

# SHADOWLESS

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# Introduction

## Game Summary

**SHADOWLESS** is a survival arcade game in which the player must outmaneuver (rather than fight) enemies to defeat them, and collect points to make a quota.

## Inspiration

**Reaver** by AdamCYounis for Ludum Dare 55 was an inspiration for the top-down PVE survival style gameplay, and the outmaneuvering / indirect style of enemy combat: the player in Reaver must place candles on the ground and create areas of wards to get rid of enemies.

The main mechanic inspiration came from one specific scene from **Once Upon A Time (TV show)** where Rumplestiltskin lights a campfire, projecting his shadow onto a boulder, and painfully cuts his shadow off his physical body by slicing the ground where his shadow meets his feet.

**A Gnormall Journey** by jess::codes for Acerola Jam 0 inspired the small scale and minimalistic character and tile art.

## Player Experience

Every night, in a forest area with obstacles (trees, boulders, terrain), the player can move and place a lantern to cast shadows on objects and enemies. The player must guide enemies into the lantern light to project shadows onto the ground, and then must use their weapon to cut off the enemies' shadows. They must collect these shadows to meet a daily quota.

## Platform

This game is developed to be played on the itch.io browser for the PirateSoftware Game Jam.

## Development Software

Godot, Aseprite

## Genre

Singleplayer PVE, survival, arcade

### **Target Audience**

The simple game concept and mechanic allows for casual players to enjoy, and the endless quota system allows room for competitive / veteran players to attempt high scores.

## **Concept**

### **Gameplay Overview**

The player navigates through a dark forest with the light of their lantern to find enemies to de-shadow for a quota. They must keep their lantern with them to cast enemy shadows onto the ground in order to cut them off.

### **Theme Interpretation**

The player is interacting with their enemies' shadow to kill them, rather than using direct combat. Alchemy is interpreted in this context as hidden knowledge, but the intent was to add a shop system where you can use the shadows you've collected to synthesize items and upgrades, such as another lantern or attack cooldown boosts.

### **Game Mechanics**

The player fights enemies by interacting with the shadow that the enemies cast.

## **Art**

### **Theme Interpretation**

The majority of the color palette is a dark gloomy navy blue to fit with the shadowy vibes. Only the player character and their lantern stand out amongst the dark forest.

### **Design**

Shadowless was made with 8x8 tiles and small scale characters in order to be simple and easy so I could focus on other aspects of the game

## **Audio**

### **Music and SFX**

I would have loved to have had time to learn audio and music but for now this game is without sound

# Game Experience

## UI

The UI is done in brighter colors to contrast the dark background.

## Controls

Shadowless uses keyboard and mouse, WASD to move, and right and left-click to interact and attack.