

Wraith Wanderer

DESIGN DOCUMENT

By MelancholicSeal & Axoneutos for the 2024 Pirate Software Game Jam 15

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Development Timeline



Introduction

Game Summary Pitch

Wraith Wanderer is 2D platformer game about a shadowmage's journey in finding the ingredients for the ultimate potion and regaining his human body back.

Inspiration

Hollow Knight

Trying to imitate a glimpse of the perfectness of this game. There is potential to use the abilities to unlock areas and make it a metroidvania, but due to lack of time and knowledge this wasn't implemented.

Shovel Knight: Plague of Shadows

Shovel Knight: Plague of Shadows is the main inspiration towards the style and mood of the game. The pixel and simple art style acts as a base but the platforming essence provides further inspiration towards the level design.

Player Experience

The player must gather resources, craft powerful abilities in order to fight enemies and progress in the world. Managing the resources correctly will provide an easier experience for the overall game.

Platform

The game is developed to be released on windows PC

Development Software

- Unity version 2022.3.34f1 for programming
- Inkscape for sprite work and UI
- Chiptone for sound effects

Genre

Singleplayer, platformer, casual

Target Audience

With hard resource management and many different skills to master, this game is targeted to every platformer enjoyer looking for a challenge

Concept

Gameplay overview

The player controls a shadow mage (alchemist) that gathers materials through fighting enemies and using those materials to give himself a boost in power and ease of completing the level. By using those materials to his advantage correctly and crafting the right power ups the player can pass obstacles and reach the end goal.

Theme Interpretation (Shadows and Alchemy)

You are a shadow able to enter into shadows? and a mage using alchemy to craft spells to fight with. Not really the most creative interpretation of the theme.

Primary Mechanics

Mechanic
<u>Enter Shadows</u> When a player walks over a shadow he can crouch and enter the ground/floor turning him invulnerable towards all kinds of damage while moving freely.
<u>Crafting</u> A crafting wheel can appear pressing the Tab button that shows the materials and the amount that the player has. Combining materials with each other allows the player to craft his weapons/potions/power-ups.

Secondary Mechanics

Mechanic
<u>Throwing Sword</u> The player can craft a throwing sword that he can throw towards enemies to deal damage to enemies.
<u>Fireball</u> The player can craft a fireball that he can throw towards enemies to deal twice the amount of damage to enemies rather than the throwing sword.
<u>Dash</u> The player can dash to add a burst of movement to help him escape enemies or finish the level faster.
<u>JumpBoostPotion</u> The player can craft a Jump Boost Potion which allows him to jump double the height amount that he would normally.

Art

This is an only programmers team. We don't really know what art or grass is.

Our Strategy was to get free to use assets and do mild fixes to make something watchable that isn't an abomination or hurtful to the eye.

(Credits:

- Player Sprite (not animations): Lewis Bryant on ArtStation
- Bat,Golem Sprite and animations <https://admurin.itch.io/>
- Background <https://karsiori.itch.io/>
- Slime Sprite and animations:
<https://assetstore.unity.com/packages/2d/characters/slime-enemy-pixel-art-228568#publisher>
- Spider sprite and animations: <https://ansimuz.com/>)

Audio

The 8-bit audio matches the simple and pixel aesthetic of the game, along with its very easy to understand mechanics. (Credit for music: GWriterStudio (Unity asset store:

<https://assetstore.unity.com/packages/audio/music/8bit-music-062022-225623#publisher>))

Game Experience

Controls

Arrow keys / WASD (move)

Tab (open and close crafting menu)

E (pick-up materials)

Left Shift or Right Click (dashing)

Mouse (selecting materials, aim, shoot)

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	30 Ιουλ 2024	
2	Create player	Coding ▾	Finished ▾	30 Ιουλ 2024	
3	Main theme	Audio ▾	Finished ▾	30 Ιουλ 2024	
4	Crafting Menu	Other ▾	Finished ▾	30 Ιουλ 2024	
5	Player Movement	Coding ▾	Finished ▾	30 Ιουλ 2024	
6	Enemy interaction	Coding ▾	Finished ▾	30 Ιουλ 2024	
7	Enemy Design	Art ▾	Finished ▾	30 Ιουλ 2024	
8	Craftable Abilities	Coding ▾	Finished ▾	30 Ιουλ 2024	
9	Special effects	Art ▾	Finished ▾	30 Ιουλ 2024	
10	Player animation	Art ▾	Finished ▾	30 Ιουλ 2024	
11	Sound effects	Audio ▾	Finished ▾	30 Ιουλ 2024	
12	Level design	Other ▾	Finished ▾	30 Ιουλ 2024	
13	Any extra polish	Other ▾	Finished ▾	30 Ιουλ 2024	

#	Assignment	Type	Status	Finish By	Notes
14	SUBMIT	Other ▾	Finished ▾	30 Ιουλ 2024	

BEYOND (if ahead of schedule / extra time)

Boss Fight	Everything	Finished ▾	30 Ιουλ 2024