

Alchem't See It

Design Document for Pirate Software Jam

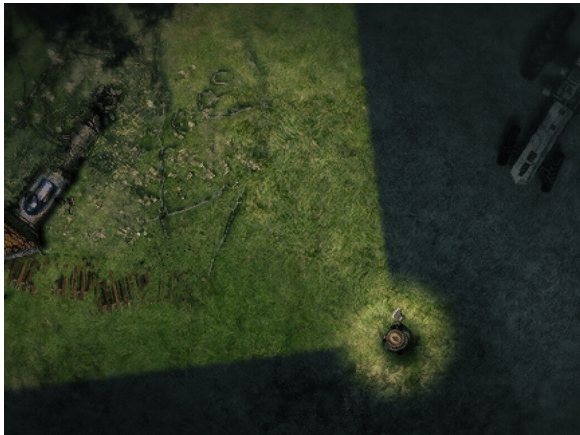
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Introduction

Game Summary

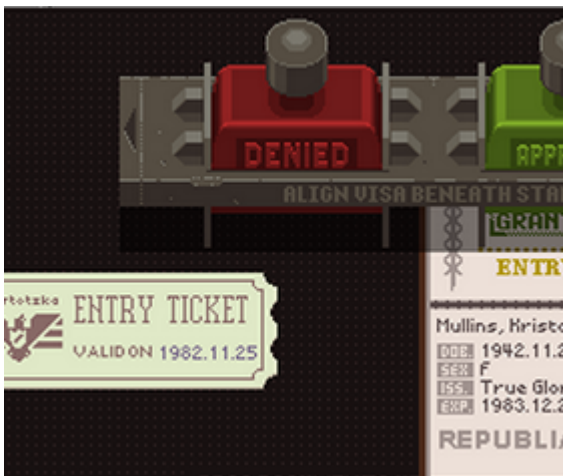
Alchem't See It is a game about finding ingredients in the forest to brew potions. It is divided into two phases: exploration and brewing.

Inspiration



Darkwood

The game challenges players to explore a dangerous forest while managing sparse resources. [The game provides a top-down view](#) which would seemingly give the player great awareness of its surroundings, [but limiting field of view gives the opposite effect](#), thus giving the player the feeling of fear.



Papers please

The player is able to freely interact with various things on the table. The key to the game is [managing a lot of items in a limited workspace](#).



Don't Starve

It's a survival game where player have to [gather resources](#) and [craft items](#). Also player have to take care of his [sanity](#). Losing sanity have impact for player gameplay.

Player Experience

The player must explore a mysterious forest in order to find ingredients and hints about potion making. Whatever is gathered will prove useful when trying to escape from the forest.

Platform

The game is developed to be released on browser.

Development software

- Godot Engine 4.2.1
- Piskel and Aseprite for graphics and UI
- Ableton for music

Genre

Singleplayer, survival

Theme interpretation Alchemy-shadow

theme is divided into two parts so game can be divide also on two parts

alchemy mostly is associated which making mixtures so in game player can make mixtures by joining ingredients

shadows are associated with darkness so everything in this game is in dark. player has limited sight of view so many things are hidden in shadows

Target audience

Game was created mostly for casual players, who like games we took inspiration from

Mechanics

Gameplay can be divided into 2 parts

Crafting

In crafting table player can see everything what he finds in exploration mode. On the table player there are tools which player can use to make new kind of ingredients. Player can grab items on the table and put on to other ingredients or tools to make new ingredients. By joining right ingredients player can make potions which appear in crate which can be found in starting camp. To make crafting more difficult on table there is only one source of light

Exploration

Health points

Player have health points which can be used to take damage from enemies and making deals with trader.

Sanity

White bar show player's sanity. when sanity lowers, player's range of view also becomes smaller. You can regenerate sanity by standing near the campfire, using potions or by interacting with trader

Toolbar

Player can have max 5 tools or potions in his tool bar. player need to active item in case of using it

Potions

Some of tools are potions which can restore or improve some statistics like sanity. Every potion can be used ones

Tool

Player can use tools to gather more ingredients. tools can be used endless times

Crate

player can find crates in which he can put or take items from his toolbar. Crate which is in starting camp spawn potions which were crafted on table

Resources

Player have to explore world to get ingredients. There are different ways to get them some of them can be gathered. and some need special tools to get them

NPC

Player can find npc's. Player go in interaction to get some information from them. Npc. can have more quotes than ones. so sometimes player can interact few times to get more information

Enemies

Player can encounter hostile npc that can injure them. Player can't fight back against them

Art

the game uses pixel art. color palette depends on the current player state. If the players is interacting with the table there palette is limited to 16 colors which are warmer and should be associated with safety. During exploration palette is restricted to 9 colors and is colder which should be associated with danger and mystery

Music

There are currently two themes. One made for exploration and one made for crafting

Controls

Keyboard

Moving - WASD or Arrows

Interaction - E

selecting tool item - 1,2,3,4,5

Mouse

Player's rotation - mouse movement

Use item (in exploration) - left button mouse

Selecting item (in crate) - left button mouse

Selecting item (on table) - left button mouse

Development timeline

#	Assignment	Type	Status	Finished by	Notes
1	Design Document	Other ▾	Finis... ▾	30 lip 2...	
2	Main menu	Art ▾	Finis... ▾	21 lip 2...	
3	Crafting	Codi... ▾	Finis... ▾	28 lip 2...	
4	Controlling Player	Codi... ▾	Finis... ▾	18 lip 2...	
5	Overworld Interactions	Codi... ▾	Finis... ▾	22 lip 2...	
6	Music	Audio ▾	Finis... ▾	29 lip 2...	
7	Creating NPC sprites	Art ▾	Finis... ▾	20 lip 2...	
8	Creating Ingredients sprites	Art ▾	Finis... ▾	24 lip 2...	
9	Combat	Codi... ▾	Not s... ▾	📅 Data	