the typical platformer physics. It doesn’t *feel* fast. I wanted the physics to resemble that of -Sprout-’s.



Player Experience

Each of the 15 designed levels will have the player solve an increasingly difficult platforming problem. With the various potions and traversal mechanics, the player needs to find one of the many routes toward finishing a level. For each level, the player needs to grasp how many potions they have at their disposal and what is the best use of each.

Platform

The game is developed to be run on any web platform through itch.io (mobile not supported)

Development Software

- Godot version 4.1.1 for programming
- Aseprite for graphics and UI

- BFXR for SFX
- (waiting to hear back from the music person) assuming FLStudio

Genre

Singleplayer, puzzle, platformer

Target Audience

With the lack of an in-game timer and no “reward system”, the game targets casual players interested in the concept of resource management (through the use of potions) and relatively simple problem-solving.

Concept

Gameplay overview

The player is a wizard that comes equipped with a few spells each level. To complete a level the player must collect a gem that powers a stone. To do this the player must use his shadow (like a dash on recall) and the set of limited spells to grab the gem and stand on the activated stone. Each potion affects the environment in some way. Therefore it can either help or hurt the player depending on how well they use them.

Theme Interpretation (Shadows and Alchemy)

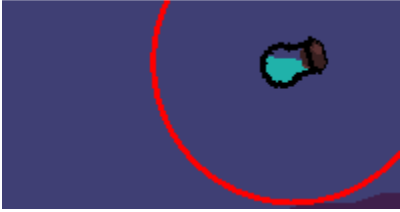
interpretation (literal)- The player is an expert in crafting potions and spells. A fictional setting revolving around magic. In summary, shadows and alchemy are powers and skills respectively

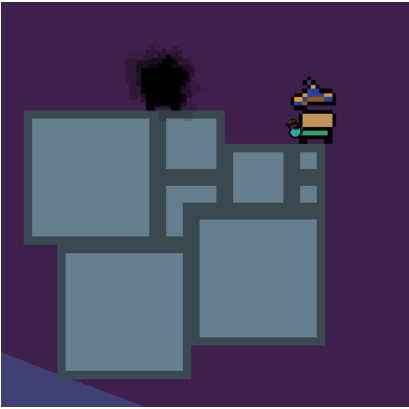
I struggled with the theme but decided simple was best. I took it very literally and tried to combine it with common game mechanics. In terms of a

platformer shadows could easily be an enemy of sorts, but I decided to turn it into a movement mechanic to co-exist with movement from potion effects. So the player quite literally has

Within the context of a puzzle game, rather than a sacrifice strictly being an optional upgrade of sorts, the timing, placement, and orientation a 'sacrifice' within this game instead occurs to allow the solution or progression of the puzzle. Only through careful planning of movement to remove parts of the player's mass can the player make their way to the exit. ***One must often sacrifice a part of the player mass to pass through specific areas as they may be too large or encompass the wrong shape.***

Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<u>Potions</u> Forces the player to think outside the box. Find a solution that suits them.	
<u>Spikes</u> Adds the needed danger to develop risk and tension.	
<u>Changeable Environment</u> Potions are helpful to the player but can also be hurtful. What you do can affect the things around you as well! (below image is the level prior to potion interaction)	

Mechanic	Animated Mockup (Art not necessarily final)
<u>Shadows</u> Another movement option for the player and is necessary to complete certain tasks!	

Art

Though never using a defined palette, I ended up using grey/dull colors for blocks that made up the level, whilst the wizard/alchemist has a more colorful fit to help him pop. Due to my limited art capabilities, I decided on simple 16x16 and 32x32 pixel art that is “smooth” (no real shading).



Audio

Music

To match the goofy art design of the game, the music is a bit more light-hearted and “goofy”. Moreover, the tracks use sounds that resonate with the pixelated art style of the game.

Sound Effects

W.W.W uses very basic SFX taking from bfxr to give certain actions more *feel*

Game Experience

UI

On top of the rigid pixel art constituting the rest of the art, a more smooth, higher definition style will be incorporated in the UI. Utilizing many shades of white and black allowed in the art restriction, anti-aliasing is used to further emphasize the UI.

Controls

Keyboard

Arrow keys / WASD

Left shift

ESC

R

Right + Left mouse click

Gamepad ❌ no support sorry

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other	Finished (thank god)	End of Jam	
2	Create player and potion Assets	Art	Finished	July 19 , 2024	(18 th is my b-day)
3	Define Basic Player movement	Coding	Finished	July 19, 2024	
4	Create Potion Effects	Coding	Finished	July 20, 2024	
5	Create "block system" for level design	Coding	In progress (never really finished, but it works)	Jun 24, 2024	Supports small levels but complex ones will need a better system. Might need to make my own tile map system
6	Create Blocks	Coding	Finished	July 18, 2024	Using simple Tetris connections to construct Levels so making them is simple
7	Create Shadow system	Coding	In progress	Jun 21, 2024	Can be used to recall to a previous point
8	Spikes and other traps → only got to spikes 😞	Coding	Finished	July 21, 2024	Uh oh, I need to dodge these?!
9	Level design (1-3)	Design	Finished	July 22, 2024	So it begins
10	Special effects	Art	Finished	July 25,	Background Shader,

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#	Assignment	Type	Status	Finish By	Notes
				2024	potion bottle water movement, potion explosion particle effects, and shadow particle effects. WHEW!
11	Player animation	Art	Finished	July 19, 2024	Crazy ugly run, jump, and fall animations LOL I NEVER FIXED THEM NOOOOO
12	Sound effects	Audio	Finished	July 30, 2024	Player jump, potion throw/collide, UI touch/click, shadow place/recall, death, and level complete
13	Quit	Coding	Finished	July 30, 2024	No time for pause menu so hit ESC for quit cause I am slow (post game interview: omg esc undo's full screen NOOOOOOOOOOOOOOO OOOOOOOOOOOOOOOO OOOOOOOOO)
14	Main menu	Design	Finished	July 29, 2024	Looks good all things considered
15	Level design (4-7)	Design	Finished	July 23, 2024	Create levels 4 through 7
16	Level design (8-15)	Design	Finished	Jun 28, 2024	This took so long, but I was falling behind Kinda created some sloppy ones
17	Any extra polish	Design	Finished	July 30, 2024	Heavy bug fixing. Didn't get them all, but enough to be playable

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#	Assignment	Type	Status	Finish By	Notes
18	SUBMIT	Other	Finished	July 30, 2024	It is done

BEYOND (if ahead of schedule / extra time)

Pause Menu	Design	Not started	I wanted this, but esc will have to do
Extra levels	Design	Not started	
Settings Menu	Coding	Nope	Yeah nah, no time. I hope people aren't blasted by the volume.... Sorry in advance