

Roomba Rebellion

GAME DESIGN DOCUMENT

By PyramidSoft for the 2025 Pirate Software Game Jam

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Introduction

Game Summary Pitch

Roomba Rebellion is a top-down strategy game based on “cleaning the dirt in the map” while managing resources and maintaining stealthiness.

Inspiration

Hotline Miami

Hotline Miami shows the main inspiration for our concept, mixing the top-down view with the need for being a silent killer, bringing a dynamic and fun experience.



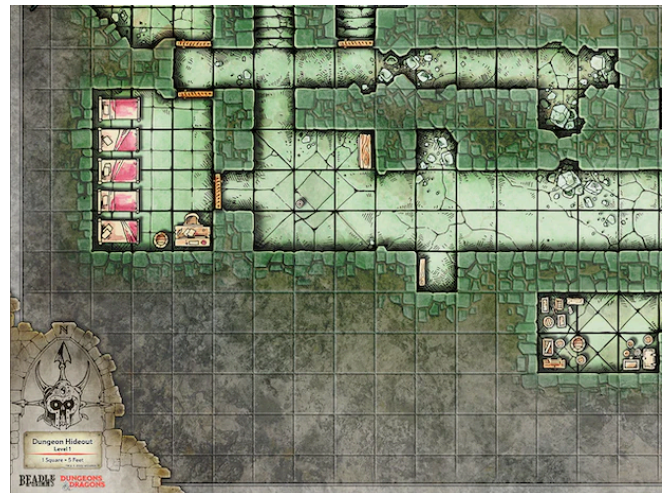
Grand Theft Auto (GTA)

The first GTA also inspires in the way the game looks from its top-down view, having slightly more detailed art style, teaches how to structure and show the map as well as showing more complex interactions between the player and the NPCs.



D&D Maps

To get a more complete view in the tileset design, a deep look at the way the D&D maps are shown demonstrate the cool relations between a simple tile design and its natural connection with the environment despite the art style difference.



Player Experience

The player will be placed in a map, having to clean the dirt in it, making sure not to run out of battery, managing the amount of dirt collected, and getting rid of the NPCs walking across the map in order to pass to the next level. As the player progresses through the level, the Eye Meter will show how safe the situation is, and depending on the situation, actions will need to be made in order to succeed through the level.

Platform

The game is developed to be released on windows PC

Development Software

- Godot Engine version 4.2.2 for programming
- Aseprite for graphics and UI
- Rytmik Studio for music
- Royalty free sound online page (<https://pixabay.com/sound-effects/>) as well as hand made sound.

Genre

Singleplayer, puzzle, Resource management

Target Audience

For this game, the main audience is casual game players who enjoy a little challenge, learning the way to operate with the resources, possible actions and restrictions of each level.

Concept

Gameplay overview

The player goes on about the various maps controlling a rogue Roomba, aiming to get rid of the NPCs wandering around each map. To maintain a low profile, the Roomba cleans the dirt and dust on the map, allowing it to perform its deadly actions on the NPCs and advance to the next level.

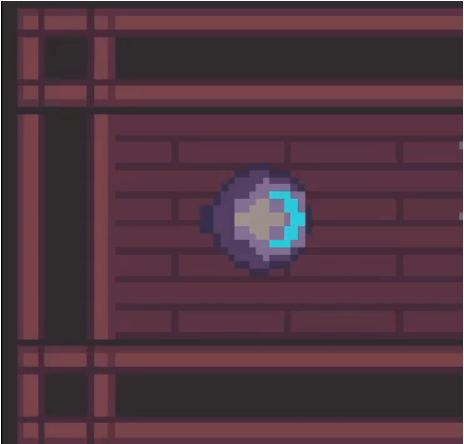
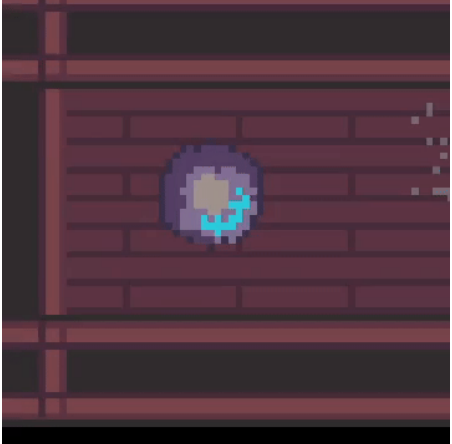
Theme Interpretation (You are the weapon)

