

Crater Shade

DESIGN DOCUMENT

By T-Pose Interactive for the 2024 Pirate Software Game Jam

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Introduction

Game Summary Pitch

Crater Shade is a 2D adventure platformer about finding alchemical ingredients to brew potions that help reach new places in the world.

Inspiration

Noita

Noita has excellent world interaction with different elements and tools. Its incredible mechanics inspire us to make an interesting, interactive world.

Player Experience

In a single world the player will try to gather ingredients to brew potions while avoiding scorching sunlight. Using the three different potions the player gets new choices on how to traverse the world.

Platform

The game is developed to be released on windows PC

Development Software

- Unity 2023.2.20f1
- Krita
- Aseprite
- Audacity

Genre

Singleplayer, platformer, exploring

Target Audience

With alchemical features and platforming the game is targeted to metroidvania enjoyers who like interactive elements and exploration.

Concept

Gameplay overview

The player controls a lizard explorer that has applied to be in the guild of explorers. The player's town, built deep underground, protects its inhabitants from the scorching sun that has burned the planet's surface. The player has to make an expedition to the crater and collect ingredients. With collected ingredients the player makes magical potions that help with navigating new areas of the world.

Theme Interpretation (Shadow, Alchemy)

'Shadow'

Lizard people were pulled underground to survive the scorching sun. The game takes place in a shadowy crater where the player has to avoid the sun to collect ingredients for their potions.

'Alchemy'

The player brews potions that help with various challenges in the world

Primary Mechanics

Mechanic	Art (Art not necessarily final)
<u>Potion brewing</u> When an ingredient is dropped into the cauldron in the safe room, a potion can be made when the correct combination of ingredients is used.	
<u>Potions</u> When the player presses 1, 2 or 3, a potion is used. There are currently three potions. An explosion potion which destroys obstacles, a short flight potion which boosts the player up and a sunblock potion which creates a cloud that casts a shadow on the player.	

Mechanic	Art (Art not necessarily final)
<u>Sunlight</u> When the player enters sunlight, the sun damages the player at one second intervals.	
<u>Ingredients</u> If the player moves over an ingredient, the character will collect it and add it to the inventory.	

Art

Theme Interpretation

The game uses a color palette that emphasizes the darkness of a crater covered in shadows.

Design

Pixel art and a color palette with darker and brighter colors going against each other are used to emphasize the conditions in a crater of a sun scorched planet.



Audio

The game features dreary and eerie music to compliment the dark crater environment and sound effects for main actions, such as the potion effects, potion brewing.

Game Experience

UI

Mainly pixel graphics are utilized in the UI with a semi-strict color palette.

Controls

Keyboard

Arrow keys / WASD, space bar and number buttons 1-3