

Mirrored Crown GDD

Pirate Software Game Jam 17

Summary

There can only be one King. Find the way out for the king, but make sure he doesn't see his own reflection in the mirror.

The game is a small puzzle game focused around a dark/light theme. The levels will constantly switch between dark and light, allowing the player to observe the level or move through the level. There are different mechanics that make moving through the levels more difficult.

Theme

The theme of the game jam 'only one' is incorporated into the theme of the game. There can only be one king or you will get trouble. Therefore the player cannot get caught in a mirror otherwise there are two kings. Someone can also only look in the mirror when there is light, allowing the player to move in the dark.

Mechanics

The game is mainly based around a dark/light mechanic. Other mechanics are more focused on level design.

Dark/light

Each level starts with a certain amount of seconds, during which observations about the level can be made. After a certain amount of time the level turns dark. During dark times a player can walk through the level, but you won't be able to see anything. Therefore you have to plan ahead and count the steps you take. After a certain amount of time the light turns back on. If the player is in front of a mirror, the player loses and has to restart the game. If the player is in a safe space, the player can determine a new path. This cycle repeats until the player reaches the end.

Mirrors

Every level has mirrors. When a player ends up on either side of the mirror, the player fails the level and has to try again.



Buttons and walls

A level can have buttons that open walls. These buttons can be pressed during the dark times and the walls will move in the direction of the arrow on the wall. The colour of the button corresponds to the colour of the wall.



Portals

Another mechanism is portals. These portals teleport a player from one place in the level to another. The colours of the arrows show which portal is the entrance and which portal is the exit. The arrows also use the same colours in order to show which set of portals belong together.



Levels

There are currently only 6 levels. The first level is easy and other levels become more difficult the higher the level number is.

The levels can also differ in size and shape. For now only normal rectangles and squares are used.

UI

WASD or the arrow keys are used for moving the player.

The first few levels have a panel with an explanation. Later levels don't have a tutorial instruction. These panels can be closed.

All the levels have a retry button as well in order to quickly restart the level.

Music

There is a simple theme song and a melody for restarting the level or moving on to the next level.

There are no other sounds, because this would betray mechanics you can't see. For example, if a sound would play if a wall would open, the player would know which position the player currently has.

Future

Because the game is fairly basic (lack of time), a lot of things can be used to make future levels more exciting. Especially the fact that even level 6 is not that difficult, the difficulty for other levels can be increased.

Mechanics

One of the mechanics I would like to introduce is moving walls. These walls continually move and therefore the timing aspect of the game becomes more important.

Besides moving walls, another element could be enemies that have a line of sight and try to spot the player.

Levels

As mentioned before the levels are using a rectangle and square form. This can be changed into other shapes as well as separated shapes. The levels can also play more into the unknown by hiding certain parts of the level until a player arrives at a certain point.

Another way to make the levels more interesting is to add a maximum timer to finish the level. That way the player can only pause for a limited amount of times.

Tools

The tools used for this project:

Godot 4

Affinity Designer (UI/Graphics)

Ableton Live (Sound)