

Shoot For The Stars

DESIGN DOCUMENT

By Womp Womp Games for the 2024 Pirate Software Game Jam

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Introduction

Game Summary Pitch

Shoot For The Stars is a physics based rage platformer where you must traverse a series of jumps as a gun. Using your shooting as your ability to move.

Inspiration

Getting Over It With Bennett Foddy

Bennett Foddy is the OG of rage based platformers. It has inspired a bunch of games in the past few years. Its approach to frustrating physics based platforming combined with a calm environment really set the standard for these types of games.



Jump King

Jump King is another great example of a rage based platformer. It also has great pixel art with is what we will be leaning into with our game. Its main gameplay element here is a single jump between platforms where you aren't quite sure how much power your jump will have since there isn't a ui indication. Just adding another layer of frustration when you inevitably fall and have to start over again.



Player Experience

The player will need to platform their way through one giant level. Falling will result in the player restarting from wherever their character lands. There are no checkpoints. The level will be divided into sub sections with different mechanics i.e. ice or moving platforms.

Platform

The game is developed to be released on windows PC

Development Software

- Godot 4.3 for programming
- Aseprite and Purchased Art Packs for graphics and UI
- Purchased sound packs for sound and music

Genre

Singleplayer, rage platformer, casual

Target Audience

This type of game is definitely not for everyone. It takes those that can handle having to start over from the beginning often without punching their monitor. The mechanics themselves should be fairly simple. The main point of difficulty would be understanding how to master those mechanics to avoid falling as often.

Concept

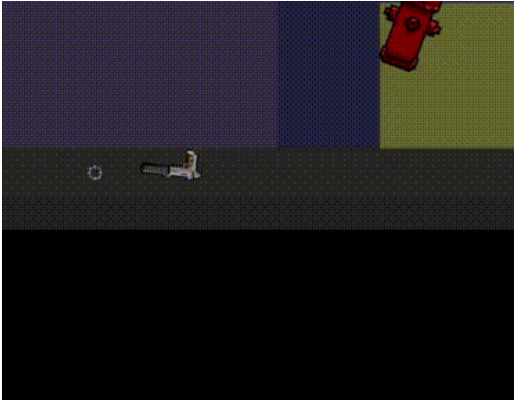
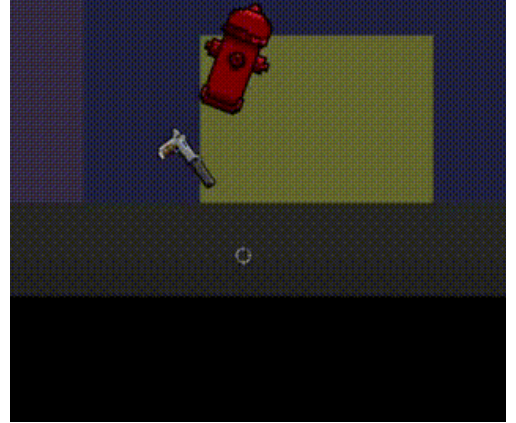
Gameplay overview

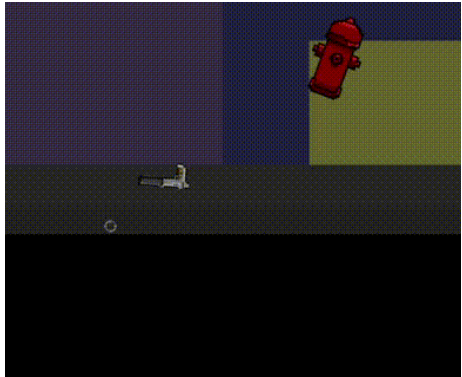
The player is a gun whose main source of movement is using your shots to launch yourself around the level. Your goal is to reach the top. If you fall at any point, you are at the mercy of the game's physics. You will fall until you stop. Wherever you stop is where you continue from. No checkpoints. You will also have to be aware of the shots left in your magazine as reloading takes longer than chambering the next shot.

