

SWORN TO PROTECT GDD

Introduction

Game Summary

Your soul is bound to a sword that is sworn to protect The Powerful Diamond.

You swing yourself around the Diamond to protect it from attackers.

Inspiration

- Undertale - Undyne Fight
- Super Hexagon

Player Experience

The player can use either their mouse or A and D keys to swing a sword to attack enemies that come to destroy the diamond at the centre.

Hordes of enemies come outside the screen and move towards the centre. The enemies are spaced so you can swing the sword in a satisfying way.

Platform

- [Itch.io](https://itch.io)

Development Software

Godot

Aseprite

Genre

Singleplayer, Survival, Casual

Target Audience

The game is perfect for casual players who enjoy a quick game where they are competing against their personal best times.

Concept

Gameplay overview

Swing your sword around using a mouse or keyboard to attack enemies that come in waves.

Mechanics

Player - Sword swings around a pivot that is in the centre lerping to the position for a smooth swing.

Enemies - Simple enemies that just spawn at a point outside the players view and move towards the centre. There are 3 enemy types

- Basic Enemy
- Fast Enemy
- Alternating Speed Enemy

Art

Theme

Being quite new to 2D art, I chose Pixel Art and relied on Free to Use Pixel Art from Itch.io for certain aspects

Design

I want to keep this simple. black background, simple art. Just a prototype to get my foot in the door of 2D game development.

Audio

Not being familiar with Audio, I decided to not focus on audio this game jam, next time I would like to add this to a game using Free to Use assets.

Game Experience

UI

For my UI, I found a medieval font on Google Fonts called Cinzel and used this for my title and buttons.

Controls

I wanted the controls to be simple. I made the sword follow the mouse location with some interpolation for smoothness.

I also added controls for the keyboard using the A and D keys.

Development Timeline