ANUBIS

By That_Dwayneee for PirateJam #16

ANUBIS will be a 2D platformer game where you play as a sword-wielding protagonist, with the option to throw your sword at enemies - and upon an enemy picking up the sword you take control of them.

Inspired by JoJo's Bizarre Adventure, more specifically the stand of the same name:

In short, Anubis is the stand of the sword itself, and works by possessing anyone who wields it - this will be the core mechanic of the game.

For the platformer side of things, I will draw inspiration from the systems of platformer games in Hollow Knight, Super Meat Boy, and Dead Cells.

Features:
- Attacking
- Parrying
- Walljumping/Wallsliding
- Possession of multiple different body types with different abilities
- No healing other than possession
- Throwing your weapon edge-first and hilt-first

Art style:
Making use of a pixelated style; dead cells once
again can be used for inspiration however is
higher resolution than what I want to create.

Retro games such as super metroid is a better
place to take cues from - in particular the 16 or
32-bit style is a good starting point for what I'm
looking to create, with low-resolution sound design

to match. A more modern game to
pull from for this is Shovel Knight -
which although it has more colour
than ANUBIS will, still has the lower
resolution I'm looking for.

In terms of colouring, I want ANUBIS
to be rather minimalist, relying largely
on a dark blue as a base colour, and
then basing most sprites off of that,
brightening and desaturating as fit - with the exception of the sword being grey with
either no or very minimal blue colouring, and blood particles just being pure red.

For sound design, Shovel Knight once again comes up as a standout option to get
inspiration from, but for the most part I think the move is for me to tamper with sounds
that could be turned into what I'm looking for - bit crushing them down to fit into the
game's art direction.

In terms of UI I can tie everything to the current player character - not needing to move
them relative to window size is a bonus but mostly it's to reinforce the fact that you're
controlling a possessed entity that's not at all different to another enemy (enemy
healthbars will similarly appear above their head)

Making a background for the game I can draw
inspiration from devious dungeon, an older game
I used to play on mobile that features heavy use
of pixel art. The game has massive tiled sprites
for it's backgrounds that I can partially imitate to
make ANUBIS feel more alive.

The game will be made in Godot - as it is the game engine I am by far the most familiar with.
Sprites will be made using Pixelorama, as it is a free and easy to use tool for pixel art.

Timeline:

Player movement (completed 19/01)
Sandbox level (completed 19/01)
Combat (19/01) [may be updated]
Possession (completed 19/01)
Different body types (completed DD/MM) [won't be finished by deadline]
Basic title screen (completed 22/01)
Demo level (or levels) + Level complete script (completed 23/01)
Spriting (completed 22/01)
Sound design (completed DD/MM) [won't be finished by deadline, same for animations]
Pause menu (completed DD/MM) [unlikely to be finished by deadline]