Theme Interpretation (You are the weapon)

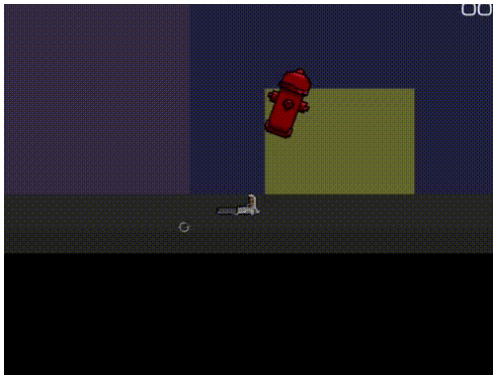
We thought doing a rage platformer would be fun and first started with having the player use various weapons to navigate around. We then thought why not just make the player the gun. So we landed on a gun that is trying to climb a big tower. Literally satisfying the theme requirement of being the weapon.

Primary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<u>Shooting</u> The player is able to shoot in a aimed direction causing the player to launch in the opposite.	 An animated mockup showing a character in a red suit and helmet firing a handgun. The character is positioned on the right side of the frame, facing left. A bullet is visible in the air, having just been fired from the gun. The background is a dark, textured environment with a greenish-yellow wall on the right.
<u>Chambering Time</u> The player has 5 bullets in each magazine. There is a cooldown between each shot	 An animated mockup showing a character in a red suit and helmet reloading a handgun. The character is positioned on the right side of the frame, facing left. The handgun is held in front of the character, and a bullet is visible in the air, having just been fired from the gun. The background is a dark, textured environment with a greenish-yellow wall on the right.

Mechanic	Animated Mockup (Art not necessarily final)
<u>Reloading</u> Once the player shoots all 5 shots or manually reloads, there is a longer cool down to load the next magazine.	

Secondary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<u>Mouse Is Locked</u> Your mouse is locked in a circle around the player. This allows for a much nicer experience controlling the player. NOTE: this feature does not work on web builds of the game due to web security.	

Art

Theme Interpretation

For the environment we used dark purple tones to give the sense of a relaxing city vibe. We used shades of yellow to give the city some light and life. We also used some art packs that were build around a city theme.



Design

I think the art will be one of the bigger lifts in this project as we want it to be more detailed and provide a clear picture of what the level and environment is trying to communicate. And what each obstacle is that you are climbing on.



Audio

Music

We used some bought music packs to add some LoFi music in. This was to ensure the player wasn't getting even more frustrated than what the game play was causing. Something to balance that out.

Sound Effects

The main sound effects will be from some SFX packs. Specifically some realistic gun sounds. That of shooting, trigger pulls, mags going in and out, and a slide racking the next bullet. This is all to give the gun a nice realistic feeling.

Game Experience

UI

We wanted a clean, easy to understand UI that used a nice font that would allow for easy navigation and understanding of what the menu had to offer.

Controls

Keyboard

- Mouse to move the player
- Left Click to shoot
- "R" to reload
- "Q" to reset
- "Esc" or "P" to pause

If you would like to see level spoilers here is a complete runthrough of the game done by one of our developers: [Shoot for the stars on Youtube](#)

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jan 25, 2025	
2	Create player gun and background assets	Art ▾	Finished ▾	Jan 18, 2025	
3	Get basic player movement	Coding ▾	Finished ▾	Jan 19, 2025	
4	Get sfx done	Audio ▾	Finished ▾	Jan 24, 2025	
5	Set up all assets for climbing	Coding ▾	In progress ▾	Jan 28, 2025	
6	Finish Pause Menu	Coding ▾	In progress ▾	Jan 29, 2025	
7	Add bullet count and reloading mechanic	Coding ▾	Finished ▾	Jan 22, 2025	
8	Lock mouse in radius around player	Coding ▾	Finished ▾	Jan 19, 2025	
16	Add speed run timer	Coding ▾	Finished ▾	Jan 24, 2025	
18	SUBMIT	Other ▾	Not started ▾	Jan 30, 2025	