

Noirchemy

Game Design Document

*A collaboration between
Etherlight x Argendel x Bouza*

OVERVIEW

The Team

- ★ Art **Daniel Alejandro Tamayo Angulo** | **John Devries** | **WalGallen**
- ★ Programming **santiago.cervera117@gmail.com** | **carlos.bouza.gonzalez@gmail.com** | **WalGallen**
- ★ Music **WalGallen**

Production Timeline

Pre-production		July 17 - July 19 2024
Production		July 19 - July 30 2024
Testing		July 27 July 30 2024
Launch		July 31 2024

Background

This is the studio Etherlight's first attempt at a Game Jam. After a long time of wanting to participate in one and collaborate with Argendel and Bouza, they found out about the Pirate Software - Game Jam 15 and thought that this was a great opportunity to finally try the experience.

The concept of the game was originally devised by Argendel and then built upon by Etherlight and Bouza using the theme selected for the Jam.

Elevator Pitch

Noirchemy is a multiplayer Strategy x Party game where you must always think one step ahead.

Choose your weapon, predict your enemy's movements, and plan your next move before all actions are performed automatically.

Game Concept

Noirchemy is a multiplayer party game with elements of action and strategy. Use the power of Alchemy to transmute your trusty cane into tools of combat, predict and defeat the cursing shadows that plague the city with the help of other fellow, or maybe not so fellow detectives.

The game starts as a PvE arena where the players must cooperate to defeat monsters in turn-based combat.

Each turn, the player will have a 10 second planning phase where they have a set amount of stamina that will be consumed by selecting how much to move on the map and performing attacks. Each player starts with only a short range melee weapon that can be transformed into other various weapons by fusing it with the different materials that appear throughout the map. After all the players run out of stamina or the time runs out, the selected actions from all the players and enemies will automatically perform at the same time in the action phase. The key is trying to predict on the planning phase the actions that other players and enemies will perform on the action phase.

After 3 rounds of combat there will be a quick final round where the players can defeat each other to see who is the last man standing.

Every action and kill count will award points and whoever has more points in the end, wins the match.

Key Features

- ★ Save the city with friends or strangers online in a 4-player chaotic arena.
- ★ Work together as allies and prepare to backstab or be backstabbed.
- ★ A one of a kind Turn-based Action game where you must always plan 1 step ahead.
- ★ Predict the next movement of both enemies and allies on each turn to successfully attack or dodge the friendly fire.
- ★ Use any material found scattered around to transmute your weapon with the power of alchemy and make it stronger with each transformation.
- ★ Survive and get the most points to stand on top of your allies and crown yourself as the best ace detective.

Inspirations

Strategy | Tokyo Twilight Ghost Hunters

Party		Party Animals
Action		Arco Broforce

Target Platforms

Itch.io	Windows
	Web

Genres

- ★ Action
- ★ Strategy
- ★ Party
- ★ Indie

Players

2-4 Players | Online Multiplayer

Languages

Audio		N/A
Interface & Subtitles		English

Target Audience

All Genders | Ages 15 - 35
Semi-casual and non-casual Gamers
People who enjoy playing multiplayer games
People who enjoy playing with friends

GAMEPLAY

Objectives

- ★ Team up with friends or strangers

- ★ Avoid obstacles and hazards
- ★ Pick up randomly dropped items to use as materials
- ★ Try to predict what are your allies and enemies next move
- ★ Use materials to transform weapons and defeat your enemies
- ★ Avoid getting hit and getting in each other's way
- ★ Cooperate with the other players but be the last man standing in the end to rack up points
- ★ Be the player with the most amount of points to be the winner of the match

Game Progression

- ★ After teaming up with friends or strangers in a lobby, all players enter the arena. →
- ★ The planning phase starts and the player performs the actions that will occur in the action phase until the time runs out or they run out of stamina. →
- ★ The action phase starts, every player and enemy simultaneously move and perform the actions selected during the planning phase. →
- ★ All the enemies are defeated and the round ends. →
- ★ After 3 rounds, the game enters in a last man standing round where the players can defeat each other for more points. →
- ★ The scores are rounded up and the results screen is shown to crown the winner.

Mechanics

Arenas

The combat will take place in closed off arenas with obstacles that prevent player movement and hazards that can damage the player if stepped on or activated. The camera will be static from a top-down view and players will be visible at all times. Enemies will spawn in waves and items will be dropped regularly throughout the map during the duration of rounds.

