Goblin Alchemist

Design Document

By AbyssGoblin 2nd 2024 Pirate Software Game Jam

INTRODUCTION

Game Summary Pitch

Shadow Goblin Alchemist is a 2D Hack-n-Slash but with Alchemy as a Goblin making new forms of alchemy attacks while enlisted to a war with a rival nation.

THE THEME

Shadows and Alchemy

To quote from our host and to be used for a reminder to remind myself:
"Shadows and Alchemy. Shadows can relate to a number of different subjects outside of light levels. Think about shadow governments, secret societies, or elemental effects. Alchemy can also be used for much more than mixing potions. Alchemy is about transformation, synthesis, combination, and hidden knowledge."

INSPIRATION

Fullmetal Alchemist

FMA has a very interesting power system and found a way to militarise Alchemy by the looks of things in their world version of the early 20th century and I thought what would it look like if you did this with a fantasy world in this era which is the kind of visual I Feel suits both shadows as Goblins are always seen as a lesser race with no one taking them seriously and well Alchemy transforming the environment to suit your needs in battle and since this is a war enemy Alchemists with hidden knowledge like new powers or hidden messages that could help in the war effort and raise your rank within the game.

PLAYER EXPERIENCE

In a WW1 Fantasy setting, players will experience giving their Goblins names and walking on the front lines of nogoblinsland where the higher races use Goblins as cannon fodder on at the front lines and don't expect your first Goblin to stay alive maybe they will it depends on the player as death is abundant on these lands especially for Goblins thankfully they got Alchemy and you can loot your former body for whatever they had on them as well as their name tag but do be careful as more days go by the harder the fight will be ahead of you.

PLATFORM

The game will be released on Windows PC and can use both Keys and Xbox Controller.

TARGET AUDIENCE

With it being action focused and simple fight mechanics, this game is marketed to casual players who miss 2D hack-n-slash to players wanting a bit of a challenge on higher difficulties in the full version that is currently beyond scope for this game jam.

GENRE

Singleplayer, couch co-op, 2D, Hack-n_slash.

DEVELOPMENT SOFTWARE

-Game Maker Studio 2 for game and Graphics.

Reason for that is I know Game Maker Studio 2 pretty well at this point and I do intend to expand outside of that engine to other game engines for future projects but I felt for this project this would be perfect for.

Game Maker Studio 2 is great for doing small to medium projects and is one of the better 2D game engines out there for new game developers to take a good stab at and has a decent sized community if you get stuck somewhere.

GOALS

- My game needs to have a start and end for a complete game experience.
- Theme is around Shadows and Alchemy. I got to make sure both are present. My current plan is to have a shadowy environment in hues of grey in contrast with the player and enemies, the player will use Alchemy to fight the enemies with.
- First complete project and not half baked that never got released that I hope I can live up too.
- Take in feedback and see how I can improve afterwards.

Concept and Gameplay Loop

Fight for your nation as a Goblin you have no choice but to fight on the front lines against other Goblins, Spiders , the Undead and maybe even a Human! From the Start you will be presented with a Map currently only one of the paths is open the reason is to keep things in scope of this game jam, You use your power of Alchemy to fight others and your dark shadow to boost your strength in the middle of combat, the player will go through levels which will lead to some boss fights per each trench with the exception of the first level.

Controls

- (A) to Move Left
- (D) to Move Right
- (Space or K) to Roll
- (J or Left Click) to Attack
- (L or Right Click) to shadow transform

Menu Controls

- (Up) to go up on Menu
- (Down) to go down on Menu
- (Space) to enter
- (Left Click) on points of interest on the map

Player Character Animation

- Idle
- Run
- Roll
- Attack swing one
- Attack swing two
- Attack swing three
- Hit Stun
- Body falls apart

Enemy Character Animation

- Idle (All)
- Run (All)
- Roll (Only for Goblin Alchemists)
- Attack swing one (Only for Goblin Alchemists)
- Attack swing two (Only for Goblin Alchemists)
- Attack swing three (Only for Goblin Alchemists)

- Hit Stun (All)
- Only one attack (Rifle Goblin, Human and Final Boss)
- Body falls apart (All)

WORLD DESIGN

- Old War map with points of interest that you can select to make progress in the game.
- Points of interest are in three different colours when your character is hovering over them Red meaning you can't go there yet, white meaning you haven't played that level yet and green meaning you have completed the level but you can play it again.
- Each level is intended to match with what the map shows if the point of interest is over a trench you are in the trenches or if it's over the forest you will be on one of the forest levels.
- Loot mechanic beyond scope for this game jam due to other gameplay factors and personal time to place it in.
- The bosses have a tell before they attack, giving the player the chance to avoid getting hit.
- Monolog for game start and for game end but other gameplay problems that were needed to be addressed have put this outside of scope.
- Both the player and all the enemies will fall to pieces if they die. It gives the game a bit more violence and fills out the level nicely after killing all the enemies on the level.

ALCHEMY AND SHADOWS

Alchemy:

For Alchemy was all the attacks the player could make through altering the environment around them.

Water manipulation by gaining water you can use it against the enemy.

(Currently the only one that is working within scope however the gain of water is just through the same way as gaining blood atm)

Earth manipulation by using the earth to spring up walls and attack against the enemy.

Fire manipulation through dry wood or lighters that was outside of this scope.

Shadows:

To play into the theme I went with a WW1 era but with fantasy races and making the player play as a Goblin one of the lowest tier race and would be used by the higher races to do the war for them and to further reflect on the shadows your character can transform into a shadow being for a moment which makes the character both

powerful but perhaps something darker brewing in these lands and the grey out environment to reflect on that feeling.

To do list

- Main Menu Screen (Done)
- Pause Menu Screen (Done)
- Restart Menu Screen (Done)
- Settings Menu (Went Beyond Scope)
- Load Game Menu (Went Beyond Scope)
- First Attack combo (Done)
- Second Attack combo (Went Beyond Scope)
- Other Magic type attacks (Went Beyond Scope)
- Three Bosses (Done)
- Game Tracking progress (Still Buggy but functional enough)
- Game Dialogue (Went Beyond Scope)
- Game Map screen (Functional)
- Game attack sounds (Needs a bit more but will do for now)
- Game background music (Currently only bosses have that but the rest went beyond scope)
- Multiple different pathways (Went beyond scope so currently there's only one pathway for the moment)
- Goblin Enemies (Done)
- Spider Enemies (Done)
- Undead Enemies (Some Done others outside of scope)
- Human Enemies (Only one done others outside of scope)
- Elf Enemies (Went Beyond Scope)
- Dwarf Enemies (Went Beyond Scope)
- Ork Enemies (Went Beyond Scope)
- More bosses after the three (Went Beyond Scope)
- Looting former bodies (Went Beyond Scope)

RESOURCES

- Game Maker Studio 2
- Royalty Free Sound Effects Archive: GameAudioGDC [GDC Game Audio Bundles - SONNISS - Royalty Free Sound Effects](#)
- Bfxr
- How to make a world map [Game Maker Studio 2 | Basics] [How to make a world map [Game Maker Studio 2 | Basics] (youtube.com)](#)
- How to Make a Menu System (with Submenus) in GameMaker Studio 2! [How to Make a Menu System (with Submenus) in GameMaker Studio 2! (youtube.com)](#)
- GameMaker Studio 2 - 2D Hack-n-Slash: INTRODUCTION [GameMaker Studio 2 - 2D Hack-n-Slash: INTRODUCTION (youtube.com)](#)