

All is One

Design Document

By Mr.Chemist for the 2024 Pirate Software Game Jam

Table of Contents

Game Summary Pitch

Overcome the shadows of the soul and complete the Magnum Opus.

Inspiration

Fullmetal Alchemist: This hit manga inspired the idea of fighting and personifying the seven deadly sins, as well as the understanding and interpretation of the “all is one, one is all” concept and, lastly, the idea of transmuting weapons from the ground using the atoms/molecules found in the ground.

Elden Ring/Souls Games in general: The difficulty for the game was inspired by fromSofts souls games, in that the player decides the difficulty themselves. Instead of scaling the HP or damage output of a boss, the boss instead has a more challenging combat style. However, to prevent the game from being too hard for more casual players, the player has access to an unlimited number of potions to heal, raise defense and to raise strength. With this feature, the player chooses the difficulty themselves.

Player Experience

The player fights 8 bosses based on the seven deadly sins, each in their own room. The fights require skill and understanding of the opponent. The player is able to choose the difficulty themselves, by choosing how many potions to use.

Platform

The game is intended to be played on Windows PC.

Development software

- Unity ver. 2021.3.14f1 for programming
- Piskel for sprites and UI
- Musescore 3

Genre

Singleplayer, action, casual

Target Audience

This game is intended for casual players, while leaving room for more serious players to get a fulfilling experience out of it.

Concept

Gameplay Overview

The player plays as the protagonist, traversing a dark dungeon filled with bosses that the player must fight. To aid them in fighting, the player can roll, consume potions to boost certain stats and choose their own weapon to fight with. Each boss provides a new challenge the player must overcome.

Theme Interpretation

Shadows and Alchemy

“Shadows” was interpreted as the shadows of the human soul, while also taking it literally in that the dungeons are dark and thus “in the shadows”.

“Alchemy” plays a major role in the story/lore and acquisition of weapons. And the use of potions, since potions are often associated with alchemy.

Primary Mechanics

1. The player chooses a weapon, with which they fight the boss. Each weapon has its own perks and drawbacks, as well as a heavy and light attack.
2. The player can choose to use potions to aid them in their battles, of which there are an infinite number.

Secondary Mechanics

1. The player can roll to dodge fast or large attacks.

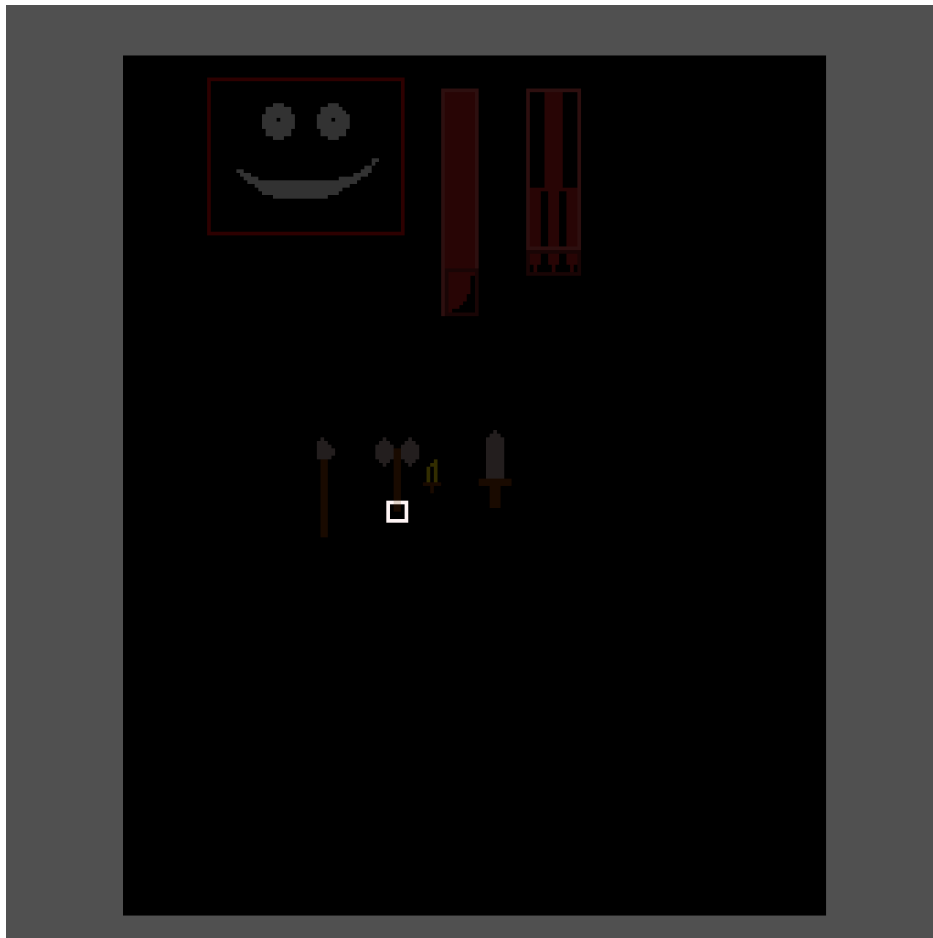
Art

Theme Interpretation

The dungeon starts dark, but as the player progresses the dungeon shifts colors in accordance with the completed step towards the philosopher’s stone.

Design

The dungeons lean more towards minimalistic, while still conveying the necessary information and atmosphere. The game will use pixel art.



Rough idea of a room

Audio

Music

Each boss will have their own boss theme, the main menu will have a short menu theme, the opening cutscene will have music and there will be an ending theme song. The music will be modern.

Sound Effects

There will be realistic sound effects to add to the player immersion.

Game Experience

UI

The UI is also done with pixel art.

Controls

Keyboard

WASD/Arrow keys, Q, E, Shift, F, Left Mouse Click

Development Timeline

#	Task	Status	Type	Deadline	Notes
1	Design Document	Finished	Other	Jul 23...	
2	Create basic art assets	Finished	Art	Jul 25...	The necessities for gameplay
3	Create music	Finished	Au...	Jul 30...	If possible, a main menu theme, a theme for each boss, an intro theme and an ending theme
4	Player functionality	Finished	Pr...	Jul 26...	Movement, attacking, rolling, animations etc.
5	Weapon system	Finished	Pr...	Jul 26...	Animations, obtaining, stats
6*	Create SFX	Not started	Au...	Jul 30...	Door opening sound, click sound, weapon attack sound, enemy hit sound, player hit sound
7	Boss functionality	Finished	Pr...	Jul 28...	Basic Gluttony fight
8*	Menu functionality	In progress	Pr...	Jul 26...	Pause menu*, main menu, weapon select menu*, settings menu*

#	Task	Status	Type	Deadline	Notes
9	Potion functionality	Finished ▾	Pr... ▾	Jul 29...	Healing potion, damage reduction potion and strength potion
10 *	Polish monolog audio	Not started ▾	Au... ▾	Jul 30...	Make it sound clean or whatever fits the vibe
11 *	Cutscene creation	Not started ▾	Other ▾	Jul 30...	Cutscene should work, overlay it with the monolog, smooth transition into the cutscene and out of it
12 *	Final polishes	Not started ▾	Other ▾	Jul 31...	Lighting changes, minor details to enhance, only if time is available
13	Submit	Not started ▾	Other ▾	Jul 31...	Create itch page and upload

* if time available