

# **Slimy Mutation**

# Slimy Mutation

## DESIGN DOCUMENT

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# Introduction

## Game Summary Pitch

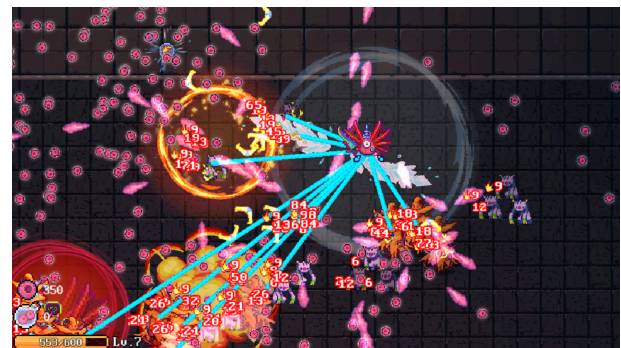
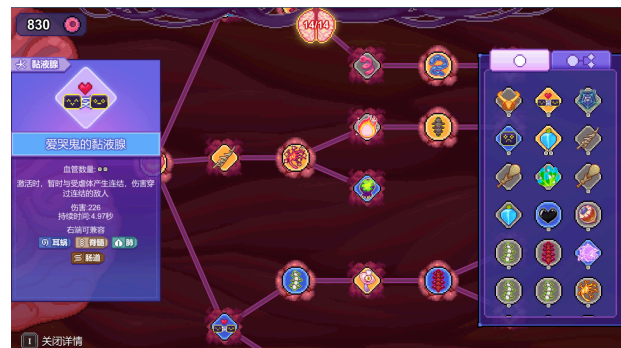
In this **Vampire-Survivors-like** game you control a slime monster with **tentacles and catch arms**. Your goal is to **extract enough life essence** from your enemies to upgrade your tentacles and to produce new ones.

## Inspiration

### Bio Pototyp

In Bio Pototyp you control a bio blob in a lab and evolve its abilities by defeating waves of enemies.

It is a survivor-like game that focuses on upgrading by adding different organs and brains to the organism to chain different attacks together. The **overall theme of evolving the bio organism** is inspiration.



### Ultimate Spider-Man

The action-adventure game Ultimate Spider-Man is based on the comic books of the same name. You mainly play as Spider-Man but there are several parts of the game where you play as the Villain Venom.



While playing the symbiote you are a force to be reckoned with. You can use your **tentacles for wide range attacks and your arms for brutal close combat**. You also have the **ability to drain the life force of your enemies and foes**. In fact, you need to do this as you will lose health over time.



## Player Experience

You start as a weak little slimy lump that tries not to get overwhelmed and killed by its enemies.

With time you get stronger and **evolve** to a greater lifeform that is more **versatile** in its fighting abilities and tools.

## Platform

Web browser

## Development Software

- GameMaker (Version 2024.11.0.179) for programming
- Aseprite (v1.3.9.2) for 2d art and graphics

## Genre

(Vampire)-Survivors-like, Roguelite

## Target Audience

The game is designed to be easy to learn and quickly understand its mechanics without making the challenge itself too easy. So it targets the **casual player** who enjoys **a challenge with persistent progress** through the runs.

## Concept

### Gameplay overview

The player controls a slime-like blob through the 2d world. You **automatically attack nearby enemies** with the tentacles and arms. **After defeating** one of them you **gain experience points** to **upgrade** your **tentacles** and **base stats** when reaching the next level. You can upgrade and unlock new tentacles that do more **damage**, **stun** or **slow** the opponents, **drain** enemies for **life** or **experience points**, make you **faster** or give you **armor**. **Enemies attacks drain your life** bar when hitting the player. **After each round** you get points to **upgrade your character permanently**. You need to find the balance between attack and defense.

### Theme Interpretation





#### 'You are the weapon'

We are the slime that grows stronger and stronger after defeating our foes. We gain power with each enemy to mutate to newer and better forms. We are the force to be reckoned with.  
We are the weapon.

## Primary Mechanics

The mob sprites from the following free asset pack were used to create the mockups:

<https://free-game-assets.itch.io/free-slime-mobs-pixel-art-top-down-sprite-pack>

Mechanic	Mockup (Art not final)
<p><b><u>Basic movement with wall and enemy collision</u></b></p> <p>You can move around the world freely but your movement is blocked when hitting a wall or enemy.</p>	
<p><b><u>Enemy attacks</u></b></p> <p>Enemies can attack you with melee and ranged attacks to reduce your life.</p>	
<p><b><u>Enemy variety</u></b></p> <p>In a run over time different types of enemies will spawn with various quantities and strength.</p>	
<p><b><u>Player auto base attacks</u></b></p> <p>The player will attack nearby enemies automatically. The attacks have different ranges and areas of effect.</p>	

Mechanic	Mockup (Art not final)
<p><b><u>Attached tentacles</u></b></p> <p>Tentacles that attach themselves to enemies and drain their life to increase the player's life or experience points.</p>	
<p><b><u>Special effect tentacles</u></b></p> <p>Tentacles that can stun, slow or poison the opponents. Single target or AoE.</p>	
<p><b><u>Base stats</u></b></p> <p>The player has base stats that can be upgraded during a run. <b>Max life, speed, armour, base attack speed</b></p>	<p>No Mockup</p>
<p><b><u>Gaining experience points</u></b></p> <p>Defeated enemies will increase the experience points. The amount depends on the enemy type.</p>	
<p><b><u>Upgrading in a run</u></b></p> <p>During a run you can upgrade your stats and tentacles after reaching enough experience points to reach the next level.</p>	
<p><b><u>Permanent upgrades</u></b></p> <p>After a run you get points</p>	<p>No Mockup</p>

Mechanic	Mockup (Art not final)
depending on your survival time. These points can be used to upgrade your base stats permanently.	