Blackwell Street

The dark, lonely and rain-soaked streets of New London very late at night.

Saving

The game will not feature a complex saving system. Only the Player's username and win count will be saved.

Stamina

Players will have a set amount of stamina on each turn. Every action and movement costs a set amount of stamina and the turn ends if all the stamina is consumed.

Stamina is represented by the circle of light that surrounds the player. When an action or movement is performed, the circle becomes smaller based on the action cost. Players can move and attack as much as they desire as long as they have enough stamina.

When the player is almost out of stamina, the icons of the items that will not be usable will glow and when the player doesn't have enough stamina to use an item, that item's icon will be greyed out.

Movement

Players can move freely throughout the arena to position themselves to attack, dodge enemy attacks, move around obstacles, evade traps and hazards, pick up items, and get close to allies in order to protect or heal with weapons.

The stamina circle also serves as a movement limit boundary of sorts, the player can't move further than the area represented by the circle.

The maximum movement area of the other players will always be visible as a helping guide to help predict the amount that they can move.

If 2 or more characters collide with each other, they will get knocked back and their current action will be canceled. Normally, getting hurt will not cancel or delay movement, but some heavy attacks can stun the player to cancel their current action.

Combat

The goal of each match is to predict and defeat every enemy in turn-based combat. After choosing an item to attack, an area or range of attack is shown. The player can change the direction of this area to aim and press the button again to confirm.

The combat is meant to be very chaotic like a party game and filled with accidental friendly fire.

Phases

Each turn is divided in 2 phases:

Planning phase - The player uses their stamina to move around the map and select which attacks they want to be used. The planning phase ends when the time runs out or the player runs out of stamina.

Action phase - The action phase ends when every player has ended their planning phase or when the timer runs out. In this phase every player and enemy automatically and simultaneously performs the actions selected during the planning phase. The action phase ends when all actions are finished and the planning phase starts again if there are still enemies in the arena.

Rounds

1 match will consist of 3 PvE rounds where the goal is to defeat all the monsters plaguing the arena.

After the 3 rounds are finished, the players can fight against themselves in a quick final round where the last player standing gets extra points.

Health

The Player starts with 100 HP. After losing all of their HP, the player loses points, drops their objects and faints until it is revived by one of the players. The light sources become dimmer and the map becomes darker while a player is defeated. To revive a player, another player must stand in a 50 cm radius of proximity when the turn ends.

Players can receive damage in different ways:

- ★ Colliding with other players (10 HP)
- ★ Getting hit by projectiles or weapons
- ★ Triggering traps or hazards in the map

Points

The winner of a match is decided by the amount of Points obtained during a match. Points are awarded by doing various actions:

- | | |
|--|----------|
| ★ Movement | 1pt/sec |
| ★ Landing an attack successfully | 100 pts |
| ★ Successfully using shield | 200 pts |
| ★ Successfully Healing | 20 pts |
| ★ Reviving an ally | 250 pts |
| ★ Defeating an enemy | 500 pts |
| ★ Defeating an ally in the final round | 1000 pts |

Items

There are a total of 5 items that will randomly appear throughout the map during the whole duration of the match and will serve as transmutation materials to create weapons. The items are picked up by walking through them, each player can hold up to 2 materials at the same time and each item can be used 3 times before it is completely consumed. Each time an item is used, it gains a level and makes the transformed weapon more powerful.

The items are:

- ★ Steel Pipe
- ★ Rocks
- ★ Bricks
- ★ Glass shards
- ★ Leaves

Weapons

The player starts only with their trusty cane that serves as a basic melee weapon but it can be transformed into a more powerful weapon by using a material item. Transformed weapons turn

back into the cane after they are used. Weapons get more powerful and gain new properties when transformed with higher level items.

