

The Novice

DESIGN DOCUMENT

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Sommario

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The Novice

Introduction

Game Summary Pitch

The Novice is a Puzzle and Exploration game about creating a point of light to see and follow some instructions to complete the mission you have been given by the narrator.

Following the path of the common Escape game but with no intention to escape, but with the ambition to become an Alchemist by learning in the Tower.

Those who don't preserve the Light will be excluded from the Alchemy learning program and will have to restart all over again.

Inspiration

Pokémon

The idea follows the path of any Pokémon Game Cave but without Flash, in which **you can only see a limited amount of space in your vicinity** or not see at all and you **need ability/object to see further**. This idea will be implemented not for a character but for an object the player has to carry around the screen to solve the puzzles.



Deponia

For the mechanics of exploration and discoverability of the map, the main inspiration is Deponia, which follows the same mechanics. The map will not be open as in Deponia but will be a series of rooms with different layouts.



Player Experience

The game will take place in a **series of puzzle rooms** inside a tower, where the player will have to **collect stuff, discover mysteries, and complete quests** to move on and **reach the top** of the tower.

Platform

The game is developed to be released on Browser, itch.io.

Development Software

- Unity 2022.3.29f1

Genre

Singleplayer, puzzle, casual.

Target Audience

Without heavy or complicated ideas, and intuitive-to-grasp mechanics, this game is marketed to at least **casual game players** who are up for puzzling challenges as well as more veteran players up for solving complicated problems.

There will be a little background story that more curious players will be able to discover around the tower, looking for interactable objects in the rooms. For starters in the demo, the puzzles will be quite easy, but they will show the main features of clicking, grabbing, moving, and changing the state of various objects.

Concept

Gameplay overview

The player is the Apprentice of an Alchemist who lives in a tall tower (The Alchemy Tower), he will have to **follow his orders** and **explore** the inside and outside of the tower, while completing **more or less complicated puzzles** and **finding objects to see inside the dark tower**. There will be no enemies and the defeat condition will be whether the player has lights or not to continue his journey.

Theme Interpretation (Shadow and Alchemy)

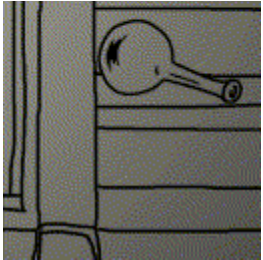
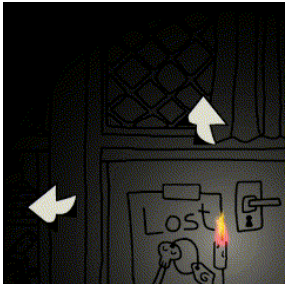
“Shadow” interpretation – The shadow is seen as bad and as the losing condition, more like an obstacle than a feature.

The player will be immersed in pitch black scenarios and the only thing to see will be candles he can find around the tower and lit up if needed.

“Alchemy” interpretation – Alchemy will be the core element of the game as interpretation of objects, player and scenarios.

The Player is immersed in an Alchemic style environment and surrounded by Alchemic puzzles to solve.

Primary Mechanics

Mechanic	Animated Mockup (Art not final)
<u>Point and Click</u> The main way of interacting with the game will be a point and click mechanic with the mouse.	
<u>Drag and drop</u> Another way of interacting with the game will be a drag and drop mechanic with a mouse.	
<u>Darkness</u> Almost all present the Obstacle of the Tower.	
<u>Exploration</u> There will be “Exploration Arrows” that allow the player to decide the path of exploration in the tower. Entering a room with no tasks associated will be useful to reset the timer on the candle without using a new one, but after entering a room where you must do a quest you must finish it before the “Exploration Arrow” is visible again.	

Mechanic	Animated Mockup (Art not final)
<u>Collectables</u> While exploring the player can find hidden objects inside the rooms. This object can be used for various things the player has to discover.	

Art

Theme Interpretation

I would like to obtain a simple but detailed world, the main theme will be hand drawing, like if the whole game was written in a scroll. But I would like to give the player the possibility to personalize their experience color wise.

Design

Start with a simple palette with brownish color and black, all the game is in these two tones, but light effect and particles will be the colored and the main focus as the only thing non hand drawn.

Audio

Music

To follow the mysterious style of the game and theme driven by Alchemy and Shadow. The music will not be heavy, with a prevalence of organs and percussion to set the atmosphere, always following a retro style.

Sound Effects

To add more flare and polish to the experience, a multitude of environmental sound effects will give weight and feedback to the player's actions.

Possible voiceovers for the narrator will be provided.

Game Experience

UI

Simple to understand and polished UI, white on black with red sprouts of color on interact.

Controls

Mouse

Mouse Pointer

Left Click - Click and Grab

Keyboard

Space - New candle

ESC - Menu

Left Shift - Skip line

R - Rotate

Development Timeline

MINIMUM VIABLE PRODUCT

Assignment	Type	Status	Finish By	Notes
Design Document	Other	Finished		
Create assets	Art	Finished	30-7-2024	
Main menu theme	Audio	Finished	20-7-2024	Can be short, player won't be on main menu for long
UI / Main menu	Coding	Finished	20-7-2024	Button UI, screen transition, title screen
Level theme	Audio	In progress		
Collet item system	Coding	In progress		UI for main items and treasure
Special effects	Art	Finished	29-7-2024	Lights
Sound effects	Audio	In progress		Player, UI interaction, Obj creation
Pause menu	Coding	Finished	21-7-2024	Access to the main menu or go back
Any extra polish	Other	In progress		
SUBMIT	Other	Finished	30-7-2024	Itch Page and upload
General Game Management	Coding	Finished		