

# Game Jam - Shadows / Alchemy

## Concept

### Gameplay Overview

- The player plays a medieval assassin tasked killing a variety of targets
- The player has to complete each level by murdering a target and escaping without being spotted or the body being found
- The targets are killed by using different poisons crafted before the level
- The poisons have different effects on the target, so crafting the correct poison is necessary to complete the level
- Guards roam levels and can spot the player and be targeted by poisons
- The game is played over successive levels which get progressively more complicated and difficult

### Theme Interpretation

**Shadows** - the player plays an assassin, who has to hide (in shadows) to remain undetected and complete their objectives.

**Alchemy** - different ingredients are mixed together to create poisons to kill targets

### Development

- Made in Godot, programmed in gdscrip
- Art produced in Krita and Affinity Designer
- Music & SFX made in Reaper
- Built for WebGL and windows

## Mechanics

### Core Mechanics

#### Stealth Gameplay

- Top-down, player movement controlled by mouse
- Target NPC must be killed and escape area must be reached to complete level
- Player interacts with NPC to apply poison
- Guard NPCs can spot player within vision cone, may move around map
- Killing NPCs creates bodies which can be spotted by guards

#### Poisons

- Poisons are crafted before each level

- A selection of ingredients are available which can be added in a specific order to create a poison with effects
- The effects of the poison are determined by the ingredients and their order - each ingredient has a unique individual effect
- Possible effects
  - Kill target
  - Displace target in [direction]
  - Disable vision (guards)
  - Dissolve body after specific time
- In later levels multiple poisons can be made - to be applied to guards and the target

## **Potential Extra Mechanics**

- Different types of poison - apply by touch (default), apply at range, apply to drink, apply to area of map
- Guards that cannot be poisoned
- Friendly 'poisons' that affect the player
- Environmental kills - push into water

# **Art**

## **Style**

- Hand-drawn digitally
- Use of darker colours for background and environment elements and brighter more saturated colours for player and NPCs
- Use of paper-like textures

## **Design and Implementation**

- The art is to be drawn digitally by hand on Krita
- UI assets to be made with Affinity designer
- Possible use of public domain images - e.g. of medieval manuscripts - edited slightly to be used as assets in game

# **Audio**

## **Music**

- Music will be inspired by the medieval setting, and the theme will add to the sense of intrigue

- Instruments will include sample libraries of acoustic instruments, and synthesised sounds
- To be produced in Reaper

## Sound Effects

- Diegetic sound effects: walking, mixing and applying poisons, character dying
- Non-diegetic sound effects: player being spotted, level complete, UI interactions
- To be produced by synthesisers and recorded sounds

# UI / UX

## UI

- UI within the level to indicate level number, target NPC and exit, and equipped poison(s), guard vision cones
- Feedback from player actions - movement, use of poisons, guard spotting player
- Poison crafting ui to include sequence of slots to place ingredients, ingredients to be moved into slots, button to complete poison, display full list of effects during and after crafting
- Menu to allow starting and stopping the game, and level selection

## Controls

- Player is moved by **Left Click** on a place in the level
- NPCs are poisoned by **Right Click** on them when within range
- Different poisons are selected with **Number Keys** or by clicking on them
- Crafting poisons is done by dragging and dropping ingredients into the crafting line

# Development Timeline

Assignment	Category	Status	Notes	Target Date
Deisgn Document	Other ▾	Completed ▾		18 Jul 2024
Player Movement	Programming ▾	Completed ▾	Move to clicked location	18 Jul 2024
Obstacles and Pathfinding	Programming ▾	Completed ▾	Move player around obstacles in level	18 Jul 2024
Guard Vision	Programming ▾	Completed ▾	Spot player within cone	19 Jul 2024
Guard movement	Programming ▾	Completed ▾	Follow defined path	19 Jul 2024

Assignment	Category	Status	Notes	Target Date
Basic NPC interaction	Programming ▾	Completed ▾	Player can kill NPC	19 Jul 2024
Body on death	Programming ▾	Completed ▾	Can be spotted by guards	19 Jul 2024
Crafting interface	Programming ▾	Completed ▾	Drag ingredients and craft	20 Jul 2024
Poisons with multiple effects	Programming ▾	Completed ▾	Start with kill target, displace target	20 Jul 2024
Craft different poisons	Programming ▾	Completed ▾	Ingredients used affect effects of poison	21 Jul 2024
Level target and exit	Programming ▾	Completed ▾	Including completion logic	21 Jul 2024
Reset level	Programming ▾	Completed ▾	Including on failure	21 Jul 2024
Player and NPC art	Art ▾	Completed ▾		23 Jul 2024
Environment art	Art ▾	Completed ▾		23 Jul 2024
Poison and ingredient art	Art ▾	Completed ▾		23 Jul 2024
Basic level design	Other ▾	Completed ▾	One poison, two effects	24 Jul 2024
Multiple poisons	Programming ▾	Completed ▾	Multiple crafting lines, select in level before applying	24 Jul 2024
More poison effects	Programming ▾	Completed ▾	Dissolve body, disable guard	24 Jul 2024
Diegetic SFX	Audio ▾	Completed ▾		25 Jul 2024
Non-diegetic SFX	Audio ▾	Completed ▾		25 Jul 2024
Music	Audio ▾	Completed ▾		27 Jul 2024
Further level design	Other ▾	Completed ▾		28 Jul 2024
Playtesting	Other ▾	Completed ▾		28 Jul 2024
Further level design	Other ▾	Completed ▾	Based on player feedback, possibly including new effects	29 Jul 2024
Main menu and level select	Programming ▾	Completed ▾		29 Jul 2024
Final polish	Other ▾	Completed ▾		30 Jul 2024
SUBMIT	Other ▾	Completed ▾	Build, itch.io page, upload	31 Jul 2024