## Art

### Basic color palette

Besides different grey scales the basic color palette consists of the following:



<https://coolors.co/a32e26-065e53-55421b-392a4f-332945-0e0029>

### Design

The world around the main character uses simple pixel art. The character itself uses a more fleshed out realistic look while keeping some pixel elements. This is to set the focus and strength to the slime-like being.



## Audio

### Music

To emphasize the danger that lies upon the world the music is mysterious and aggressive at times. It incorporates instruments like the piano and string instruments.

### Sound Effects

To create the immersion of being a growing monster, semi realistic to realistic sounds are used. The slime and draining sounds are focused.

## Game Experience

### UI

The GUI also incorporates the pixel art style while giving it an organic touch by adding some moving elements like bubbles in the red life bar.

### Controls

The whole game can be played with

Keyboard (Wasd or arrow keys)

**AND/OR**

Mouse

### Tutorial and learning curve

A standalone tutorial will not be necessary since the game mechanics are mostly self explanatory. At the beginning of each run you see the symbols of the keys on how to move. Special abilities are accompanied by a short description text when upgrading.

# Development Timeline

## MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	18. Jan. ...	
2	Setup basic project and source control	Coding ▾	Finished ▾	18. Jan. ...	
3	Add simple movement of test sprite controlled by wasd or arrow keys or mouse location	Coding ▾	Finished ▾	18. Jan. ...	
4	Add collision detection for walls and enemy entities	Coding ▾	Finished ▾	18. Jan. ...	
5	Add simple placeholder for life and experience bar with adjustable value	Coding ▾	Finished ▾	19. Jan. ...	
6	Add enemy melee and ranged attacks that decrease life of player when hitting them	Coding ▾	Finished ▾	19. Jan. ...	
7	Add enemy movement towards player and attack when in range	Coding ▾	Finished ▾	20. Jan. ...	

#	Assignment	Type	Status	Finish By	Notes
8	Add basic auto attack for the player. It should slash through multiple enemies	Coding ▾	Finished ▾	20. Jan. ...	
9	Create three types of enemies with different healthpoints	Coding ▾	Finished ▾	21. Jan. ...	
10	Add adjustable max health, speed and attack speed stats	Coding ▾	Finished ▾	21. Jan. ...	
11	Add tentacle that attaches to enemy and drains its life to your life	Coding ▾	Finished ▾	21. Jan. ...	
12	Add tentacle that deals AoE damage	Coding ▾	Finished ▾	22. Jan. ...	
13	Add dropped experience points that fill your exp bar	Coding ▾	Finished ▾	22. Jan. ...	
14	Add upgrade menu to increase one of your base stats or to add new type of attack	Coding ▾	Finished ▾	23. Jan. ...	
15	Add upgrades to improve the stats of the special attacks	Coding ▾	Finished ▾	23. Jan. ...	
16	Create and add	Art ▾	Finished ▾	24. Jan. ...	

#	Assignment	Type	Status	Finish By	Notes
	basic UI element assets				
17	Add game over screen with retry button	Coding ▾	Finished ▾	24. Jan. ...	
18	Add a timer for a run and open game over screen when reaching 10 minutes or when the life bar hits zero.	Coding ▾	Finished ▾	25. Jan. ...	
19	Add basic level layout with walls and spawn points	Level d... ▾	Finished ▾	25. Jan. ...	
20	Add timed enemy spawning mechanic	Coding ▾	Finished ▾	26. Jan. ...	
21	Create and add main character sprite assets with tentacles	Art ▾	Finished ▾	26. Jan. ...	
22	Create and add three enemy sprite assets	Art ▾	Finished ▾	27. Jan. ...	
23	Create and add auto attack and special effect assets	Art ▾	Finished ▾	28. Jan. ...	
24	Create and add environment assets	Art ▾	Finished ▾	29. Jan. ...	
25	Add background	Audio ▾	Finished ▾	30. Jan. ...	

#	Assignment	Type	Status	Finish By	Notes
	music (External asset)				
26	Add sound effects for player attack, enemy attack and life sucking (Probably external asset)	Audio ▾	Finished ▾	30. Jan. ...	
27	Add credit for external assets	Other ▾	Finished ▾	31. Jan. ...	
28	Export the game and upload it on itch.io, add description and submit the project	Other ▾	Finished ▾	31. Jan. ...	

### **BEYOND (if ahead of schedule / extra time)**

Add armor stat and mechanic	Coding ▾	Not... ▾	
Audio settings menu	Coding ▾	Fini... ▾	
Add more enemy types	Art ▾ Coding ▾	Not... ▾	
Additional attached tentacles that slow the enemy down or gives you experience points	Coding ▾	Not... ▾	
Add tentacle that spits a puddle of poison	Coding ▾	Not... ▾	

Permanent upgrade menu	Coding ▾	Not... ▾	
Add more type of upgrades and tentacles	Coding ▾	Not... ▾	
Additional maps	Level design ▾	Not... ▾	
Add additional sounds	Audio ▾	Not... ▾	
Tutorial icons at start of run	Coding ▾	Fini... ▾	
Depth and layer adjustment	Coding ▾	Not... ▾	
Refactor double code that can be inherited	Coding ▾	Not... ▾	
Better pathfinding for enemies	Coding ▾	Not... ▾	