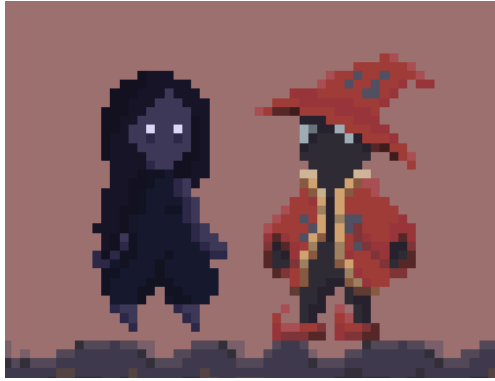


Game Design Document

Shadow Mage vs Alchemist

By MojoMonkey, MosDog and McKaylis



Theme

We will take a very literal approach to the theme. 2 fighters - one is an Alchemist, one is a Shadow Mage. Their attacks have to do with their specialties. The alchemist transmutes the ground into power, wealth, and artificial life. His abilities have to do with magically creating gold to spear the enemies as well as summoning a golem to fight for him. The shadow mage summons weapons made of shadows. She can extend the shadow on the ground to hide attacks, as well as shoot shadows or conjure shadows materialized as damaging abilities.

Art

Art will be pixel art. Characters will be ~32 x 32 pixels. We will also need assets for the background, and a tile map for our stage.

Development Software

- Godot for game development.
- Aseprite for art asset creation.
- Audacity for sound effects.

Instructions

This is a 2D platformer fighting game. It is a duel between a Shadow Mage and an Alchemist. You will need 2 players to enjoy this game to the fullest. You can play in 2 ways:

- 2 players 1 keyboard:
 - Player 1 plays on WASD
 - Attack: Shift
 - Jump: Space
 - Dash: Control
 - Player 2 plays on ☐ ☐ ☐ ☐ keys
 - Attack: Enter
 - Jump: Slash key (/)
 - Alchemist doesn't have a dash
- 2 controllers

Player 1 will always be the Shadow Mage, Player 2 will always be the Alchemist.

Mechanics:

Alchemist:

Movement:

Keyboard: Up Down Left Right for movement, slash key (/) for jump.

Controller: Joystick for movement, ___ for jump

Normal Attack: Golden Dagger

Keyboard: Enter

Quickly stabs in front of him with a golden dagger

Side-attack: Golden Golem

Hold right/left + press attack button

Summons a Golem who swings a massive golden sword

Up attack: Golden Spears

Hold up + press attack button

Summons golden spears that rise from the ground

Down attack: Golden Spikes

Hold down + press attack button

Summons golden spikes that rise from the ground

Aerial attack: Spin

Press attack button while midair

Spin attack

Shadow Mage:

Movement:

Keyboard: WASD for movement, space for jump.

Normal Attack: Kick

Keyboard: Shift

Quick kick

Side-attack: Shadow Ball

Hold right/left + press attack button

Fires a shadow ball projectile in the direction you press

Up attack: Dagger Rain

Hold up + press attack button

Summons a rain of shadow daggers

Down attack: Shadow Tendrils

Hold down + press attack button

Summons tendrils that rise from the ground

Aerial attack: Spin

Press attack button while midair

Spin attack

Music / SFX:

The music for the game should be exciting and pump-up-y. The moves should have sound effects that happen when they are used.

We will need the following sound effects:

- Main menu
 - ☒ ~~Play main theme in background~~
 - ☒ ~~Sound when navigating/clicking~~
 - ☐ Match started sound (interrupt music, lead into battle music)
- In battle
 - ☐ Battle music in background
 - ☐ Attack sounds
 - ☐ Jump
 - ☒ ~~KO~~

- ☒ ~~Game over (interrupt music, lead to scoreboard view or back to main menu)~~
- ☐ Alchemist guy
 - ☒ ~~Transmutation circle for shield, jump, and ground~~
 - ☒ ~~Ground gold attack~~
 - ☒ ~~Ground spikes smash attack~~
 - ☒ ~~Ground spikes/spears/golem break sound~~
 - ☒ ~~Golem smash~~
 - ☒ ~~Spears attack~~
 - ☒ ~~Throw golden ball~~
 - ☒ ~~Stabby stab~~
- ☐ Shadow girl
 - ☒ ~~Dash~~
 - ☒ ~~Kick~~
 - ☒ ~~Shadow claw attack~~
 - ☒ ~~Shadow ball~~

Additional notes from planning (not all accurate):

Jump (double/triple jump?)

Move

Dash

When hit, velocity is multiplied by damage

Ledge grab (to do for Ethan):

- When a player enters the area, check to make sure the player's position with x of the center of the ledge where x is some constant.
- Check the player's direction before freezing them on the ledge.
- Create a ledge jump component that overrides the behavior of the directions and jump button. If the player is on a left ledge and presses left/down, they should simply fall off the ledge. If they press up or jump, they should climb the ledge and play the climb animation. Pressing right probably shouldn't do anything

Shadow mage:

- Projection dash thing
- Shadow balls
- Shadow traps
- Shadow dodge

Alchemist

- Can punch the ground and make ground attacks
- Throw potions
- Healing move
- Golem transmutations
- Transmutation shield

Post Mortem

By MojoMonkey

This was super fun to work on. We have jobs and kids and all sorts of things to dissuade us from spending time on a project like this. But I'm glad we did. We participated in the January game jam as well, but back then only one of us was equipped to develop games. Now all of us are participating in art and code to work on a game and boy are we burnt out.

Likely any project would have been this challenging, but needing to draw animations for a moveset on a Smash Bros. style character proved to be so draining. Our other options when deciding on a game idea were more puzzle based which might have been easier. Not sure. Either way we made the most of our time on this one and even though we had to cut probably half of the ideas we had originally, what we came up with is mind blowing.

Shoutout to the crew. MosDog crushed it on movement components, music and SFX. McKaylis came out of left field with massive amounts of talent for picking up Aseprite (the whole Shadow Mage) and Godot like it was nothing. I'm the one pushing for these game jams and I'm super impressed how fast y'all picked up Godot and game art to build what we did. I built the Alchemist and most other remaining aspects of the game, but I couldn't have done it without you.

All in all it was an extremely fun challenge, and even though we likely won't win we certainly impressed ourselves and are excited for future jams.