

- **Game Title:**
 - Dark Realm
- **Genre:**
 - 2D Top down + bullet hell + looter shooter with gameplay similar to ROTMG (Realm of the Mad God)
- **Platform:**
 - PC targeting web
- **Game Engine:**
 - Game Maker Studio 2
- **Overview:**
 - Story
 - You've been summoned to this overworld as a last resort in fighting back against the shadow monsters coming from the Dark Realm. When you entered this world, you gained the ability to perceive the Dark Realm and can enter it using special equipment. Fight back the shadow from within their own world and break the tie to our overworld.
 - Game Progression
 - Kill enemies
 - Level up (get stronger)
 - Kill harder enemies
 - Get magic gems to boost stats (get stronger)
 - Kill bosses
 - Gain unique loot (get stronger)
 - Kill final boss (end of game)
 - Unique things this game has
 - Permanent death, meaning once your character dies. It's gone along with anything on that character.
 - Balance to permanent death, called instant recall. You have the ability to instantly at any place and time recall back to home base saving your self from death.
 - Last remarks
 - This is a grinding game where learning enemy shot patterns and behavior is rewarded.

- **Gameplay Mechanics:**

- Permanent death
 - Once your character dies it does not respawn.
 - A new character must be made in order to continue playing.
- Movement
 - Top down (W A S D), with rotation (Q E) similar to ROTMG.
- Combat
 - Bullet hell which is dodging lots of projectiles from enemies.
 - Shooting projectiles & a unique spell depending on the item on your charm slot.
- Traversal
 - Special locations will allow you to enter and leave the Shadow Realm.
 - Portals to traverse to different maps and locations.
- Equipment Slots
 - Charm
 - Determines unique spell.
 - Weapon
 - Determines main attack.
 - Armor
 - Stat buffs.
 - Ring
 - Stat buffs.
 - NOTE:
 - Any items that are equipped when dying is lost.
- Looting
 - Many items of different rarity that are dropped from enemies including legendary drops from bosses.
 - Enemies will not always drop items and can also drop stat gems.
 - Stat gems are magic infused gems that give permanent buffs to your character.
- Town Storage
 - Hub town will have limited storage in which items can be saved.
- Inventory
 - Player has their own limited personal inventory used to store items.
 - Any items in personal inventory when dying is lost.
- Instant Recall
 - At any time and place, the player can recall to the hub town at the press of a button.
- Void Forge
 - In the Shadow Realm, monsters will drop Nectar of varying rarities (Abyssal, Midnight, Void, Unstable) which can be used in the Void Forge to transmute items into special Void Items.
 - Void Items created from the Void Forge are powerful, with the most rare Nectar (Unstable) being able to create end game items.

- **Story:**

- You are summoned to another world where you are tasked with helping push back the monsters from the shadow realm. Wander through the lands slaying monsters and getting loot to go into the shadow realm and stop those monsters once and for all.

- **Characters:**

- Unnamed one (player)
- Dark Sprite
 - Boss of Evil forest
- Shadowmire the zombie witch
 - Boss of Infected village
- Toxic slime beast
 - Boss of Void swamp
- Shadow lord
 - Boss of Abyssal Stronghold

- **Art Style:**

- Simple pixel art based around the size of 8x8 for enemies, environment details, players, and bullets
- 3D walls with the simple pixel art style textures
- Theme is based around classic fantasy with magic
- Everything will be kept simple

- **Sound Design:**

- Classical adventure themes, not retro or heavy chiptune
- Dark orchestral for shadow realm
- Special music for
 - boss
 - each map
- Sounds for other stuff should not be realistic, keeping it to chiptune fits the art direction better
 - Player shooting bullets
 - Enemies shooting bullets
 - Bosses shooting special bullets
 - Loot drop
 - Death
 - Portal

- **Level Design:**

- The game will have a single room filled with multiple enemies which spawn in their own zones. Each zone will get harder as it gets further from spawn.
- There will be portals to enter the shadow realm. The shadow realm is a harder version of the overworld but will feature different enemies.

- **Development Team:**

- Binaya Shrestha → level design, enemy design, level art, enemy art, sound design
- Alok Shrestha → level design, enemy design, level art, enemy art

- **Timeline:**

- Milestones

- Early (Jul 19 → Jul 21)
 - Create gameplay mechanics
 - [] Player movement
 - Camera movement
 - [] Camera offset
 - [] Camera rotation
 - [] 3D walls
 - [] Inventory
 - [] Player equipment slots
 - [] Player stats
 - Items
 - [] Dropped item holder
 - [] Draggable item
 - Item tags
 - [] Weapon
 - [] Armor
 - [] Charm
 - [] Ring
 - [] Stat gem
 - Player weapon system
 - [] Fire rate
 - [] Damage
 - [] Different weapon items spawn different bullets
 - Player ability system

- Damage
 - Different charm items spawn different bullets
- Loot drop tables
- Basic enemies
 - Enemy bullets
 - Enemy AI
 - Pathfinding
- Harder enemies
- Boss monsters
- Entering Shadow Realm
- Exiting Shadow Realm
- Instant Recall
- Shadow Realm only walls and obstacles
- Overworld only walls and obstacles
- Portals
- Void Forge

- Middle (Jul 21 → Jul 27)
 - Polish visuals
 - All enemy sprites & animations
 - All enemy bullet sprites
 - All player sprites & animations
 - All player bullet sprites
 - All environment detail sprites
 - All wall textures
 - All item sprites
 - Create Map
 - Hub area
 - Starter forest (Evil forest)
 - Ruined village (Infected village)
 - Corrupted swamp (Void swamp)
 - Forgotten castle (Abyssal Stronghold)
 - Add sounds & music
 - Map music overworld
 - Map music shadow realm
 - Player shooting bullets
 - Enemies shooting bullets
 - Bosses shooting special bullets
 - Death sting
 - Loot drop sting

- End (Jul 28 → 31)
 - Polish any settings and accessibility features if able to
 - [] Custom key binds
 - [] Volume sliders
 - Last minute extra polish if there is time
 - [] Create a cool effect for when moving into and out of the Shadow Realm
- Conclusion:
 - This is an ambitious project for a game jam, but has some features not commonly seen in many video games such as permadeath, and bullet hell. The game has a good chance to succeed and stand out if executed well. Will have to cut out some parts of the game due to time constraints.
- End of Jam thoughts
 - As expected there were too many features packed into this game so most of the time was spent getting those to work so a lot of content was cut out or simply copy pasted.
 - Several days were also spent fighting Gagemaker Studio 2's HTML export due to weirdness happening when disabling all objects in a layer.
 - I knew this was going to be ambitious, but I failed to account for having to deal with massive bugs and features that kept breaking all the time.
 - It was fun and stressful due to only being able to work on this part time after work.
 - Next time, I need to slim down on the features so more content can be put in.