SHADESHIFTER
DESIGN DOCUMENT

By Dillion Muse for the 2024 Pirate Software Game Jam

Introduction

Game Summary Pitch

Shadeshifter is a soulslike/roguelite dungeon crawler. You will collect the shadows of fallen foes to give yourself temporary buffs, purchase upgrades, and power special abilities.

Inspiration

Dark Souls
Hyper Light Drifter
Dead Cells

Player Experience

The player will have to not get fuckin' dead while managing shadow resources to try and make it further into the (hopefully) procedurally generated dungeon.

Platform

The game is developed to be released on windows PC

Development Software

- Unity 2022.3.8f1
- Blender for graphics
- Ableton Live for all music and SFX

Genre

Singleplayer, Roguelike, Action RPG

Target Audience

Fans of soulslike & pixel art.

Concept

Gameplay overview

The player will make their way through a (hopefully) procedurally generated dungeon, killing enemies and collecting their shadows. The shadows can be used immediately to give temporary buffs to the player's different abilities (ie, dodge speed, run speed, attack power,

defense, etc), purchase upgrades that carry over across deaths, and power special abilities that will deplete the shadow reserve.

Theme Interpretation (Shadow & Alchemy)

‘Shadow & Alchemy’ interpretation - The player collects shadows, then based on need, will transform them to use as either temporary buffs, currency, or damage dealing forces.

Primary Mechanics

Mechanic	
Combat Smart enemy ai that will create engaging and dynamic combat	**Shade Abilities** The player is able to use the shade reserve to heal themselves, purchase temporary upgrades immediately, purchase permanent buffs within the shop, or exhaust all shade reserve in order to unleash a powerful AOE shadow explosion that gets bigger and more powerful with your shade reserve.
Shade Reserve When you kill enemies, you'll walk over their corpse in order to collect their shadow. This increases your "Shade Reserve" which is used to purchase/power abilities	

Mechanic	
<u>Player Stats</u> The player will have stats like common RPG games, but simplified. They'll only be upgradable through finding a shop within the dungeon.	

Art

Theme Interpretation

3D environment with 2D sprites for the player and NPCs. Heavily inspired by Octopath Traveler and a Pokemon fan game I saw on YouTube.

Design

Minimalistic pixel art with 3D elements to take advantage of lighting effects.

Audio

Music

Will be ripping the Elden Ring OST. jkjkjk. The music will be a mix of orchestral, synth, and piano. Mixing the vibes of Elden Ring and Hyper Light Drifter.

Sound Effects

Clings and clangs and dungeon sounds. They'll be bitcrushy and made from scratch.

Game Experience

UI

Like Dark Souls…. But JUUUUUUSSSTTT different enough to not feel like I'm copying them. (to be decided).

Controls

Keyboard
Movement = WASD
Aim = Mouse
Lock on = MMB
Sprint = Left Shift
Attack = LMB
Heavy Attack = Hold LMB
Block/Parry = RMB
Dodge = Space
Heal = F
Interact = E
Ult = Q

Gamepad
Movement = Left Joystick
Aim = Right Joystick
Lock on = Right Stick Button
Sprint = A
Attack = RB
Heavy Attack = Hold RB
Block/Parry = LT

Dodge = B
Heal = LB
Interact = X
Ult = Y

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other	Finished	July 18, 2024	
2	Create player and Room Assets	Art	Started	July 18, 2024	Prototype for GDD is done
3	Main menu theme	Audio	Not started	July 19, 2024	Can be really short, player won't be on main menu for long
4	UI / Main menu	Coding	Not started	July 19, 2024	Button UI, screen transition, title screen
5	Level theme	Audio	Not started	July 18, 2024	Should be more substantial and not annoying

#	Assignment	Type	Status	Finish By	Notes
6	Simple player movement	Coding	Finished	July 20, 2024	Move single cells around and collide with walls
7	Complex player mechanics	Coding	Finished	July 21, 2024	Multi cell masses act together to collide with walls
8	Simple enemy AI	Coding	Finished	July 22, 2024	
9	Enemy combat AI	Coding	Started	July 23, 2024	
10	Player animation	Art	Started	July 22, 2024	Dust particles during movement
11	Special effects	Art	Started	July 24, 2024	
12	Sound effects	Audio	Not started	July 23, 2024	Player movement, UI interaction
13	Pause menu	Coding	Not started	July 24, 2024	Access to the main menu or resetting the level
14	Shop system	Coding	Not started	July 25, 2024	
15	Procedural generation	Coding	Not started	July 26, 2024	Create levels 1 through 7
16	Shopkeeper design	Art	Not started	July 27, 2024	Create levels 7 through 15
17	Any extra polish	Other	Not started	July 31, 2024	
18	SUBMIT	Other	Finished	July 31, 2024	Create Itch Page and upload

BEYOND (if ahead of schedule / extra time)

N/A	Other	Not started	
N/A	Other	Not started	
Settings Menu	Coding	Not started	Volume slider, fullscreen toggle