Space-Wizard

Puppet Show

Design Document

By Wherritt for the 2024 Pirate Software Game Jam

Introduction:

Game Summary Pitch:

Space-Wizard is a 2D story/action shooter where the player uses objects collected from their environment to create powerups, survive, and unmask the shadowy figure behind the attacks they face on their way to save Earth.

Inspiration:

This game is generally inspired by the classic 2D era in the sense that the player will battle a boss to cap off each level, but I have not taken very much inspiration from other games in this specific instance.

Player Experience:

 The player's goal is to make their way back to earth and fight off the mysterious enemies at hand. Each level, the player will dodge asteroids and fight those attempting to prevent them from reaching their goal. Each level will have miscellaneous enemies, asteroids, and a unique boss to defeat at the end.

Platform:

The game is developed to be released as playable in the itch.io browser window, Windows PC, and possibly mobile browser accessibility.

Development Software:

- Unity
- Davinci Resolve Video Editor
- Krita

Genre:

2D story/action shooter

Target Audience:

Space Wizard is meant for all. I hope the unique style and theatre-like atmosphere intrigues a wide variety of players. I do hope to entertain the creative developer.

Concept:

Gameplay Overview:

The user plays as a wizard flying through space inside of a puppet show. They must survive the onslaught of attacks from natural and orchestrated forces. The player will have to travel though space, dodge asteroids, and fight a mysterious series of enemies in order to reach Earth, which is reportedly under attack.

The player will have the ability to collect different ingredients from their fallen enemies in order to create potions that will give them special abilities and assist them in battle.

Theme Interpretation (Shadows and Alchemy):

Since there are essentially two themes for this jam, I implemented each one individually in the game.

Shadows:

"Shadows" was declared but specified that it did not necessarily have to be simply a "shadow". The shadow could be representative of a clandestine figure or organization for example, so I created a story for this game. The enemies are controlled by a shadowy, mysterious figure only to be revealed if the wizard can defeat all of their henchmen.

Alchemy:

I wanted to follow the prompt as closely as could be, so seeing as the definition of alchemy is:

noun

- 1.the medieval forerunner of chemistry, based on the supposed transformation of matter. It was concerned particularly with attempts to convert base metals into gold or to find a universal elixir:"occult sciences, such as alchemy and astrology"

- ▪a seemingly magical process of transformation, creation, or combination:"finding the person who's right for you requires a very subtle alchemy",

as well as the connections to mythical uses such as in magic or wizardry, I will incorporate the alchemy theme by using a wizard as the main character, and having a power attack system where he may collect ingredients such as materials from destroyed asteroids and pieces of broken enemies to combine and create powerups to use against their attackers.

Primary Mechanics:

Fixed Camera:

For the sake of commitment to the puppet show aesthetic, the game will take place in a fixed window with enemies and obstacles coming into the scene.

Powerups:

The player will have a wheel at the bottom of the screen that can be rotated in order to cycle through their powerup options.

Powerups will include:

- Fire Attack
- Heal
- Shield

Story:

To address the second game-jam theme "Shadows", there will be a storyline about a mysterious enemy who hides in the shadows and attacks with vehicles they control from a safe distance.

I will create a story manager script and dialogue will appear based on a combination of timers, events, and player input. The player will have to cycle through the dialogue.

Regular Gun:

The character will have a regular lesser powered gun that can be shot indefinitely with cooldown between shots. The trigger will be able to be held down for full auto, but fire times will be reasonable.

Boss Fight:

The end of the demo will be capped with a boss. The boss will have regular gun shot on a timer, and a power laser that will use a ray-cast, and a follow script that prevents it from getting closer on the x-axis because of the close quarter confinements.

Art:

Theme Interpretation:

I will be using a "magic" theme to incorporate alchemy; the shadow will be used in the storyline independent of the art.

Design:

I will be using an idea I had for a different type of sprite that I call "Video Sprite". The Video Sprite will use a green screen video of real-life objects, taking advantage of the subtle movements and depth of real life, to simulate reality as closely as possible. My plan is to project the video of these objects onto a transparent sprite, then allowing the real objects to be manipulated via script.

Initially I imagined a puppet show with videos of objects like the Muppets, which would classically be called a "hand puppet" or "sock puppets", but as I explored how I was going to make this work, I moved toward what is called "shadow puppetry" (a lucky name for this game jam). This is a style of puppetry that uses 2D cutouts against a background that move around the scene, creating a sort of rudimentary live action animation. I came to prefer this style of puppetry when trying to practically retain "realism".

Audio:

Music:

I plan to have an exciting and well put together main menu with fast music, and when the game starts have a goofy game theme music. I want to add to a sense of a humorous "reveal".

Sound Effects:

Because of the puppet show aesthetic of my game, I will be recording sounds that would make sense during a puppet show. Verbal noises in place of guns, paper rubbing for canvas movement, etc.

Controls:

Standard Movement: WASD

Reg. Shooting: Up Arrow Key

(I have experimented with this combination, and I find it comfortable and convenient for most users. It also allows a wider range of people to play your game as intended if they don't have a mouse.)

Cycle Powerups: Left/ Right Arrow Keys

Use Powerup: Down Arrow Key

Development Timeline:

Days:

1. **Design Doc.**
   Finished.
2. **Create video sprites (Essentials only)**
   Finished.
3. **film sprite movement. Learn Davinci Resolve.**
   finished
4. **Get first sprites operational (Player).**
   Finished
5. **Develop 2nd tier sprites (Asteroids, Powerups).**
   Finished
6. **Develop miscellaneous sprites movements.**
   Finished
7. **Develop boss sprite.**
   Finished
8. **Boss sprite movements and attacks.**
   Finished
9. **Configure mechanics, make sure everything is working at 100%.**
   Finished
10. **Dress game. Curtains, miscellaneous needed aesthetic items. Anything missing.**
    Finished
11. **Audio recordings.**
    Finished
12. **Apply Audio. Configure to working condition.**
    Finished
13. **Polish.**
    Finished
14. **Submit.**

Extra Time:

- Create game music loop.