

Seal the Shadows

DESIGN DOCUMENT

By team N^5 for the 2024 Pirate Software Game Jam

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Introduction

Game Summary Pitch

Seal the Shadows is a top down action roguelike with alchemical concoctions, spells, and shadowy powers. Fight through waves of enemies and upgrade abilities on the path to completing the ritual and summoning the final boss.

Inspiration

Vampire Survivors

Huge swarms of enemies spawn nonstop and every one of them is trying to kill you. Cut a path through and choose your upgrades carefully to survive. Or stand still if you have something to prove.



Path of Exile

Spend a thousand hours staring at the talent tree in the Path of Exile Building program before you even begin playing the game! Learn the limits of your build and skill real fast when you challenge the end game bosses!



Hades

Top down gameplay, upgrades and variants of combat abilities



Player Experience

Within a map, players will move around and fight their way through waves of enemies. Players will be able to unlock upgrades along the way, improving their combat abilities, with certain major upgrades saved between subsequent runs.

Platform

The game is developed to be released on windows PC and played within a web browser

Development Software

- Unity version 2022.3.33f1
- Aseprite and Procreate for graphics

Genre

Singleplayer, roguelike

Target Audience

Considering its inspirations, the target audience would include players that enjoy arcade top-down gameplay of facing waves after waves of enemies. The game itself is simple enough, where casual players can quickly grasp the mechanics. It's really a matter of seeing how long one can last.

Concept

Gameplay overview

The player fights through waves of enemies, lighting braziers and obtaining upgrades for their abilities to improve their combat capabilities. Once all the braziers are lit, a boss enemy spawns acting as the final test for the player. Players can focus on upgrading a single ability or spreading their upgrades evenly to play the way they want to.

Theme Interpretation (Shadow and Alchemy)

Shadows: Our interpretation is mainly aesthetic, where the enemies seem to be crafted from shadows themselves. The player embodies an alchemist, who is afflicted with a curse tied to these shadows. Using her alchemical knowledge, she has devised a means to bring light and break the curse.

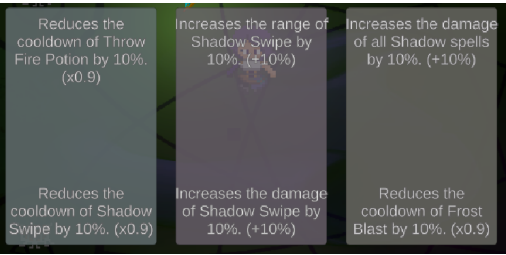
Mechanically, these manifest in terms of spawning enemies from unlit areas, and using alchemical concoctions as special abilities. These abilities can be upgraded after certain waves, assuming the alchemist had foraged ingredients from the area or enemies. Abilities also work in coordination together, adding to the element of alchemical fusion of matter.

Primary Mechanics

Mechanic	
<u>Shadow Attack</u> The player's basic attack, which deals damage in a close circle surrounding the player.	
<u>Fire Pool</u> An alchemical ability where the player ignites an area, dealing damage over time.	

Mechanic	
<u>Frost Blast</u> The player creates a cone of frost in front of them that slows enemies, upgradable to a stun.	
<u>Braziers</u> The player can light these after killing enemies. Igniting all braziers, will lead to the level being cleared.	

Secondary Mechanics

Mechanic	
<u>Upgradable Abilities</u> Abilities are able to be upgraded after defeating a number of enemies	

Art

Theme Interpretation

As our interpretation involves shadows vs alchemy, we wanted contrasting color palettes between the shadows and alchemy, with the player having a mix of both in their design.

For the shadows we utilized a more restrictive palette of about 4 colors, grays and blacks with a glimpse of purple to hint at the supernatural origin. Alchemy on the other hand has a plethora of colors, more saturated as well. The braziers are lit with a golden light, and the circles have an otherworldly bluish green.

The player, embodying the fight between shadow and light, has a slightly muted color palette that strays from the ones used for the shadows.

Design

The game utilizes pixel art, with some 3D vfx and 2D art. This is purely aesthetically chosen by our group considering our skill sets and preferences.

Enemies tend to have less solid shapes, these can be seen in some of their animations and shapes. For example, two of the enemies have spawning animations pooling from a shadow on the floor.

The setting takes place in a Victorian/Gothic era, leading to interesting backdrops and clothing.

Game Experience

UI

The player's HUD consists of a simplistic style health bar in the upper left corner and ability icons lining the bottom to show the player's abilities and cooldown times if an ability is used.

Controls

Keyboard

WASD

Mouse

Left Mouse Button - Shadow Swipe

Right Mouse Button - Fire Potion

[1] num key - Frost Cone

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jul 18,...	
2	Design Main Character	Art ▾	Finished ▾	Jul 19,...	We'll have multiple designs and choose the best one
3	Design enemy	Art ▾	Finished ▾	Jul 19,...	Whatever works is fine, as we'll have multiple enemies. - simple melee - ranged - bosses
4	Create Enemy Spawner	Coding ▾	Finished ▾	Jul 19,...	

#	Assignment	Type	Status	Finish By	Notes
	Create abilities	Coding ▾	Finished ▾	Jul 20,...	- Fire - Frost - Basic Attack
5	Design Map	Art ▾	Finished ▾	Jul 23,...	
6	Create Sprites for Assigned Assets	Art ▾	Finished ▾	Jul 24,...	Should be 32x32. Leave room around the edges.
7	Create Animations for Sprites	Art ▾	Finished ▾	Jul 29,...	Animations needed: - Idle - Attack - Movement
	Create UI	Coding ▾	Finished ▾	Jul 25,...	
	Add Upgrades for Abilities	Coding ▾	Finished ▾	Jul 25,...	
	Create Enemy AI	Coding ▾	Finished ▾	Jul 30,...	
	Piece Everything Together and Bugfix	Other ▾	Finished ▾	Jul 30,...	