The Weapons are:

- ★ Cane (Default weapon)
- ★ Rifle (Steel Pipe)
- ★ Bazooka(Rocks)
- ★ Shield (Bricks)
- ★ Magic Staff (Glass shards)
- ★ Magic Book (Leaves)

Cane

Level 1 - 10HP | 20% Stamina | Minimal knockback | 10° Angle range | 1% chance of missing

Rifle

Level 1 - 25HP | 30% Stamina | Small knockback | 25° Angle range | 1% chance of missing

Level 2 - 30HP | 30% Stamina | Small knockback | 30° Angle range | 3% chance of missing

Level 3 - 35HP | 30% Stamina | Small knockback | 35° Angle range | 5% chance of missing | Piercing Bullets

Bazooka

Level 1 - 50HP | 75% Stamina | Big knockback | 30 Pixel radius area range | 3% chance of missing

Level 2 - 60HP | 75% Stamina | Big knockback | 50 Pixel radius area range | 5% chance of missing

Level 3 - 75HP | 75% Stamina | Big knockback | 75 Pixel radius area range | 10% chance of missing | Cluster explosions around

Cluster explosions - 20 HP | Medium knockback | 30 Pixel radius area range | 3% chance of missing

Shield

Level 1 - 3 seconds | 35% Stamina | 20 Pixels wide

Level 2 - 5 seconds | 35% Stamina | 30 Pixels wide

Level 3 - 8 seconds | 35% Stamina | 50 Pixels wide and slightly curved | Reflects Projectiles

Magic Staff

Level 1 - 2HP/sec | 50% Stamina | Minimal knockback | 60 pixels long | 2% chance of missing

Level 2 - 5HP/sec | 50% Stamina | Minimal knockback | 100 pixels long | Bounces to one direction | 5% chance of missing

Level 3 - 10HP/sec | 50% Stamina | Minimal knockback | 150 pixels long | Bounces to 2 directions at the same time | 10% chance of missing

Magic Book

Level 1 - 10HP | 60% Stamina | Self-healing

Level 2 - 25HP | 60% Stamina | Self-healing

Level 3 - 50HP | 60% Stamina | Heals all Players and Enemies in an area | 5% chance of missing others | 50 pixel radius area

Obstacles, Traps & Hazards

Obstacles will be objects in the environment spread across the map to get in the way or maybe even protect players from fire.

Traps and hazards will be objects, elements or terrain in the arena that will damage the players when triggered or touched.

The traps and hazards are:

- ★ **Exploding oil drums***
- ★ Crates that drop thumbtacks
- ★ **Toxic waste coming from sewers***
- ★ Broken lamp or neon sign dropping stun sparks
- ★ **Trash cans that catch fire***

Leave Lobby

At any time during combat, the player can hold down the escape key for 5 seconds to disconnect and leave the current lobby.

Controls & Peripherals

The game can be played with Mouse and Keyboard or Xbox Gamepad natively

In Combat

WASD / Arrow Keys	//	Dpad / Left Joystick		Movement
Left Click / Z	//	A Button		Item #1 Basic Melee
Right Click / X	//	B Button		Item #2 Basic Melee
ESC	//	START		Leave Match (HOLD)

In-Game UI (HUD)

The following elements will be shown in the Player's HUD during combat:

- ★ Health (Next to the character)
- ★ Item Slots
 - Button
 - Remaining uses | Level

Menus

Tutorial / How to play

This menu will show a simple carousel with gifs and explanations of all the basic and essential gameplay elements that the player must know.

Start Menu

A simple menu with the logo of the game and a username input underneath. After the player chooses their username, the Lobby options appear underneath.

The player can choose to host a game, join another player's game with a code, select from a list of available lobbies or quickly enter a random available lobby.

Lobby Menus

Host

The host will be taken directly to a lobby where they can change the room to a public or private room, see the room code and every player who joins, and confirm that they are ready to start. After every player is ready, a countdown to be taken to the match starts.

Join

In this menu, the player will have the option to input a room code to join a friend's lobby or select from a list of available lobbies. After joining via code or selecting from the list, the player will be taken to a lobby, where they can see every player who joins and confirm that they are ready to start. After every player is ready, a countdown to be taken to the match starts.

Quick Match

The player will be taken to a random available lobby, where they can see every player who joins and confirm that they are ready to start. After every player is ready, a countdown to be taken to the match starts.

Credits Menu

A simple menu that shows all the team members and links to their social media.