Interpretation: Basically thought of as a way something can be harmful even though it's "not supposed to", to give the opportunity for an object or a person to be a threat.

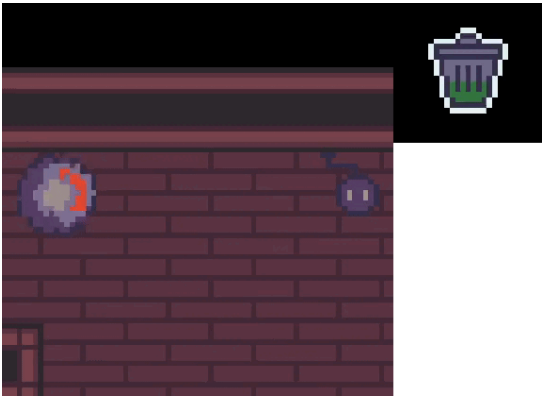
With this concept, many ideas came to be as to what can possibly turn into a weapon, and later on the idea of an object being able to do more than its duty was born.

The idea resolves in the fact that, thinking of a typical work area / housing space / crowded place scenario, roombas are more common than not, and their 1-job nature was a good candidate to work with, giving it the power to eliminate the users in said scenario. That's why the player gets to play as the roomba, allowing them to be the weapon in a context where there should be nothing to be afraid of, or nothing to be alert about.

Primary Mechanics

Mechanic	Animated Mockup
<u>Move</u> The player moves through the map in order to perform the rest of the mechanics in the game.	
<u>Clean</u> To maintain a low profile, the player will clean the dirt and dust in the map, by simply passing on top of it. This will also be necessary to not fail the level, inactivity will be punished!	
<u>Eliminate</u> Your main goal: Getting rid of the NPCs. Get close to your target and by pressing "E" multiple times you will successfully eliminate an NPC. Get the map clean of NPCs to complete the level.	

Secondary Mechanics

Mechanic	Animated Mockup
<u>Charge</u> When gaming though the level, the roomba's battery will begin to drop down. If at any point the roomba runs out of battery, the level is lost, so keep an eye on the battery indicator and charge when necessary!	
<u>Dump collected dirt</u> As the player tries to complete the level, the collected dirt will begin to pile up, eventually reaching its full capacity, preventing the player from collecting more dust and thus, maintaining a low profile. Prevent this by reaching for the charge station and discard the piled dirt!	

Art

Theme Interpretation

As mentioned earlier, the main plan was based on playing in a normal / daily environment, thus the assets and environment designs were made to try and recreate those scenarios. Art for bedrooms, bathrooms, common places and various hallways were designed.

Design

While having many assets to increase diversity through the levels, the art style remained simple and direct, thus PixelArt was the better choice.

Allowing creativity with a few tiles, the old school vibe that PixelArt gives to the game makes a pleasant look, once again resembling the iconic Hotline Miami style.



An example of most of the main assets designed

Audio

Music

To add to the overall theme and vibe of the game, there will be minimalism incorporated into the music. Heavy use of reverb and

effects to fill space within the few instruments. Bass and drums will generally constitute the majority of tracks with accompanying softer sounds. Mainly through synthesized sounds rather than acoustic will further suggest the retro style.

To give a fuller sensation, the game music intends to give a mysterious sensation, trying to connect the player with the purpose of the gameplay, that is, to be a sneaky and low profile roomba psycho.

