

Cursor master

DESIGN DOCUMENT

By CorgiDog for the 2025 Pirate Software Game Jam

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Introduction

Game Summary Pitch

Cursor master is a tile based roguelike game about defending against swarms of viruses by controlling weapons which is the cursor itself, along with pc apps with various effects that can be bought from a shop.

Inspiration

Cursorblade

Cursorblade lets you control a cursor that is a weapon and can attack enemies by hovering over it, with the gameplay on avoiding enemies attack and picking upgrades combinations.



Player Experience

The player would have a feeling of controlling a real pc with some quirky interpretation of how a normal pc operates. They slowly learn the mechanics of each weapon and apps, and choose what to buy and use these on different situations and enemy types.

Platform

The game is developed to be released on windows PC

Development Software

- Godot 4.4.beta1 for programming
- Aseprite for graphics and UI
- Homemade sound record from generic audio recorder.

Genre

Action roguelike, tower defend, strategy

Target Audience

Without heavy or complicated interactions, somewhat low action skill cap, short gameplay time, and straight forward controls, this game is marketed to at least **casual game players** who are up for a quick relaxing time of popping hordes of enemies and controlling quirky pc apps.

Concept

Gameplay overview

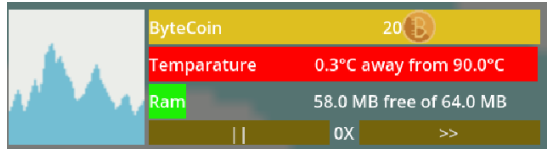
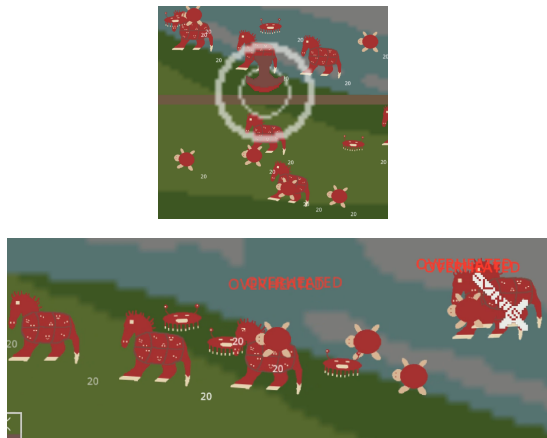
In a run ranging from 3 to 4 minutes, the player **moves around** and attacks enemies with the cursor as the weapons, **manage pc resources**, buy and **interact with apps** to defend against a swarm of incoming enemies.

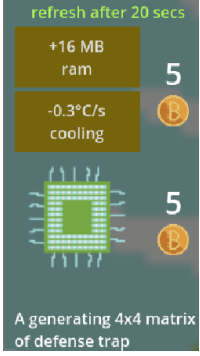
Theme Interpretation (Sacrifice Is Strength)

'Weapon' interpretation - The player plays as an attacking cursor in a computer which can see viruses and kill them with the cursor weapon or using pc apps and windows.

Within the context of the game, the theme of "You Are The Weapon" is shown pretty clearly as you control the cursor being one of various weapons that can attack enemies. It's also shown in a more abstract way that you are being used as a weapon (or tools) to defend against the viruses that come with downloaded files (lore of the game).

Mechanics

Mechanic	Mockup (Art not necessarily final)
<u>Resources</u> The game has bytecoin, temperature and ram as 3 kinds of resources. Bytecoin is used to buy apps from the store. Perform cursor or app action produces heat (which goes down over time). Open app windows cost ram.	
<u>Cursor weapon</u> Different cursor weapons have different effects when clicked (e.g aoe damage at cursor location) or when moving (e.g damage on contact with enemy). Using them increases pc temperature which is a resource so that it's less about apm and more about strategy.	

Mechanic	Mockup (Art not necessarily final)
<u>Pc apps and windows</u> Multiple types of apps, signified by their name extension with each have different effects (e.g .tab app opens a window on double click, .auto runs automatically or can be toggled).	
<u>Shop</u> You can use bytecoin currency to buy upgrades or apps from the shop at any time. The shop refreshes after a period of time (you are also given an amount of bytecoin at this time).	

Art

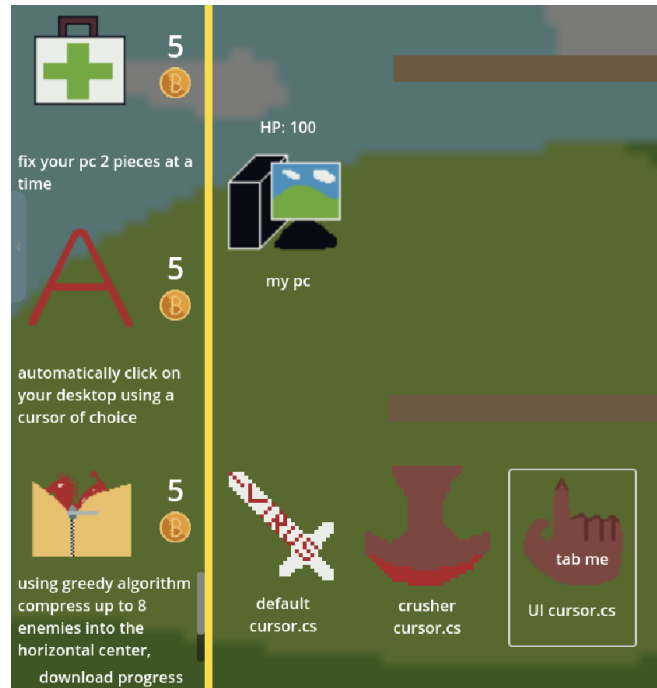
Theme Interpretation

Using Apollo color pallets, the art seeks to provide a simple, friendly, and quirky style.



Design

The simple and low-pixel art provides a feeling of using an old computer, also the silly vibe is fitting for a fun and relaxing time playing the game.



Audio

Sound Effects

Sound effect was self made from recording some random objects.

Game Experience

UI

The UI for the main scene for a run have the following:

- + A shop at the left, where the player can click on items and button buy apps and upgrades at any time.

- + A map which the player freely interacts with by dragging apps and windows, hover over or click at a location to attack enemies.
- + A stats window to in the map to show the currency and pc stats

Controls

Keyboard

TAB, MOUSE.

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jan 29, ...	
2	Scene transition handle	Coding ▾	Finished ▾	Jun 25, ...	Tutorial text at start menu, difficulty select to start run, end scene.
3	Template for apps and app windows	Coding ▾	Finished ▾	Jun 22, ...	Setup base scene, script and resource for multiple resource to inherit from
4	Enemy control	Coding ▾	Finished ▾	Jun 25, ...	Enemy navigation, target picking and speed modification
5	Navigation map with obstacles	Coding ▾	Finished ▾	Jun 27, ...	Create 3 lane and world boundary for enemy navigation
6	Playtest for bug and polish	Other ▾	Finished ▾	Jun 29, ...	Spotting bugs and changing some numbers for balance
7	SUBMIT	Other ▾	Finished ▾	Jun 29, ...	Create Itch Page and upload

BEYOND (if ahead of schedule / extra time)

More enemy type	Other ▾	In progr... ▾	
More app	Other ▾	In progr... ▾	
More lore	Other ▾	Not sta... ▾	