

# Third Blob From the Sun

## DESIGN DOCUMENT

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# Introduction

## Game Summary Pitch

Third Blob From the Sun is a grid-based puzzle game about strategically spreading slime to navigate to the goal.

## Inspiration

### Baba Is You

One of the best puzzle games in recent times. It is a great example of grid based movement, and puzzle mechanics introduced at a challenging but manageable pace.



### 5 Step Steve

5 step steve is a puzzle game where you only have 5 steps to move before you die. It creatively uses puzzle mechanics, has a movement mechanic similar to ours, and also was a jam game.



## Player Experience

Throughout progressively complex levels, the player will learn how to carefully spread themselves while also consuming to grow to the right size. The end goal being: make it to the city and eventually cover the world!

## Platform

Windows PC

Web (Play in browser)

## Development Software

- Godot for programming and game design
- Krita and Aseprite for graphics and UI
- FL Studio 20 for all music and SFX

## Genre

Top Down, Puzzle

## Target Audience


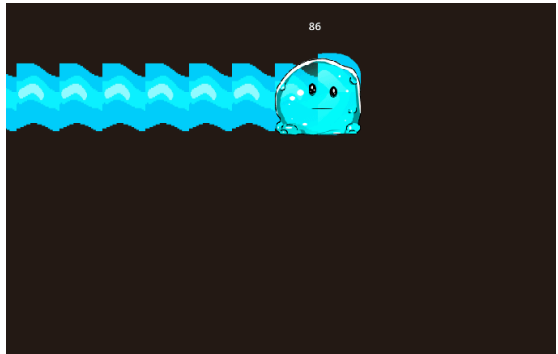
Blobs mostly but anyone can play  
Seriously though- puzzle game enjoyers!

## Concept

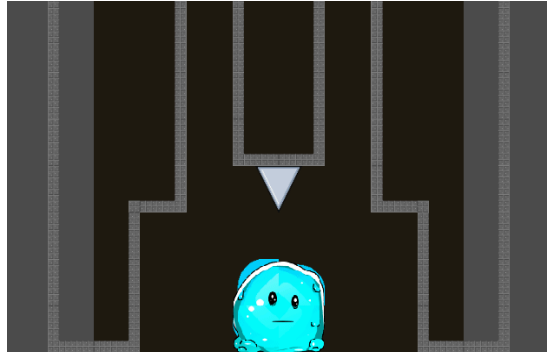
### Theme Interpretation (It's Spreading)

You play as a blob and whenever you touch another one of your blobs it becomes a part of you. As you move the blob ***spreads*** along the floor (slime trail). The theme and lore of the game coming to a point when the game ends and the blob has covered the entire world, only to spread out into space...

## Primary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<p><b><u>Mass</u></b></p> <p>You have a mass, which is increased by picking up objects in the world. Some levels require a certain amount of remaining mass to complete.</p>	
<p><b><u>Slime Trail</u></b></p> <p>As you move around, pieces of yourself are spread across the world.</p>	

## Secondary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<p><u><b>Splitting</b></u></p> <p>Sometimes, you'll come across spikes, which will separate you and into two different blobs and allow you to squeeze through tight spaces.</p>	

## Art

### Design

Main Menu- Inside a cloud with your fellow blobs preparing spread over the earth.

3 areas

- Sewers- Base Movement + Mechanics

- ☒ Room 1- slime loss, eating
- ☒ Room 2- barriers, food sizes
- ☒ Room 3- slimed tiles, backtracking
- ☒ Room 4- (Combining mechanics, harder puzzles)
- ☒ Room 5- (Combining mechanics, harder puzzles)
- ☒ Cutscene, slime is escaping to world

- City Streets- Offsets + Splitting

- ☒ Room 1- Spike, split, recombine
- ☒ Room 2- mini blob sacrifice
- ☒ Room 3- mini blob offset
- ☒ Room 4- one way gates

- ☒ ~~Room 5 (Combining mechanics, harder puzzles)~~
- ☒ ~~Cutscene, news broadcast~~
- Entire city-4x4 blob (spectacle)
  - ☒ ~~Room 1 multiple blobs sizes~~
  - ☒ ~~Room 2 preslimes~~
  - ☒ ~~Room 3 (Combining mechanics, harder puzzles)~~
  - ☒ ~~Room 4 (Combining mechanics, harder puzzles)~~
  - ☒ ~~Room 5 (Combining mechanics, harder puzzles)~~
  - ☒ ~~Cutscene The earth slowly gets taken over by the blob.~~