Settings Menu

This menu will only be available on the main menu and not during gameplay:

★ Audio & Language

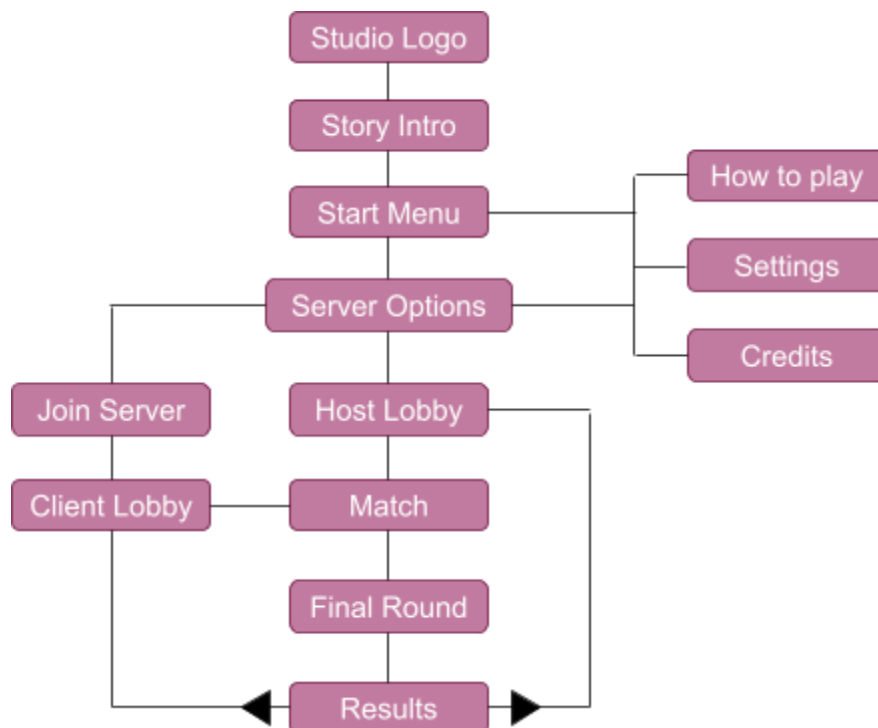
- Music Volume
- SFX Volume

★ Controls

Results Screen

A screen that appears at the end of every game. It shows the player's scores and the placings based on them. Here, the players can choose to leave the game, return to the lobby or rematch.

Game Screen Flow



GAME ELEMENTS

Theme

The main themes of the game are Detectives, Noir, Darkness, Victorian Era and Alchemy. Most of these themes were decided based on the themes selected for the Jam.

Setting

The game takes place in locations around the city of New London, England in the year 1825. In a world where scientific and technological advancements are a result of Alchemy.

Story

New London, 1825.

The Industrial revolution never reached its peak as a mechanical advancement, but instead, as a Magic and Alchemic revolution after mysterious runic stones were suddenly discovered in the depths of New London. Many genius scientists and inventors, including James Watt, deeply studied these runes and suddenly discovered that the ancient belief of Alchemy could actually become a plausible form of science.

One night, bodies with strange marks similar to runes burned on the skin started appearing on Blackwell Street. Every ace detective in the city investigated these bizarre crimes until they reached the conclusion that it was the work of an Underground Group who wants to use dark powers of alchemy for evil. These individuals had also been stealing secret books of alchemy from monasteries, laboratories and libraries to master the dark powers and perform experiments on humans in the catacombs of New London.

The goal of these experiments is to create monsters and evil creatures to create chaos, steal the sacred runic stones found many years ago, and open a portal to finally summon their deity to our existential plain.

After many months of failing to capture the criminals on their own, the Queen orders every ace detective to work together, catch the members of the Underground Group as soon as possible and eliminate the monster threat plaguing the city once and for all.

Cinematics

Scene 1

It is 2 AM in the Victorian city of New London. Smoke is coming out from the shadows and from the sewers in the rain soaked streets of Blackwell street. Detective Suno is tired, investigating a corpse with runic symbols burned in its skin. He steps back and waits under a streetlight that is next to the grocery store.

Scene 2

He smokes his cigarette to prepare for what's to come. Suddenly, from the neighboring dark alley Detective Soma comes out, detective suno looks at him suspiciously. Immediately, we see Detective Rokuya and Detective Kosuke also approaching from the other side of the street.

Scene 3

Suddenly, Detective Suno throws his cane in the air and in the coolest way possible uses alchemy to transform it into a rifle. All the other detectives quickly do the same and everyone aims at each other, resulting in a Mexican standoff. Everyone stares at each other suspiciously, there's a lot of tension in the air but the other detectives put their weapons down.

Scene 4

The canes go back to their normal form and the detectives just walk past Detective Suno, who is still just standing there smoking without flinching. Detective Suno turns around, transforms his cane back to its original form and starts walking away behind them.

All the Ace Detectives walk next to each other in the middle of the street, heading towards the pitch black darkness of the city. Bright red eyes start emerging in the shadows.

