

# Escape The Shadows

## Setting

Escape the Shadows takes place in a wizard's tower. The player character is a manifested shadow of the wizard, who awakes to find themselves surrounded by minions and seeks their freedom.

The player will navigate the tower to escape being eliminated by their creator's minions. To do this they will utilize the powers of the elements by refining Prima Materia into elemental power, and augmenting the abilities they possess.

## Player Abilities

**Attack:** Without Elemental Fire, the player chops the air in front of them. With elemental fire they hurl devastating fireballs.

**Jump:** Without the Essence of Air the player jumps a single time, with Elemental Air the player can perform a double jump. They can also leap off of walls.

**Dash:** Without Elemental Earth the player dashes forward, with Elemental Earth the ground cracks beneath them to send them flying.

**Wall Sliding:** When empowered with the Element of Water the player can slide along walls, instead of falling straight away.

## Enemies

The player will encounter minions of their creator that seek to hinder their progress.

**Homunculus:** This enemy is a servant of the master and will rush the player seeking to chop them to death

**Elemental:** This powerful enemy will hurl elemental projectiles at the player while seeking to stomp out their life. They are only vulnerable to fireballs.

## Tools:

Escape the Shadows is developed in Godot 4

Aseprite was used to create the Art for the various sprites

GIMP was used for the End Game Screen

The Sounds were created with Audacity

# Art Requirements for PirateJam15 game

## Size and Scale

Tile sizes will be 32x32 pixels in size

The player model will be two tiles tall and one tile wide while standing idle

The player model will be two tiles wide and one and a half tile tall while dashing

The player model can crouch and become one tile tall

This scale will provide a visible game space of roughly 16.5 player idle heights on 1080p full screen display

## Player Model Design

A living shadow wearing a hooded robe

Colors will be in dark hues of gray, purple, and black

### Proportions

Head occupies an area 18x14px

Torso occupies an area 16x16px

Legs occupy an area 20x34px

Arms occupy an area approximately 14x16px

## Required Player Model Sprites/Animations

**Idle State** - animated to stand and appear to breathe

**Jump State** - leaping posture

**Crouching State** - bends at the knees, reducing the idle height by one third; played in animation cycle before leaping into a jump

**Crouching Walk** - walk cycle in the crouching state

**Falling State** - arms out to stabilize and robe billowing in the wind

**Walk Cycle** - robe shifts around the knees

**Attack Cycle** - arms swipe out in front of standard idle

**Dashing Cycle** - model leans heavily into the direction of the dash, robe billows behind

**Death Cycle** - player dies body evaporates leaving behind their robe

**Death State** -

# Environmental Tilesheets

The setting of the game is an Alchemist's tower, as such the environment will be composed of hewn stone, wood, metals and magical materials. The overall theme of the environment is mysterious and dimly lit by flame and magical sources of light.

Primary colors in the environment will be lighter hues than the player model and other props to visually differentiate them from those objects. So that interactable objects and static platforms and such can be determined at a glance and that the backdrops don't overtake the information the player is processing.

## Required Tiling Elements

An attempt will be made to provide these assets in single tiles that can be built into regions of the level.

**Stone platforms** - 1 variation of stone platform tops sides and widths elements in composed 16x16 segments that combine to escape a samey feel that can be used to build out navigable level elements.

**Wooden platforms** - 1 variations of wooden platform in composed 16x16 segments that combine to build out level elements

**Stone Walls** - Stone brickwork

**Wooden Walls** - Medieval wood slat walling

## Environmental Props

The game environment will require a number of props to break up the monotony of the background and add flavor as well as lighting sources. Props will also be required for puzzle elements and item pickups.

## Interactable Objects

**Door** - A Door that can open for the player to enter a different scene

**Lever** - A lever that can be pulled for some effect.

## Traps

**Spike Trap** - Animated spike trap, one frame down one frame deployed

## Enemy Sprites

**Homunculus** - An Alchemically created humanoid minion, shorter than the player

- Animation States - Idle, Walk, Run, Attack, Fall, Death

**Elemental** - A stronger enemy made of pure elemental essence

- Animation States - Idle, Walk, Attack, Death, Hurt