

ONE-BUTTON

Design Document

by TrashPandaMedia for the Pirate Software - Game Jam 17

Introduction

Game Summary

one-button is a point & click (puzzle) game with multiple endings.

Inspiration

Please, Don't Touch Anything

In this game, the player has a huge console panel with a singular red button, and is tasked not to touch anything, which most players won't do.

Player Experience

The player is left with a choice: do they press the button to see what will happen, or will they show endurance?

Platform

Browser-Playable Game on itch.io

Development Software

- Godot version 4.4 for programming
- Aseprite for graphics and UI
- Git as version control
- sfxr.me for sounds

Genre

Single-player, Point & Click, Pixel Graphics

Concept

Gameplay overview

The player can press or hold the singular button presented to them whilst a timer is counting down.

Theme Interpretation (Only One)

one-button focuses on the idea of only using a **singular button** to press or hold and to achieve an ending within a **one-minute** time limit.

Mechanics

the button

A red button in the middle of the console. The button can either be pressed once or multiple time and even be held.

digital clock

A digital clock will be there at the start of the game – as soon as the player starts the game, it will begin to count down.

Art

Theme Interpretation

For the color pallet, we've chosen to use Catppuccin Mocha.

Audio

Music

No music is used in this game in order to emphasize the eerie silence and amplify the sounds from the timer.

Sound Effects

The sound effects were created using sfxr.me and are used sparingly to maintain the atmosphere.

Game Experience

UI

Like all other elements in the game, the UI is very minimalist and mostly based on text elements.

Controls

Mouse

The Mouse, alongside its left click, is used to play the game.