

“Rogue Potion”

Design Document

Introduction:	1
Plot Summary:	1
Gameplay Summary:	1
Inspirations:	2
Game Engine Used:	2
Shop Section Mechanics:	2
Magic Circle:	2
Customers:	4
Upgrades:	4
Roguelike Section Mechanics:	4
Movement:	4
Attacking:	4
Light:	5
Enemies:	5
Ingredients:	5
Rooms:	5

I made a trello board for a to do list to distribute work between us:

[Click Here](#)

Or copy/paste this to join :)

<https://trello.com/invite/b/66997c8fa6536a3c32dde807/ATTI950ccf4f932f6ee0e106e60efa344aa5455028BC/things-to-do>

Github:

<https://github.com/JamShibe/game-jam-15>

Introduction:

Plot Summary:

This is a game where you play as a cute shadow creature (shadow cat maybe?) who works as a potion seller. When a Potion Superstore is set up nearby, it threatens to drive you out of business. In a last ditch attempt to stay in business and compete with the Superstore, you decide to go into dangerous caves in order to collect rare ingredients to make your potions extra special.

Gameplay Summary:

The game has two sections. One section is where you mix the ingredients you own and create various potions. This is a shop/restaurant management minigame where by learning your customers preferences, you can sell your potions for gold to upgrade both the shop and your character in the other section.

The second section of the game is a roguelike dungeon crawler. You can fight through each room and collect potion ingredients to use in the shop simulator section. During this section you must stay out of the light, as you are a shadow and light would make you disappear.

Theme:

The theme "Shadows and Alchemy" is used both literally and metaphorically in our game. The player plays as a shadow cat, who makes potions and must stay in the shadows. However, with the shop side and trying to rival a big company also selling potions, the player must fight to get out from under the company's shadow and transform their shop into something special and successful. The plot/upgrades part may take too long to implement but we hope to get some of it across :)

Inspirations:

The inspirations for this game are:

- Potion permit, for collecting ingredients and using them to make and sell potions
- Stardew Valley (mine section) for fighting enemies in order to collect ingredients or materials for later use
- Cult of the lamb for the movement and combat system
- Papa's Pizzeria for the restaurant simulator aspect of the game
- Lost Magic, for the drawing circle used to make potions

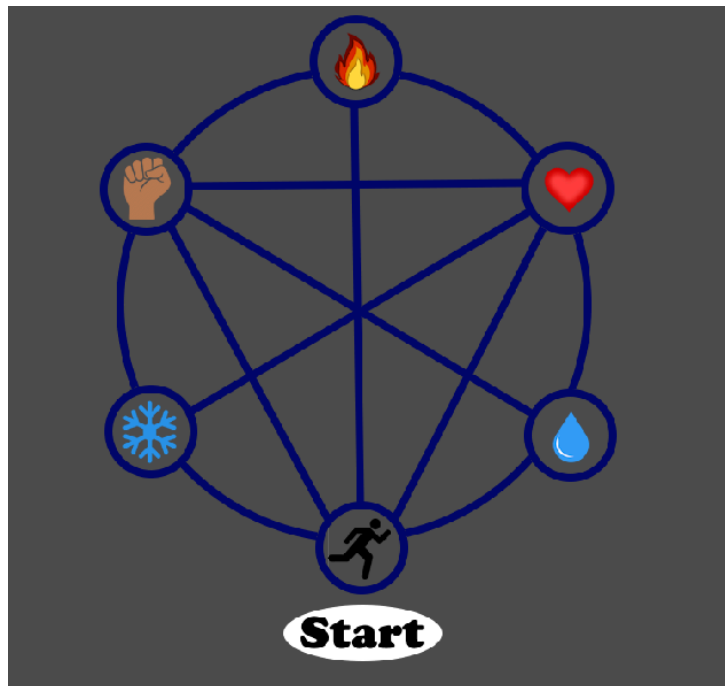
Game Engine Used:

