

Ink Recto-Verso

GAME DESIGN DOCUMENT

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Introduction	2
Pitch	2
Inspiration	2
Player Experience	3
Platform	3
Development Software	4
Genre	4
Target Audience	4
Concept	4
Gameplay Overview	4
Theme Interpretation (Shadows and Alchemy)	4
Mechanics	5
Art	5
Theme	5
Design	5
Audio	5
Music	6
Sound Effects	6
Game Experience	6
UI	6
Control	6
Development Timeline	7



Introduction

Pitch

Ink Recto-Verso is a 2.5D game about crafting, experimenting with elements to create the world surrounding the player. The world is set on the pages of a book, building/managing on one side and conquering on the other.

Inspiration

Potion Craft: Alchemist Simulator

This game gives the player the power to experiment and find their own way to craft potions. Depending on ingredients available, the player can optimize recipes to craft the options to maximize profit when selling them.



Its crafting mechanics are carefully used only when doing exploration to find new kinds of potions in the map. Once completed, the player can save the recipe and won't have to redo the crafting if the ingredients are still available.

Stardew Valley

Stardew Valley is interesting for the way all the game mechanics work together, where multiple features can get advantages from one another. Crafting, Farming, Dungeon Crawl and Socializing with NPCs all bring a form of progression for more than just itself, resources from one can help a lot for the other.



Black and White 2

Game about managing a town as a god, the player can directly interact with the environment, instead of having to order a unit. Another feature is the villagers themselves in the town. They have needs, they have a schedule they follow for sleep/work/pleasure. Looking at a living scene and observing their different behavior is a hook for slowing the pace of a game.

Player Experience

On the page of a large book, the player is given the tools to modify its environment by building houses and inviting little elemental villagers. Depending on their element, they will begin to work, gather resources that other villagers could need.

Some buildings will cost ink, which can be limited on the recto side of the page. The player will have to switch to the verso page, further away from a source of light, constructing towers to eliminate threats. The waves of enemies will drop Ink that the player can use for upgrading their town on the recto side.

Platform

The game is developed for Windows PC

Development Software

- Godot 4.2.2 for the game engine
- Krita for graphics and UI
- Audacity for SFX

Genre

Single player, City Management, base building

Target Audience

The game is targeted mostly towards players who like farming, city management and tower defense.

Concept

Gameplay Overview

The player will be looking from a top-down view. The cursor is a feather, similar to one for writing.

Recto side:

Placing buildings, elemental villagers will appear and begin to work.

They will be able to create the resources but for the player to continue adding buildings, a bigger source of ink will be needed.

Verso side:

The player will be placing towers to defend and eliminate waves, rewarded with ink that will be usable to continue upgrading the town.



The towers will cost resources the villagers created.

Theme Interpretation (Shadows and Alchemy)

Alchemy interpretation: Like when doing research and writing results on paper, the player will populate the page with his town, using the four main elements: fire/water/air/earth.

Shadow interpretation: Like Lights casting a shadow, the page has two sides. Recto is well lit and will be where the town is built, where the verso side is crawling with enemies, but the player will have to go to that page to gather ink.

Mechanics

Mechanic	Visual
<p>Town Management</p> <ul style="list-style-type: none">- Building houses for each elemental villagers that will help in the city	 A screenshot from a game showing a brown background. On the left, there is a red, flame-like house. In the center, there is a blue, water-like house. To the right of that is a purple, cloud-like house. On the far right is a small, grey, stone house with a chimney. At the bottom, there is a row of icons representing different elements and buildings.
<p>Tower Defense</p> <ul style="list-style-type: none">- Build towers to kill spawning enemies- The more time advances, more enemies will spawn- Killed enemies will drop ink, sipping through the page that the villagers will be able to gather.	 A screenshot from a game showing a dark blue background. In the center, there is a large, glowing yellow circle. Around it, there are many small, glowing yellow enemies. At the bottom, there is a row of icons representing different towers and buildings.

Art

Theme

Visuals will be similar to drawings on old paper, using a light brown background. The world is lit by a candle on one side of the book, and darker on the other. Most of the game on the page is drawn

Design

The drawings will be imperfect, sketchy, as one does when writing personal notes without intention of sharing.

Audio

Music

TBD

Sound Effects

Natural sounds will be used for real objects, like drawn fire will sound like fire. Some interactions more related to crafting and using ink will have sounds that would be similar to realism, often related to manipulating paper.

Game Experience

UI

The UI will look like pieces of papers on the side of the screen, minimized to avoid making the screen look too busy.

The accumulation of ink will be shown as a sketch of an ink bottle filling up when collecting ink.

Control

WASD for moving camera

Mouse for pointing and clicking