

Eternal Shadow - Design Document

by Seltor for Pirate Software - Game Jam 15

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Introduction

Game Summary Pitch

Eternal Shadow is a resource gathering and crafting game where you only have a limited amount of time to save the world from the “Eternal Shadow”.

Inspiration

Factorio

In Factorio you have to gather resources, automate and build a huge factory to build a rocket in the end. While this inspiration might sound a bit far fetched, I did get the original idea of gathering resources from Factorio, though every other aspect is different of course.

Crafting Aspect

The Crafting Aspect doesn't really have any one particular inspiration, crafting isn't really the most innovative thing, although I'm not sure how many there are that do it like mine..

Player Experience

You have 3 Minutes time in the Overworld to gather resources and then at the end of the day you get to craft things with your gathered resources. You get 5 days time to get enough resources and hopefully figure out how to craft the “Eternal Light” in order to save the world from the shadow.

Development Software

- Godot v3.6-rc1
- Aseprite

Target Audience

It's for people that like to tinker around with crafting and strategize how to best get resources to be able to craft what they need with a limited timeframe.

Concept

Gameplay overview

In the first part you have to gather resources in the “overworld”, there are 8 resources you can gather there, most of them also get depleted. In the second part you can combine these to craft new “Intermediate” resources. You have an alchemy book to help you out as to what intermediates there are and 1 of the required ingredients is listed while the other you have to figure out yourself.

Theme Interpretation (Shadows and Alchemy)

I interpreted both themes quite literally. For “Shadows” there is the threat of the “Eternal Shadow” that will eventually envelop the entire earth and plunge it into darkness. I guess an eternal shadow isn’t that normal, though. Alchemy is just combining different elements to get new elements, in a hopefully logical way.

Mechanics

Resource gathering

You are in an overworld where you can move around and collect resources to later perform some alchemy with.

Day Cycle

You have limited time to actually gather resources in the overworld, after time has passed you enter the next phase

Actual Alchemy

After gathering resources for the day, you can then actually combine your resources and see what kind of stuff you get with it

Time Pressure

You only have a certain amount of time to reach your objective of “Eternal Light”

Recipe Book

You have a recipe book where you record every single reaction you have earned

Art

The art is very low res pixel art (16x16, in most places) with not too much going on. There's generally no overarching theme and it's just colorful pixels in the overworld and one big background for the crafting section. I did make every Asset myself in Aseprite though, with my very limited experience in that regard.

Audio

The sound effects were done using Bfxr, I just messed around in there a bit, until I found something that sounded decent. I did download the music/forest sounds, though, they are all royalty free.

Game Experience

UI

The UI in the overworld is kept very simple with just some text to display how many resources you have and how much time you have left. In the alchemy part you have a lot of options and I tried to make it as intuitive as possible, as UI is basically the whole thing in that part.

Controls

Keyboard

Move in Overworld - Arrow Keys / WASD

Gather Resource - Space

Dev Timeline

Must have

#	Task	Status	Finish By
1	GDD	Finished ▾	21. Juli 2024
2	Setup Godot Project	Finished ▾	21. Juli 2024
3	Create Overworld Tileset	Finished ▾	21. Juli 2024
4	Create demo Tilemap	Finished ▾	21. Juli 2024
5	Player Movement and Gathering	Finished ▾	22. Juli 2024

6	Proper saving of resources	Finished ▾	22. Juli 2024
7	GUI for Overworld	Finished ▾	23. Juli 2024
8	Setup Alchemy part	Finished ▾	24. Juli 2024
9	Alchemy Combining Logic	Finished ▾	26. Juli 2024
10	Alchemy Book	Finished ▾	27. Juli 2024
11	Proper Scene Transitions	Finished ▾	27. Juli 2024
12	Assets for Elements, Alchemy Part	Finished ▾	28. Juli 2024
13	Proper Overworld map	Finished ▾	29. Juli 2024
14	Audio/Music	Finished ▾	30. Juli 2024
15	Small Introductions / Tutorial	Finished ▾	30. Juli 2024
16	Extra Polishing	Finished ▾	31. Juli 2024
17	Submit	Finished ▾	31. Juli 2024

Beyond

Pausing in Overworld	Not Started ▾
Settings, mainly for Audio	Not Started ▾
Fancy Effects when combining	Not Started ▾
Expanding Shadow in Overworld	Not Started ▾