Triumbra
Design Document

Written by Teebyzmal for the Pirate Software - Game Jam 15 (2024)

Introduction

Game Summary Pitch

Triumbra is a top-down, roguelike, dungeon crawler game about collecting special resources which can be used to craft types of items or increase certain player stats.

Player Experience

Each floor of the 4 floors consists of 6 rooms. A starting room where crafting can be done, then 5 more consecutive rooms consisting of enemies and hazards. Enemies will drop a special resource which the player must collect for crafting at the start of the next floor. Between each room the player will also get to select between 2 possible rooms, usually indicating a type of resource collected there and/or difficulty.

Platform

This game is being developed with a Windows PC release in mind.

Development Software

Programming:
- Gamemaker Studio v2024.6.2.162

Graphics and UI:
- Aseprite

Music and SFX:
- Beepbox 3.0.13
- Audacity

Target Audience

Gamers familiar with action roguelikes and dungeon crawlers, with a preference for classic games which are open to strategic approaches.

Concept

Gameplay Overview

The special type of resource dropped by enemies is 'Umbra'. Umbra comes in 3 variants and is dropped more often by certain enemies. Umbra can be deposited in the starting room of each floor and used to craft items and stat upgrades. The player will be able to strategically select types of rooms and engage in combat with enemies to collect the correct Umbra for their desired build.
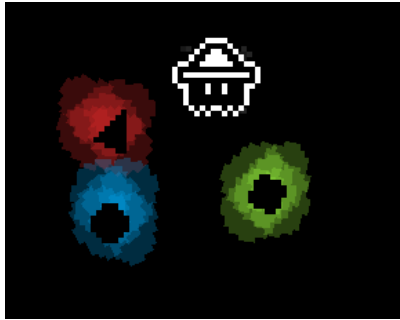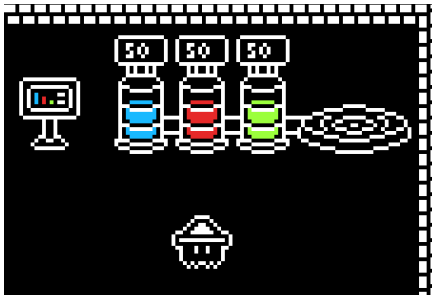
Theme Interpretation (Shadows and Alchemy)

Shadow - This theme is used more thematically, Umbra of course just meaning shadow, but in Triumbra it is an item dropped by enemies. This remnant represents the "shadow" of the former enemy.

Alchemy - A large focus of Triumbra is the player's ability to craft new items and upgrades by depositing Umbra. Crafting with certain ratios of each Umbra type will provide differing results, creating a simplistic potion-craft-esque system.

With the alchemy system being contextualised by shadowy items the player must collect, when the player is crafting they are performing **shadow alchemy.**

Primary Mechanics

Mechanic	Mockup Image
Umbra Enemies defeated by the player leave behind Umbra. Umbra comes in 3 variants: Blue, Green and Red.	
Umbra Depositing 3 vats are in the starting room of each floor. Upon reaching this room, the player's Umbra is stored in these vats.	
Alchemization The player can use a machine in the starting room of each floor that accesses deposited Umbra. Interaction with this machine shows a list of options of what to craft, and if it is not currently able to be made.	