

Goodnight gold

Potential changes and problems

(the most interesting part is possible expansions)

for the 2024 Pirate Software Game Jam

mechanical problems

- There is currently no incentive to avoid making objects gold, this can be fixed by adding unique interaction if player touches things, or make specific npc care about object and react to it. It can also be fixed by making certain places or quest inaccessible if you have too much gold.
- With how small the game is, it almost forces you to color everything gold, while the intention was to leave that to players choice, providing two unique gameplays that the player can choose from freely.

technical problems

- Mouses lags one frame behind
- Clicking mouse to advance dialogue also changes borders
- First dialogue lags for a second
- Some weird interactions where the wrong npc reacts, or in a wrong state
- Ending the dialogue while still in the npc area immediately triggers it again
- Mouse sometimes skips over collision when fast enough
- Different screen sizes dont work

Small possible changes and additions

- Add particles, especially for making things gold
- Add sfx
- Save system
- Area design is a little stiff and doesn't feel natural
- Animations, from player movement to grass swaying in the wind
- Make the music fit a little more as well as lengthen it, currently seems a bit weird with some place that can be improved
- Start screen
- Options menu
- Pause screen
- Ending screen
- More branching dialogue with unique options
- Add a second track if enough things are gold

Possible Expansions - where can this concept go?

- More quest that are unique to each NPC, providing a more unique gameplay loop than just talking to them. For example a gardener could ask you to only make certain flowers in his garden gold while avoiding others, or a rich person that wants all his belongings gold in a certain time limit. This will also make the world feel a lot more alive than it currently is.
- Unique effects of gold - there could be more reason to want things gold or not than just interaction, for example making objects interactive and gold objects heavier could provide a lot of gameplay opportunities, as well as making your effects on the world seem a little bit more real.
- This game concept would work a lot better in a non linear game, where you can explore to your heart's content, making paths or closing them through your decisions.

- Add verticality to the area - currently the area feels flat and not real, and something to do while walking to challenge avoiding objects like platforming could add a fun twist.

EXTRA NOTE

- At the start i wanted to make this a 3d first person game, which would have fit with the mechanic much more naturally, as well as, in my opinion, be much more visually striking. After thinking i realized that it was too big for me to do a 3d game in this time frame, but the idea is still really intriguing!