

PirateJam Design Doc

Introduction

Game Summary Pitch

Light in Time is a puzzle game about balancing the power between the character and the spotlight while navigating the puzzles.

Inspiration

Super Mario Odyssey

Providing the inspiration for the 2D x 3D visual design of the game. It also provides us with some ideas about combining 2D and 3D level design.



Player Experience

In a level the player will use the spotlight to search around the level while keeping the player's power good. The player will have to both collect ingredients and solve a puzzle in each level. The player will after an amount of levels use their ingredients to craft potions which will help them solve the puzzles.

Platform

The game will be playable on pc and web

Development Software

- Godot
- Blender
- Adobe Illustrator
- Adobe Photoshop
- Substance Painter

Genre

Singleplayer, Puzzle

Concept

Gameplay overview

The player controls both the robot and the spotlight at the same time. The spotlight and player are constantly running out of power. The robot can recharge by standing under the spotlight. The spotlight can only recharge when the robot interacts with a battery.

Theme Interpretation (Shadow and Alchemy)

The level is entirely covered in shadow and only the robot and spotlight have light. The player also collects ingredients that they need to create a potion that will make them big again.

Mechanics

Movement

Spotlight

Levels

Power

Art

Theme Interpretation

Shadow And Alchemy

We love the idea of creating a game that blends 2D and 3D styles. Our goal was to merge these two worlds into a single game, and the theme of shadows fit perfectly with this concept. Imagine the darkness as your enemy. The player needs to understand their objective and motivation.

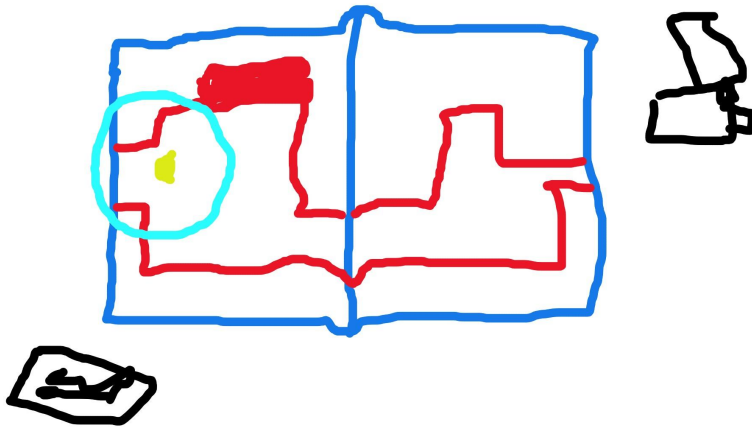
What if the protagonist is trying to create a potion to escape the 2D world and return to the 3D world? Perhaps the robot is running out of power, adding a sense of urgency. As the player, you must help the robot escape the 2D world by crafting a potion before it runs out of power.

Audio

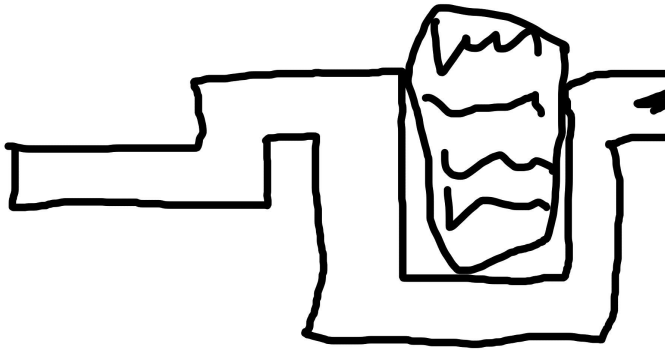
Game Experience

Pitch Idea

What the game looks like for the players

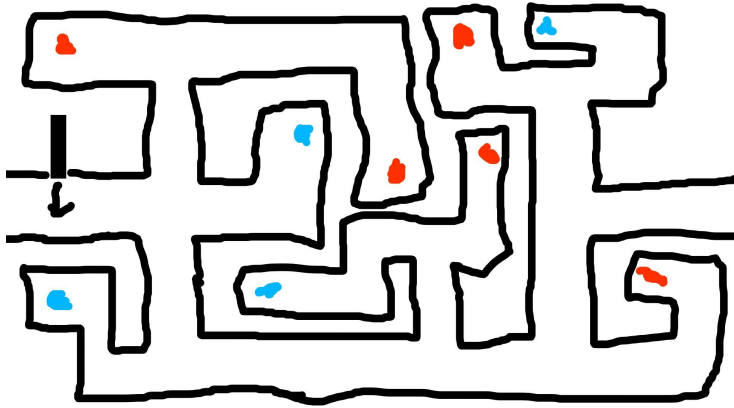


Maze 1, Red is the bad ingredients and blue is the good ingredients and the text is the repasly

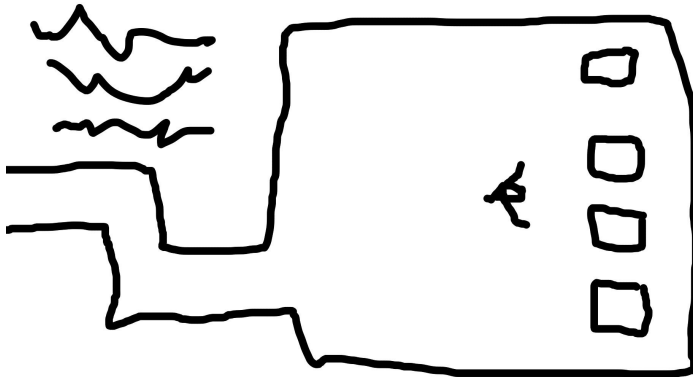


Maze 2, Red is the bad ingredients and blue is the good ingredients and the text is the repaslywa

Maze 3, Red is the bad ingredients and blue is the good ingredients and the text is the repasly



Maze 4, pedestal is where to mix ingredients but if you mix the wrong ingredients or put them in the wrong order you lose



Character

16 by 16 pixels

Character is a robot who got trapped inside this book, that we are trying to free,

