



CLOUD BORNE

Design Document

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Art

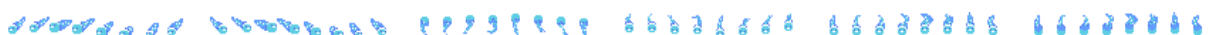
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Introduction

Game Summary Pitch

Cloud Borne is an economy based tower defence game where defeating waves of enemies while increasing your money earnings and expanding your tower capacity is the goal.

Inspiration

They are Billions

They Are Billions is a Steampunk strategy game set on a post-apocalyptic planet. Build and defend colonies to survive against the billions of the infected that seek to annihilate the few remaining living humans. The economy systems alongside the building functionalities and synergies is what we intend to emulate and work off in this game.

Super Fantasy Kingdom

Super Fantasy Kingdom is a roguelite city builder where hordes of waves come at you each turn and it'll be your job to defend from them. The general idea of this game will be very similar to ours in terms of hoard combat and the way some of their units function will likely inspire our turret systems.

Kingdom

Kingdom is a side scrolling city wave defence game that again will strike a similar note to our game. The two things we're likely to draw upon for inspiration from this game aside from what was already mentioned from our other points of inspiration is; the artstyle we like and whilst were doing a far more zoomed out view of our map, the way they do pixelation will be taken into consideration, and secondly, the way that kingdom has win conditions inside of it. We're not sure how yet and its unlikely to be in our minimum viable product, but win conditions are a gameplay aspect we think we will draw on Kingdom for inspiration in the future,

Player Experience

Waves are continuous with no current win condition aside from beating your high score and making it further into the game. The player will have a build phase where they expand and build on their base using in-game currency and then an attack phase where the player can move between their towers to shoot at the incoming wave.

Platform

This game is developed to be released on windows PC

Development Software

- Godot for programming and compiling
- Aseprite for graphics





Genre

Singleplayer, arcade, casual

Target Audience

With the nature of our gameplay loop being very arcade, our current target audience is very wide. We're aiming for a low skill entry point with a relatively high skill cap hopefully. And additionally, another key aspect of our audience will be players that don't mind perma-death which will hopefully evolve into players attracted to a rogue lite experience when we implement more gameplay features in the future.

Concept

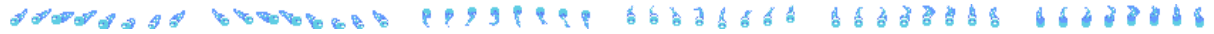
Gameplay Overview

The player begins with a single plot of land to hold a turret and enough currency to create it. Afterward the player presses the 'start wave' button when they're ready to face enemies and will earn more currency by having buildings that can generate money each wave, or simply earn money through defeating oncoming enemies. Then, after each wave an additional build phase is entered to expand and improve defences until the waves become too difficult, defeating the player, and giving them a high score based on the number of waves completed. The primary mechanic of this gameplay loop being balancing economy and defensive upgrades and the secondary mechanic being a rock paper scissors between using AOE or single shot turrets to deal with hordes of enemies and strong single target enemies.

Theme Interpretation (You are the Weapon)

The player character is a sentient blue flame that falls from the sky, and can imbue itself into various buildings along a preset grid. In the beginning, there is only one building and turret, meaning the power of the sentient flame imbues the only weapon available to it, becoming a transient but inherent part of the weapon. Then as more towers are unlocked, the energy of the flame can travel between them. A quite literal interpretation of the prompt to become the weapon.



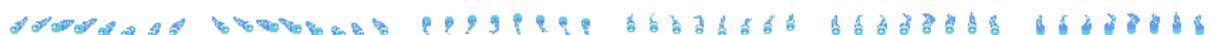


Defence Mechanics

Mechanic	Associated Design
Crossbow Tower With a single shot arrow that can fire at some frequency, it's a good middle ground choice of Tower.	
Flame Tower Provides a close range spread of steady damage that's useful for dealing with hords of smaller foes.	
Cannon Tower Provides a slower but stronger single target cannonball shot good for taking down large enemies.	
House Generates money each round at the cost of a plot which could have housed a tower of some kind.	

Attacking Mechanics

Mechanic	Associated Design
Zombie Health - 2 Damage - 1	
Skeleton Health - 4 Damage - 2	
Big Zombie Health - 8 Damage - 4	



Concept

Theme Interpretation

With the graphics being simple pixel art with an arcade style to its gameplay loop, the choices of design were informed by this and directed towards readability and vibrance. Vibrance to increase the feeling of excitement when playing and readability to maintain simplicity. Such then we chose to limit our pallet to Zughy-32 and focus on contrasting our assets with the different layers of value.

Zughy-32



Design

Additionally when it came to readability, experimentation took place with the zombie asset at different sizes and ultimately a base enemy size of 8x8 was chosen and with that an ultimate choice was made to lean into the quaintness of pixel art and design the game with a vision of every pixel taking up a 2x2 space on a 1920 x 1080 screen.



Audio

Music

The soundtracks Chosen for this game are

- Blue Screen of Death by the Soundlings
 - Used in our main menu
- Pause by Evening Telecast
 - Used During our Build Phase
- In the Bushes Creepin' by The Soundlings
 - Used during our Attack Phase

All these songs are free to use and without the need of attribution, as specified by the youtube audio library.



Sound Effects

Since the game is set within a semi realistic world, i.e. trees, crossbows, rivers; foley will be included to represent that, all sourced from the youtube audio library. A nail gun was augmented to use for the crossbow, and wind and forest soundscapes were easy to source and acceptable as is. All these sounds will hopefully assist in the player's immersion despite the cartooned nature of the graphics.

Game Experience

UI

The current system is a very mouse focused UI with lots of buttons. It is intended to make it so after each wave is defeated, there is a small time of glow that will occur on all interactable objects to remind the player what and where to click. Below is an example of an interactable empty plot and the buttons above it to build either a tower or a house on it.



Controls

Keyboard

- WASD to move between towers
- Space to fire

Mouse

- Move mouse to aim controlled turret
- Left click to fire

