

Light LAByrinth

DESIGN DOCUMENT

By MB for the Pirate Software Game Jam 15

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Introduction

Game Summary Pitch

Maze game is a puzzle game about finding solutions using fun combinations to reach the end of the maze.

Inspiration

Mazes!

A simple but clever puzzle.

Color Filters

A basic science experiment, when looking at colors through a filter, certain colors will be filtered out. If using a red filter when red and blue colors are on a paper, only the blue will show.



Player Experience

Single Player

A series of expanding mazes, the player will solve a short but perhaps complex puzzle **requiring planning and management**. The player must use different color and color combinations to traverse an increasingly complicated maze with shifting shapes, colors, and size.

Platform

The game is developed to be released on itch.io

Development Software

- Godot 4.2
- Aseprite for graphics and UI
- Pinta for graphics and UI
- FL Studio 24 for all music and SFX

Genre

Single player puzzle, casual.

Target Audience

All folks that enjoy cozy puzzles.

Concept

Gameplay overview

Story mode

A color-hating wizard, the Prince of Darkness, trapped the player's character, a prism, in a maze-like dungeon and robbed it of its ability to diffract all colors. The prism needs to find and collect all of its diffracted colors to escape the dungeon. Each of the regained colors can be toggled on or off in the Electro Magnetic Spectrum menu. The colors toggled by the player affect the dungeon in mysterious ways.

The player will use individual **colors and color combinations** to reach the goal for each section of the dungeon.

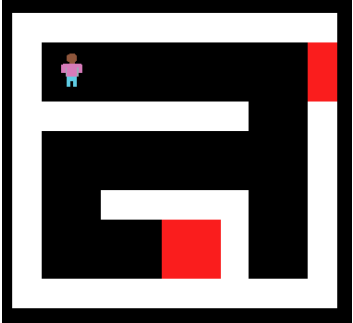
Theme Interpretation (Shadow)



For any puzzle game there are always unknowns. In this game the player sees the world through a lens and any colored filters that are applied to that lens will reveal what is hidden within the maze.

Theme Interpretation (Alchemy)

The player will gain new knowledge by combining acquired filter colors to create new filters, increasing a player’s ability to escape the maze.

Primary Mechanics

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
<div><div>Walls</div><div>It’s a wall! We all know you can’t walk through it.</div></div>	

Mechanic	Animated Mockup (Art not necessarily final)
<p><u>Colors</u></p> <p>When a player collects a color, it is added to the palette and can be used as a filter. These colors wear out over time.</p>	
<p><u>Obstacles</u></p> <p>Certain walls are a color, this could be one the player picked up, or a combination of any colors in the players palette.</p>	
<p><u>Color Palette</u></p> <p>Player can use their palette select and combine colors</p>	

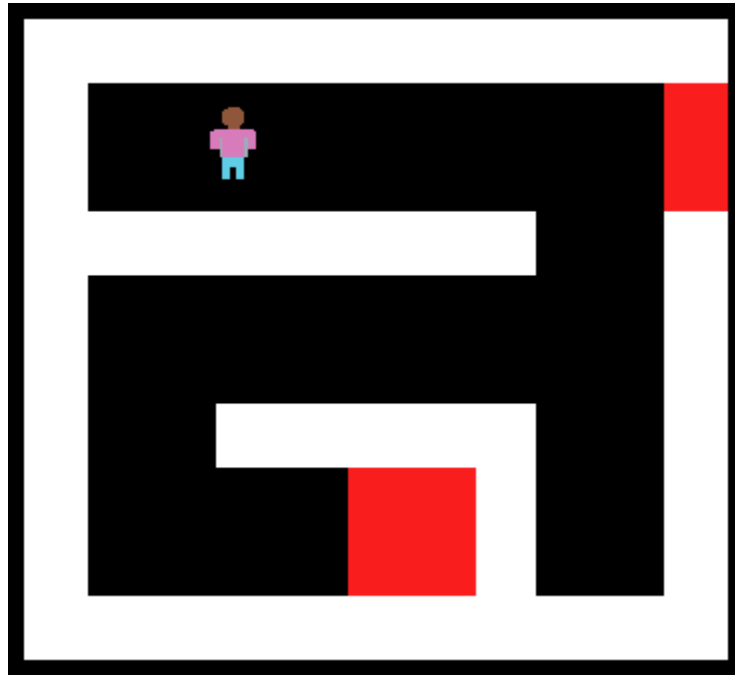
Art

Theme Interpretation

Keep the art simple: a dark background, the character should stick out clearly, especially when the level is larger.

Design

A **minimalistic** design for this game, using simple colors and contrast for details. Taking inspiration from **physical games** (dots and boxes, mazes) as well as **retro games** (8/16 bit era)



Audio

Music

We'll use simple chiptune music to keep the vibes going and give a retro feel.

Sound Effects

Simple but interesting sound effects will be used to give some flair to the game.

Game Experience

UI

Modern UI practices should be followed, keep things simple and uncluttered, common and clear terminology

Controls

Keyboard

Arrow keys / WASD

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jul 31, ...	
2	Create player assets	Art ▾	Finished ▾	Jul 18, ...	Need basics to update GDD
3	Create wall assets	Art ▾	Finished ▾	Jul 18, ...	Basic walls and obstacles
4	Main menu theme	Audio ▾	Finished ▾	Jul 25, ...	Can be really short, player won't be on main menu for long
5	UI / Main menu	Coding ▾	Finished ▾	Jul 22, ...	Button UI, screen transition, title screen
6	Level theme	Audio ▾	Finished ▾	Jul 25, ...	Should be more substantial and not annoying
7	Simple player	Coding ▾	Finished ▾	Jul 18, ...	Move around and collide with walls

#	Assignment	Type	Status	Finish By	Notes
	movement				
8	Color Collection	Coding ▾	Finished ▾	Jul 19, ...	Pick up colors!
9	Palette	Coding ▾	Not started ▾		Implement color selection, colors appearing on palette
10	Obstruction removal	Coding ▾	Finished ▾	Jul 22, ...	When a color filter is applied, the obstruction is hidden
12	Player animation	Art ▾	Not started ▾		
13	Sound effects	Audio ▾	Finished ▾	Jul 25, ...	Player movement, UI interaction, color pickup, palette interaction
14	Pause menu	Coding ▾	Finished ▾	Jul 22, ...	Access to the main menu or resetting the level
15	Level design (1-4)	Other ▾	Finished ▾	Jul 23, ...	Create levels 1 through 4
17	Any extra polish	Other ▾	In progress ▾	Jul 30, ...	
18	SUBMIT	Other ▾	In progress ▾	Jul 31, ...	Create Itch Page and upload

BEYOND (if ahead of schedule / extra time)

Level design (additional)	Ot... ▾	Not ... ▾		Create levels 5 through 8
Maze maker	C... ▾	Not ... ▾	Let players create and share levels (think Super Mario Maker)	
Settings Menu	C... ▾	Not ... ▾	Volume slider, fullscreen toggle, color	

			blind friendly mode	
Character customization	C... ▾	Not ... ▾	Colors would be a simple thing	
Multi-player	C... ▾	Not ... ▾	Multiple controllable characters	
Multi-player levels	C... ▾	Not ... ▾	Create unique levels for multiplayer	
Extra Obstacles	C... ▾	Not ... ▾	Enemies? Traps?	