Godot 4

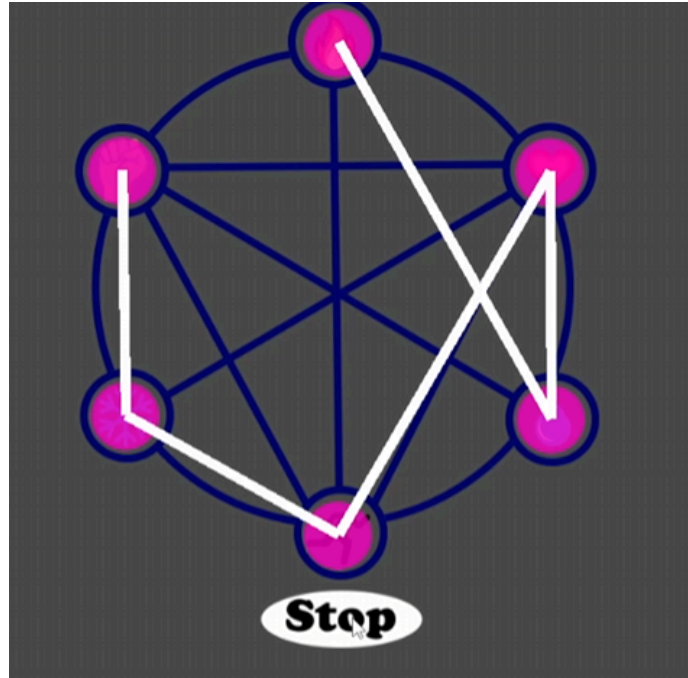
Shop Section Mechanics:

Magic Circle:

- Each point represents a different effect/aspect (e.g. strength) and requires an ingredient for that specific aspect
- The list of aspects are: **ASPECTS HERE**
- By drawing a shape between multiple aspects, you can create a more complex potion, which is worth a lot more but requires more ingredients



- By making shapes that cross over each other, you can be more efficient with your ingredients.
E.g.



- There is one cross in this pattern, therefore one random ingredient is saved when making this potion (NEED TO DISCUSS HOW THIS WORKS STILL)

Customers:

- Every day (happens between roguelite runs) you get a set amount of customers, each have their own preferences of potion (recurring characters maybe).
- You can sell a potion to each customer, if you sell them one that aligns with their preferences, you get more gold.
- You can buy upgrades to get more customers each day

Upgrades:

- With the gold you earn through selling potions, you can buy simple upgrades
- More customers
- More ingredients collected
- More health/damage
- etc.
- maybe have some upgrades for like your alchemy equipment or whtv so that you either save more random ingredients or there's a higher % chance to save ingredients

Roguelike Section Mechanics:

Movement:

- WASD to move in 8 directions
- Spacebar to dash



Attacking:

- Left click does a short ranged melee attack
- Right click does a ranged cast attack that bounces off walls and stuns enemies
- Stunned enemies stop glowing

Light:

- Being in the light slows the player and then eventually kills them after a few seconds
- The player can use the dash to easily escape it
- Enemies that glow can be stunned to prevent them emitting light
- There are static light sources that the player must avoid
- Might add screen “sizzle” visual effect to make it more obvious when you’re in the light

Enemies:

- Different types of enemies you can face/we could make
- Simple enemy dies after being hit, doesn’t glow
- More complex enemies could glow, take multiple hits
- Could make some Shadow enemies that you can only kill by leading them into the light
- Most enemies will glow white before attacking player so that the player can dodge

Ingredients:

- Ingredients can spawn on specific tiles set in each room
- Ingredients can also randomly be dropped by enemies
- Ingredients found in each run will be available for use in shop section

Rooms:

- Each room has ingredients, hazards, enemies and an exit
- We can either make a bunch of rooms ourselves and cycle through them, or we can make sections of rooms and figure out a way to combine them to make semi-randomly generated rooms