

Still unnamed “Shadow Alchemy” game

DESIGN DOCUMENT

By Geleph for the summer 2024 Pirate Software Game Jam

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Introduction

Game Summary

„Shadow Assassin“ is a mix of a 2D platformer with combat elements and potion crafting games about collecting resources to brew potions to sell and/or upgrade your combat abilities.

Inspiration

Potion Craft

Inspired by the very manual process to create potions and the ability to create your own recipes based on resources you want to use.

Rogue Legacy

The 2D combat Side is inspired by this game. Randomised Dungeons based on completable rooms with equipment carrying over between runs. Spells are replaced by pre-made consumables.

Player Experience

The Game will encompass the first 3 days of Gameplay. This will include two alchemical contraptions, 3 different potions to brew, one assassination contract and the chance to gather materials.

Platform

The demo of the game will be a web build

Development Software

>Godot 4.2

>Krita

Genre

Singleplayer, Rogue lite, crafting

Target Audience

Players who enjoy or are interested in crafting games, but may want some action get a bit of change during gameplay. While combat does exist, no single enemy should be unsurmountable by the average player, so challenges can be overcome by enough alchemical preparation.

Concept

Gameplay overview

You play as a (formerly) retired assassin, trying to contribute to society by working at your own alchemy shop. But the past caught up to you and you are forced to carry out assassination contracts for a shadow government.

You have to manage your time between brewing and selling potions and gathering the needed resources in forests and caves, while also keeping the blackmailing shadow government happy.

Theme Interpretation (Shadows and Alchemy)

Alchemy: The player spends a good amount of time brewing alchemical potions for selling or to later use them during assassination contracts

Shadows: You play as an assassin. Assassination contracts happen in the dark, ordered by a shadow government, which tries to tighten its grip around the lands

Combat/Exploration Mechanics

Use platforming, your sword and prepared consumable items to fight through (for this demo pre-built) dungeons. Dying will be a major time setback.

Alchemy Mechanics

Brew potions from all the resources you have gathered using multiple alchemical devices. Since making potions is a manual process, you are able to discover potion recipes as you play.

Art

Theme Interpretation

With both Alchemy (change) and Shadows (darkness), using a shader to emulate the passing of time comes to mind. The daytime will be used for more of the alchemy progress, with resources clearly visible, while nighttime will be monochromatic and focus more on the assassination (shadow) aspect.

Design

Simple low pixel count pixel art to help with time pressure.

Audio

Music

Simple background music with volume scaling with the time of day, making the nights extra quiet

Sound Effects

Relatively realistic.

Game Experience

UI

The UI is limited to equipped items and a simple display for time. Since the game is not intended to be played with a mouse, none of the elements will be clickable.

Controls

Keyboard only (no mouse) – Controller as alternative

WASD – movement / cursor movement in menus

SPACE – jump / select option

I – inventory / exit menu

JKL – use selected items / select items in inventory

Development Timeline

#	Assignment	Type	Status	Finished	Notes
1	Design Document	Docs	Done	24-07-19	
2	Player Character Logic	Code	Done	24-07-20	
3	Player Inventory	Code	Done	24-07-20	
4	Player Graphics	Art	Done	24-07-24	
5	Player Sounds	Music	Removed		While important, it was not worth the time finding fitting sounds and music over making sure the basic systems are in working
6	Forest Level	Levels	Done	24-07-30	
7	Cave Level	Levels	Removed		The cave area was removed from the scope and some of the objects moved into the forest
8	House/Shop Level	Levels	Done	24-07-28	
9	Town Level	Levels	Done	24-07-30	
10	Alchemy Mini-Game 1	Code	Done	24-07-26	Mortar & Pestle
11	Alchemy Mini-Game 2	Code	Done	24-07-29	Brewing
12	Potion Recipes	Code	Removed		Auto brewing was removed from scope. All potions have to be brewed manually
13	Dialogue	Code	Done	24-07-30	Very minimal, just to sell potions (rest will be part of the game's description)
14	Time System	Code	Done	24-07-30	
15	Time Shader	Code	Done	24-07-27	