Shady Wizardry
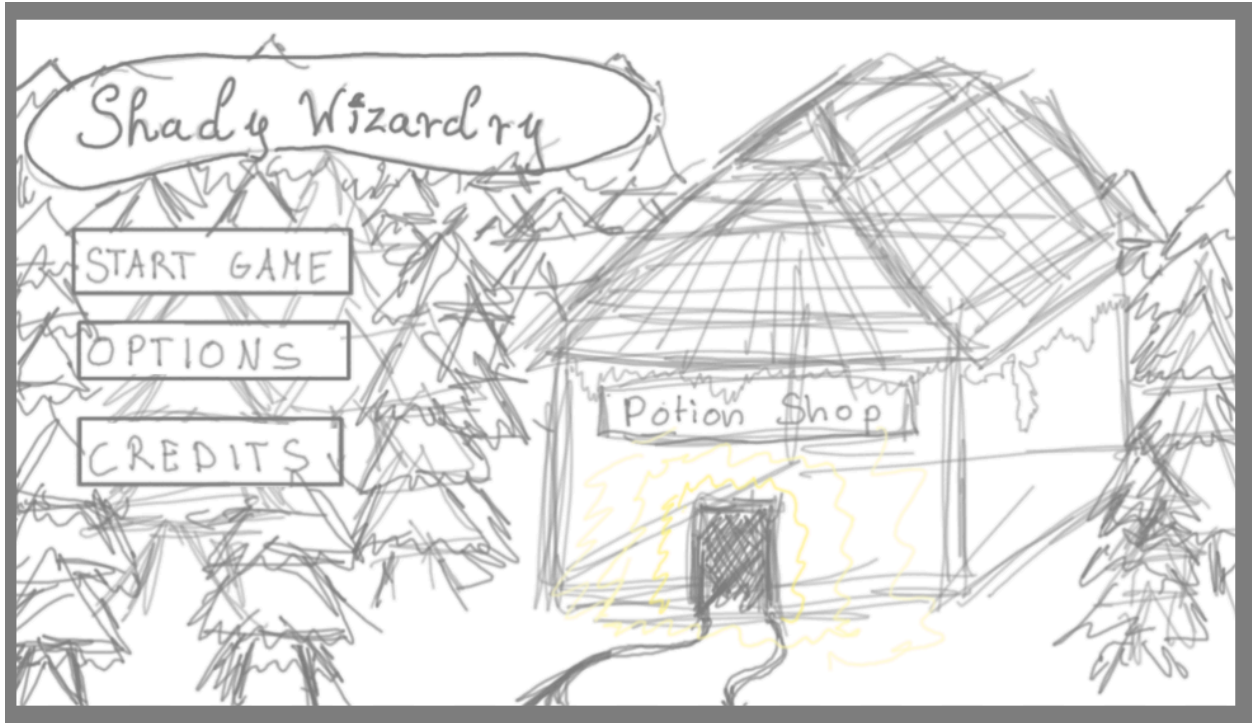
DESIGN DOCUMENT

By Galler/Keber/Wernig for the 2024 Pirate Software Game Jam

Introduction

Game Summary Pitch

Shady Wizardry is a game inspired by overcooked combined with other elements, like ghost which hunt you or your ingredients in the storage and a money/shop system. In the core it is supposed to challenge the player using time and force him to act fast.

Inspiration

Overcooked

As already mentioned, was this game based on management titles just like overcooked, where the player is constantly forced to make decisions and act fast and accordingly.

Player Experience

The player gets thrown into a house in the woods, where he brews and sells his potions in secret. From there on he is forced to satisfy his customers, otherwise they might call him out on his illegal activities.

Platform

The game is developed to be released on windows PC

Development Software

- Unity

Genre

Top down, Management

Target Audience

Players who find enjoyment in managing and overcoming challenging/stressing situations.

Concept

Gameplay overview

You play a magician from top-down view, customers come in and leave orders, which you have to complete. Ingredients are in the storage in the back and there also is a store to restock. Every potion earns you money to keep going. Your enemies are the time itself and the emerging ghosts.

Theme Interpretation (Shady and Alchemy)

You are a wizard who does his shady business in the shadow, hidden from the government. You are interested in illegal alchemy and wish to sell them. But be careful!

The game is all about making decisions and planning ahead, one wrong move might end it all.

Primary Mechanics

Mechanic	Description
Customers	a constant stream of customers will keep coming. They leave orders which have a time window, when failed you lose a life.
Ghosts	Ghost will either target you or your storage, when you hit a ghost, they slow you. When they reach the storage, they steal ingredients.
Storage	In the back of the building is the storage located, where you can take ingredients. But be careful they are limited
Coins	Every time you complete an order, you are rewarded in coins.
Store	Since you get coins and your ingredients are limited, we made a shop, to enable you to restock and use your money.
Weapons	To counter the ghosts, the player is given 3 weapons.

Secondary Mechanics

Mechanic	Description
Slow	Once the player hits a ghost, he gets slowed for X seconds and the ghost disappears. So, it's up to the player if he wants to fight or risk the slow.
Different types of ghosts	Each ghost calls for his own weapon to combat him.

Art

Theme Interpretation/Design

Since this is a small project, we went for a low poly pixel style with a 3d environment. The environment is 3d, but gives a 2d feel since you look at it from the top, the sprites are handmade pixel art.

Audio

Music

Since time is already short (12h before submission deadline...), we resorted to a free soundtrack as main background music.

Sound Effects

The sound effects where self-made for our purpose and aim to support the experience.

Game Experience

UI

To help the player with navigation, we made a UI overlay, also using 2d sprites and unity components.

Controls

Keyboard
WASD ⬛ Move
T ⬛ view Orders
ESC ⬛ Exit menus
E ⬛ to interact with things (outline indicator)
Q and E ⬛ Minigame
Mouse left ⬛ weapons

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other	Finished	Jun 22, 2022	
2	Basic Movement	Coding	Finished	22.07	
3	Customer System	Coding	Finished	26.07	
4	UI / Main menu	Art	Finished	25.07	
5	Map design	Art	Finished	28.07	
6	Minigames	Coding	Finished	24.07	
7	Beating git	Other	Finished	In progress	
8	Main screen/Game over	Art	Finished	29.07	
9	Weapons	Coding	Finished	30.07	

BEYOND (if ahead of schedule / extra time)

Extra weapons	Coding	Not started	
Extra minigames	Coding	Not started	