

V.I.T.R.I.O.L.

DESIGN DOCUMENT

By Vex for the 2024 Pirate Software Game Jam

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Introduction

Game Summary Pitch

A Deckbuilding, turn based, RPG, where the player fights monsters with spell cards they craft using alchemical materials earned in combat.

Inspiration

Inscription

Inscription inspires the look of the cards, as well as the idea of creating your own cards.



Slay The Spire

Slay the Spire informs the look and feel of the game, with a simple interface that communicates information to the player without crowding the screen with UI.

Player Experience

The player will be placed in a single level where they will be asked to battle monster using a deck they can manipulate to fit their strategy.



Platform

The game is developed to be released as a web export

Development Software

- Godot 4.2 for programming
- Aseprite, Gimp, and Clip Studio, for graphics and UI
- Blender and Lightwave for 3D assets
- FL Studio 12 and audacity for all music and SFX

Genre

Deckbuilding, Action RPG, Turn Based, Strategy

Target Audience

Fans of deckbuilding games like Magic the Gathering or Slay the Spire and those who enjoy strategizing and finding combinations of options to exploit.

Concept

Gameplay overview

The player will battle through a dungeon until they vanquish the big bad boss and free the townspeople from their tyranny. This is done by using and modifying their deck of spells by collecting essence to craft more cards.

Theme Interpretation (Alchemy and Shadows)

The player is an alchemist who can use their knowledge of alchemy to create spells that can be used to vanquish strong shadow demons. The player not only has these spell cards but also the ability to craft new cards out of essence such as fire, wood, sulfur, and mercury. These shadow demons pose as an active threat to the player but the player is the towns only hope.

Primary Mechanics

Mechanic	
Deck building	The player can configure their deck to fit the strategy or play style they most prefer.
Exchanging Cards as Mana	In order to cast cards in combat, an amount of mana must be available which can be gotten by

Mechanic	
	sacrificing other cards in your hand for the mana.
Crafting	Using essence you get from battle you can craft more copies of the cards that fit your play style.
Battling	Turn based battle system where the player battles up to three monsters.

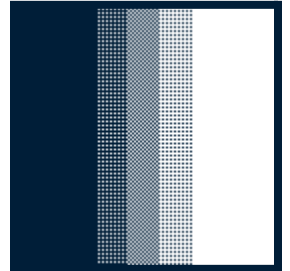
Secondary Mechanics

Mechanic	
Exploration	The player can explore the environment and maybe solve minor puzzles to unlock new areas.
Breaking Cards into Essence	The player can take copies of cards they don't need or want and turn them back into their essence to be used in a different card.

Art

Theme Interpretation

The theme of alchemy and shadows informed the choice of using real alchemical symbols to communicate actions to the player. An intentionally dark palette was chosen to fit with the theme of shadows and form a cohesive environment.



Design

We have chosen to use a 2.5d art style to allow for easy development of environments while skipping the difficult process of creating 3d characters. .



Audio

Music

A retro-esk dark synth style was chosen to create both an uneasy and exhilarating feeling when playing. The inspiration comes from songs such as Little Dark Age by MGMT and After Dark by Mr. Kitty.

Sound Effects

SFX will be recorded and created in house, taking inspiration from games such as Pokemon Fire Red and Wizard 101.

Game Experience

UI

Minimal UI outside of battle, in battle the user should have cards, a counter for the cards remaining in their deck, cards discarded, and their mana count.

Controls

Keyboard

WASD/Space/E/F/Tab

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By
1	Design Document	Other ▾	Finished ▾	Jul 30,...

#	Assignment	Type	Status	Finish By
2	Create cards and hand with the ability to select cars	Art ▾	Finished ▾	Jul 18,...
3	Create cards and hand with the ability to select cars	Coding ▾	Finished ▾	Jul 18,...
4	Create battle state machine	Coding ▾	Finished ▾	Jul 20,...
5	Add Character	Coding ▾	Finished ▾	Jul 19,...
6	Create character animations	Art ▾	Finished ▾	Jun 19...
7	Add monsters	Coding ▾	Finished ▾	Jun 24...
8	Add card abilities	Coding ▾	Finished ▾	Jun 24...
9	Add Monster actions	Coding ▾	Finished ▾	Jun 25...
10	Create cathedral	Art ▾	Finished ▾	Jul 19,...
11	Create level colliders	Art ▾	Finished ▾	Jul 21,...
12	Sound effects	Audio ▾	Finished ▾	Jul 28,...
13	Music	Audio ▾	Finished ▾	Jul 29,...
14	Add Crafting	Coding ▾	Finished ▾	Jul 28,...
15	Crafting Art	Art ▾	Finished ▾	Jul 28,...

BEYOND (if ahead of schedule / extra time)

Puzzle	Coding ▾	Not sta... ▾	
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More complicated boss fight	Coding ▾	Not sta... ▾	
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