Characters

Detective Suno(朱能)

One of the great Ace Detectives of New London. The leader of the group. Represented by the color red.

Detective Soma(蒼真)

One of the great Ace Detectives of New London. The oldest detective with the most cases solved in England. Represented by the color blue.

Detective Rokuya(緑耶)

One of the great Ace Detectives of New London. The smartest detective in the world. Represented by the color green.

Detective Kosuke(黄助)

One of the great Ace Detectives of New London. Never leaves anyone behind, be it friend or foe. Represented by the color yellow.

The Queen

The Queen of England. She orders every ace detective to reluctantly join forces and give an end to the madness that is happening in the country. She also sends them to train in combat and magic with the knights of England and gives them a unique magic cane to use as a weapon.

The Underground Group

A group of unknown individuals who learned alchemy by stealing the original books written by the genius scientists who discovered it. Their goal is to master the dark side of alchemy by experimenting on humans, resulting in the creation of monsters and evil creatures to spread chaos and steal the sacred runic stones that will summon their deity to our world.

Enemies

Failed experiments (Shadow creatures)

Dark, slimy and deformed humanoid-like creatures. The result of taboo alchemic experiments on humans.

Locations

Blackwell Street

An old and empty street even though it is located in the heart of New London. Famous for being the place of many killings, apparitions and now the appearance of shadowy creatures that plague the town.

Level Design

Arenas will be closed off areas with ample flat space in the middle for the players to move around freely and attack. Some obstacles and traps/hazards matching the arena's theme will be placed throughout the area.

ASSETS & TECHNICAL INFO

Music

The music will be inspired by the Noir-esque Victorian era setting. The songs will range from the iconic style used in Noir films, Jazz Noir, to a more orchestral style of classical music representing the Victorian era.

Itch.io page

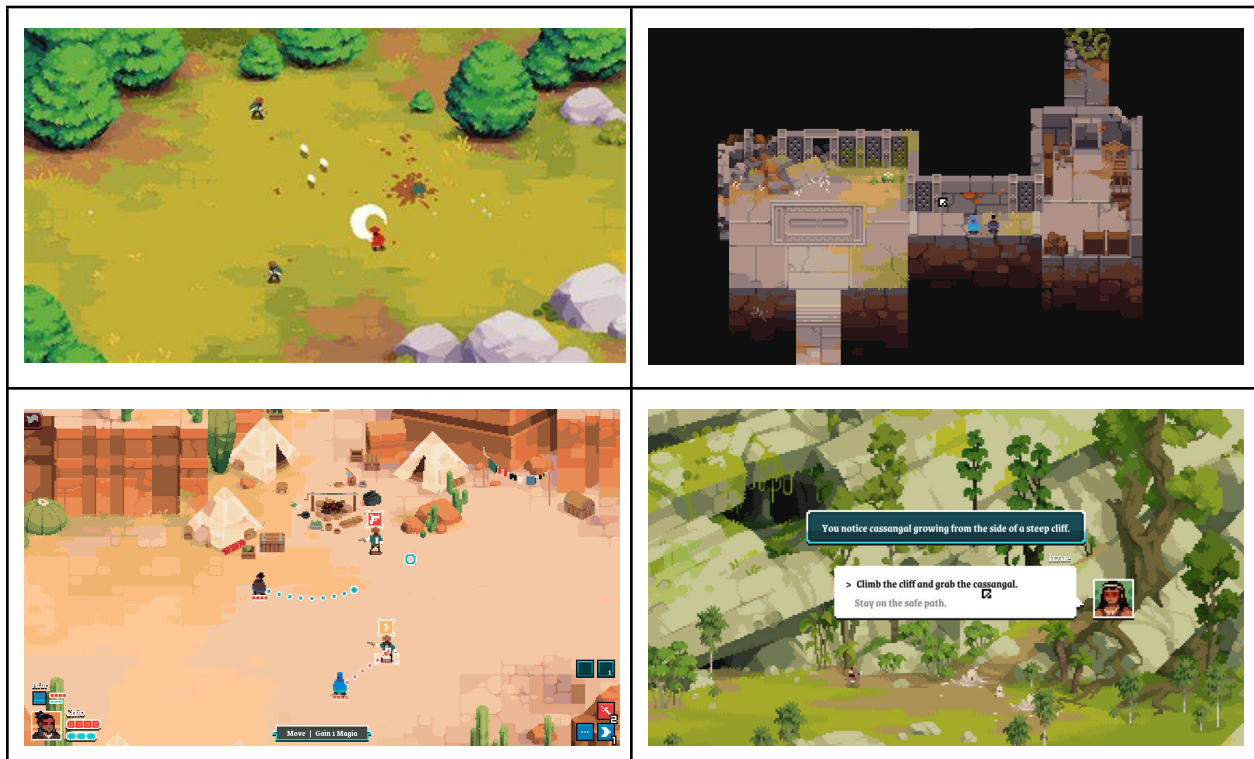
[Itch Game Page Image Guide and Templates by Star West](#)

