Shadow Alchemist!
DESIGN DOCUMENT

By NostalgiaBlind for the 2024 Pirate Software Game Jam

Introduction

Game Summary Pitch

Shadow Alchemist is a 2.5d standalone boss fight. Utilizing on screen power ups to attack the boss while attempting to defend yourself.

Inspiration

Samurai Jack
Aku was a reference for the villain

Gameboy Games in General
The aesthetic and gameplay complexity was intended to be limited to something that would seem plausible in some form on a gameboy style system.

Player Experience

A single boss fight that scales in difficulty as you go. The player will combine items that drop to help or hinder the progress towards defeating the foe.

Platform

The game is developed to be released on windows PC

Development Software

- Gdot 4 for programming
- Aseprite for graphics and UI
- FL Studio 12 for all music and SFX

Genre

Singleplayer, action, casual

Target Audience

Intended for anything from a casual run to a speedrunner type game to see how you can game the system and rng to take down the boss and rush through the fastest based on item combinations

Concept

Gameplay overview

The Player is portrayed by a character sprite on a table in a demons belly, in order to defeat the demon and have him regurgitate the world he devoured with you. You will need to use all the skills you've gained from your alchemy shop to stop him.

Audio

Music

Made in FL studio, first time ever making music and watched as much as I could but could not grasp the concepts I wished to incorporate in time. so It is made from brute force.

Game Experience

Controls

Keyboard
- Arrow keys / WASD
- Spacebar

Gamepad
- Dpad
- Button 1 and 2

Development Timeline

MINIMUM VIABLE PRODUCT
- Boss environment
- Character and boss model
- Power up models
- Interaction with items
- Health system
- Reset button when dead
- attack

BEYOND (if ahead of schedule / extra time)
- Scaling Difficulty
- Cutscenes
- More Items and Attacks