

Last Light Over Vyrendor

DESIGN DOCUMENT

A Pirate Jam 15 submission by:

Team Control + Alt + Elite

HadeZForge, KronosKrull, Lexa, Kai, and Zephydaedrious

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Introduction

Game Summary Pitch

A vertical slice of a turn-based action rogue-lite. Lead the forces of darkness to conquer the lands of good guys. Spread the shadow and transform the souls of your enemies into powerful new upgrades.

Inspiration

The Last Spell: A turn-based strategy game focused on the use of heroes to overcome massive hordes of zombies.

Dungeon Keeper: A strategy game where one plays as the master of an evil dungeon and strives to destroy the heroes' kingdom.

Player Experience

Engage the player with strategic turn-based combat and upgrading their characters as they play through multiple encounters.

They must make decisions on how they approach encounters and how they spend their collected souls to have the best chance of victory.

Platform

PC/Web

Development Software

Godot 4.2 for code
Aseprite for pixel art

Genre

Turn-based strategy. Rogue-lite. Play as the bad guys. Single Player.

Target Audience

Fans of the Fire Emblem or other turn-based strategy series, and those who want to play as the bad guys.

Concept

Gameplay overview

Basic game loop:

- Fight the good guys
- Collect their souls
- Spread the shadows
- Upgrade characters
- Repeat

The player will progress through multiple encounters as they spread the shadow. Each encounter will provide a unique strategic challenge. Between encounters they have the opportunity to upgrade their characters.

Theme Interpretation

Shadows:

- The player controls the leaders of the shadow armies
- The goal is to spread the shadow to blot out the light in all the lands

Alchemy:

- The souls collected as enemies are defeated can be transformed into items, armor, gear, and power for the shadow forces
- (The shop was cut due to time but we had good intentions)

Primary Mechanics

Turn based combat. Move controllable characters on an isometric grid. The player will have movement, one basic attack, and one ability with a cooldown.

Secondary Mechanics

Meta progression across encounters. The player collects the soul currency during the encounter. They can spend that currency between levels to improve various aspects of their characters.

(Cut for time)

Art

Theme Interpretation

Shadow: The PCs are dark, shadowy figures. As the player progresses across the map the line of darkness follows, turning the previously bright and cheerful landscape into a land of dark and despair.

Alchemy: The PCs trade the souls of their victims with the evil court alchemist, combining them into powerful upgrades and new abilities.

(Shop cut for time)

Game Experience

UI

Aside from the basic main and pause menu, the game will have an overlay that displays:

- Hp
- Attack button

- Spell button
- End turn button

Controls

Characters:

- The player will control the character with the mouse
- Hovering the grid will show movement
 - Clicking will confirm movement
- Clicking the attack or ability button changes the hover to where they can hit with that attack
 - Clicking will confirm the attack or ability

Development Timeline

Item	Type	Status	Notes
GridMaster	Gameplay	Complete	
Player Logic	Gameplay	Complete	
AI Logic	Gameplay	Complete	
Player Character	Art	Complete	
Enemies	Art	Placeholders	
Command Card	Art	Complete	
Ability Buttons	Gameplay	Complete	
Shop/Upgrades	Gameplay	Incomplete	Scope Failure
Roguelike Elements	Gameplay	Incomplete	Scope Failure
Story Mode	Gameplay	Incomplete	Scope Failure
Tutorial Encounter	Gameplay	Complete	
Lore and Story Beats	Writing	Incomplete	Scope Failure
Musical tracks	Audio	Partially complete	