Sound Effects

The sound effects for the game were developed in order to present a more rich gameplay, adding sounds to the various interactions of the player, and a set of several screams for when the NPCs are eliminated.

Game Experience

UI

To give the player a good flow through the game and the list of levels available, level pause, level select, gameplay configuration and level success / fail UIs were implemented.

That way, the player can go across the levels, make adjustments to the gameplay (music and SFX volume) as well as replaying already completed levels if the player is looking for a personal best (PB).

Controls

Keyboard

W-A-S-D keys

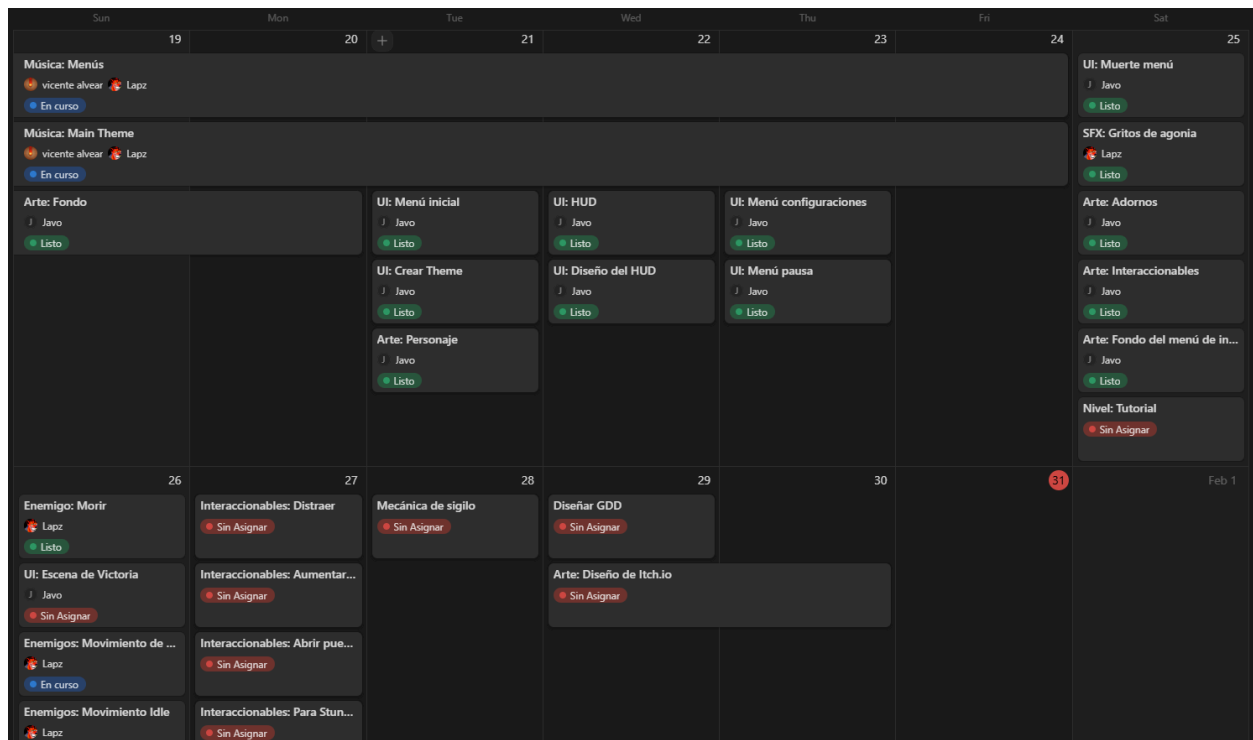
Interact / Eliminate

"E" key

Development Timeline

For the dev team coordination, task assignment and progress tracking, the Notion app was a great tool. Throughout the two weeks, multiple tasks were developed, each with its own deadline and date of when said task was ready or needed to be checked.

Notion gives a cool and easy way to manage this deadlines and to see how the developing job was done, as shown in the next picture:



Here, the list of tasks developed for the second week of the jam are shown.