

HatMan - Pirate Jam 15

Game design document

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Introduction

Game Summary Pitch

HatMan is a puzzle adventure game about escaping a cave using light beams. Use mirrors and lenses in interesting ways to find your way out of the cave.

Player Experience

As the player makes progress in the caves, the cave system becomes increasingly complex. This introduces more and more difficulties, since you need to bring the light with you through the cave before you can progress further. This will require planning and problem solving to achieve.

Platform

The game is developed for Windows PC.

Development Software

- Godot 4.2.2 for programming
- Photoshop for graphics and UI
- Audacity for Audio recording and editing

Genre

Singleplayer, puzzle, casual, adventure, exploration, shadows and alchemy

Target Audience

This is a casual puzzle game, there is no rush to complete levels and you can take your time to figure them out. Suitable for a wide range of ages and skill levels. Some patience and persistence will be required.

Concept

Gameplay overview

The player controls the main character. Using the main character, the player can interact with objects in the game to help them progress.

Theme Interpretation

Shadows

'Shadows' interpretation - The player needs to redirect light through the shadows of the unknown to reveal the way out.

Besides the obvious interpretation of light and dark, there is also an element of the hidden and unknown lurking in the shadows.

Alchemy

'Alchemy' interpretation - We chose to interpret alchemy as change or transformation. In our game, the player uses light to transform the game world. Chasing away the shadows and revealing the color and beauty beyond.

Different kinds of mirrors and lenses transform the light beam to have different effects on the environment, which also connects to alchemy.

Primary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<u>Darkness</u> Darkness obscures the environment and objects hidden in the environment.	

Mechanic	Animated Mockup (Art not necessarily final)
<u>Mirrors</u> When a mirror is hit by a beam of light, it produces a new beam of light in a different direction.	
<u>Cave Exit</u> A soft light indicates the exit of the level. Enter the light to progress to the next level.	
<u>Gems</u> Collecting gems is optional, but gives the player a reason to fully explore the cave before continuing on.	

Art

Theme Interpretation

Because we want the light to be of critical importance, we decided to make the rest of the game almost entirely black. This way, you *must* use light to find your way in the shadows. The character spreads flowers behind them, which makes the caves increasingly colorful.

Design

Since we have limited time, we have chosen to go with a premade pixel art asset pack, only making small edits where needed.



For this project, we used the Fantasy Dreamland pixel art assets by ElvGames.

Audio

Music & Sound effects

To keep the project small and quick, we decided to go with simple sounds recorded entirely using our own voices.

Game Experience

UI

We will be using a minimal UI, that only shows necessary tooltips and a few important stats (like HP). This will save time and put the focus on the game world itself.

Controls

Keyboard

Arrow keys / WASD to move
Q and E to rotate objects

Gamepad

Left Joystick to move
LB and RB to rotate objects

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Notes
1	Design Document	Other ▾	Finished ▾	
2	Entrance + exit	Coding ▾	Finished ▾	Entrance where you start + an exit where you advance to the next level
3	Light source	Coding ▾	Finished ▾	Light source from one point going to another
4	Rotatable objects	Coding ▾	Finished ▾	Objects that the light collide with, warping the light and moving it around

#	Assignment	Type	Status	Notes
5	Start menu	Coding ▾	Finished ▾	Can be really short, player won't be start menu for long
6	A movable character	Coding ▾	Finished ▾	Move around and interact
7	Picking up objects	Coding ▾	Not started ▾	Character can pick up and hold objects
8	Use objects	Coding ▾	Not started ▾	Objects can be used to go further in the cave
9	Enemies	Coding ▾	Not started ▾	
10	Health	Coding ▾	Finished ▾	Characters health is displayed and are affected by enemies
11	Minimal time to be in shadow before attacked	Coding ▾	Finished ▾	Every second in the shadows you take damage
12	Sound effects	Audio ▾	Finished ▾	Sound effects fitting for what's happening
13	Level design	Art ▾	Finished ▾	Create Levels
14	End screen	Coding ▾	Finished ▾	Shows your completion time and level gems collected
15	End screen	Art ▾	Finished ▾	
16	SUBMIT	Other ▾	Finished ▾	Create Itch Page and upload

BEYOND (if ahead of schedule / extra time)

Story	Other ▾	Not sta... ▾	Give HatMan a story / reason to be here.
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Volume control	Other ▾	Not sta... ▾	Volume slider, fullscreen toggle
Controller UI support	Coding ▾	Not sta... ▾	Show player controls for gamepads
More levels	Other ▾	In progr... ▾	We would like to have at least 10 levels