## Audio

### Music

FLStudio 20

### Sound Effects

FLStudio 20

## Game Experience

### UI

Modern art style

### Controls

#### Keyboard

Movement - WASD,    

Pause - ESC

Retry Level - R

Skip Cutscene - Bottom Action, PS Cross, Xbox A, Nintendo B

**Gamepad**

Movement - DPAD, Left Joystick

Pause - Start, Xbox Menu, Nintendo +

Retry Level - Left Action, PS Square, Xbox X, Nintendo Y

Skip Cutscene - Bottom Action, PS Cross, Xbox A, Nintendo B

**Development Timeline****MINIMUM VIABLE PRODUCT**

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jan 12,...	
2	Simple Blob Sprite	Art ▾	Finished ▾	Jan 12,...	Silver
3	Menu Music	Audio ▾	Finished ▾	Jan 19,...	
4	Sewer Music	Audio ▾	Finished ▾	Jan 19,...	
5	City Music	Audio ▾	Finished ▾	Jan 19,...	Final level
6	Street Music	Audio ▾	Finished ▾	Jan 18,...	
7	Blob movement	Coding ▾	Finished ▾	Jan 12,...	Juddud
8	Main Menu	Coding ▾	Finished ▾	Jan 12,...	Zarkey
9	Slime Trail	Coding ▾	Finished ▾	Jan 14,...	
10	Blob Mass	Coding ▾	Finished ▾	Jan 19,...	
11	End-of-Level Mass Check	Coding ▾	Finished ▾	Jan 12,...	Zarkey
12	Menu Buttons	Art ▾	Finished ▾	Jan 12,...	Bem

#	Assignment	Type	Status	Finish By	Notes
13	Sewer Level	Art ▾	Finished ▾	Jan 19,...	
14	Street Level	Art ▾	Finished ▾	Jan 19,...	
15	City Level	Art ▾	Finished ▾	Jan 19,...	
16	Blob Splitting	Coding ▾	Finished ▾	Jan 19,...	
17	Blob Growing (Mass)	Coding ▾	Finished ▾	Jan 19,...	Eating objects
18	Collect objects for mass	Coding ▾	Finished ▾	Jan 19,...	Rats/people/etc.
19	Level Start (Blob Mass)	Coding ▾	Finished ▾	Jan 19,...	
20	Blob Mass Display	Coding ▾	Finished ▾	Jan 24,...	
21	Blob movement	Art ▾	Finished ▾	Jan 19,...	Animation
22	Menu Background	Art ▾	Finished ▾	Jan 26,...	
23	Slime Trail	Art ▾	Finished ▾	Jan 23,...	Animation (?)
24	Doors With Mass Reqs.	Art ▾	Finished ▾	Jan 17,...	For end of levels
25	Blob Splitting	Art ▾	Finished ▾	Jan 18,...	Animation
26	Blob Growing/Eating	Art ▾	Finished ▾	Jan 19,...	Animation
27	Collect objects for mass	Art ▾	Finished ▾	Jan 24,...	Rats/people/etc.
28	Blob Mass Display	Art ▾	Finished ▾	Jan 15,...	Current blob mass
29	Testing/Sandbox Level	Coding ▾	Finished ▾	Jan 19,...	
30	Testing/Sandbox Level	Art ▾	Finished ▾	Jan 13,...	Background, menus
31	Door	Coding ▾	Finished ▾	Jan 13,...	
32	Door	Art ▾	Finished ▾	Jan 13,...	



#	Assignment	Type	Status	Finish By	Notes
33	Camera system	Coding ▾	Finished ▾	Jan 14,...	
34	Movement SFX	Audio ▾	Finished ▾	Jan 24,...	
35	Restart System	Coding ▾	Finished ▾	Jan 17,...	
36	Restart button	Coding ▾	Finished ▾	Jan 18,...	
37	Last CheckPoint	Coding ▾	Finished ▾	Jan 18,...	
38	Restart Button	Art ▾	Finished ▾	Jan 20,...	
39	"About the Devs" page	Art ▾	Finished ▾	Jan 26,...	
40	Create Sewer Wall Tileset	Art ▾	Finished ▾	Jan 21,...	Bem
41	Dynamic spike signal	Coding ▾	Finished ▾	Jan 24,...	Importable signal
42	Dynamic door signals	Coding ▾	Finished ▾	Jan 17,...	Automatically connect doors
43	Blob mass +/- display	Coding ▾	Finished ▾	Jan 23,...	Show negative (red) mass on move, positive (green) mass on eat, float and fade out above character
44	Skip cutscene button/key	Coding ▾	Finished ▾	Jan 22,...	Maybe space or esc
45	Smooth camera	Coding ▾	Finished ▾	Jan 26,...	Instead of snapping when scrolling, have a smoother movement
46	Smooth Menu Music	Audio ▾	Finished ▾	Jan 25,...	Make the music keep playing between menus