Sound Effects

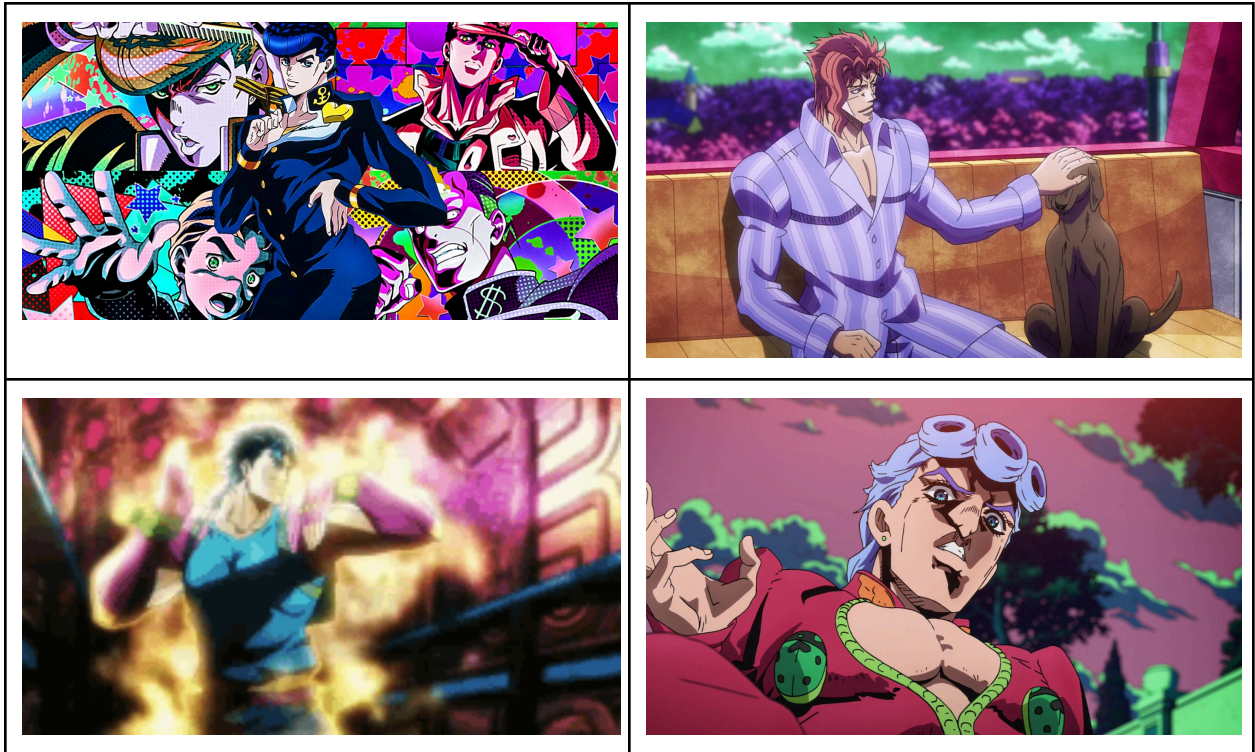
All sound effects will have a chiptune sound to match the retro-style pixel art.

Art Style

The indie game [ARCO](#) will be used as a reference for the top-down perspective and pixel art style.



The anime Jojo's Bizarre Adventure will be used as an overall visual style, mostly by the color usage and hard shadows.



Aspect Ratio and resolution

The game will use a 16:9 Aspect Ratio with a resolution of 960 x 540 for WebGL.

Software

Game Engine		Unity
Programming Language		C#
Programming Software		Microsoft Visual Studio 2020
Repository		Github
Pixel Art Software		Aseprite
Design Software		Photoshop / Illustrator
Production Software		Google Docs & Google Sheets
Music Software		Beepbox & Audacity
