

# You Are The Weapon Game Design Document

By Nomivore for the Pirate Software Game Jam 16

---

Working Game Title: Tools of the Harvest

## Introduction

### Game Summary Pitch

A Tool of the Harvest is an Open World Action Adventure story about becoming various tools or weapons to solve puzzles and remove roadblocks to get to your story goal.

### Inspirations

Open World Movement with Fixed Camera similar to Animal Crossing, Legend of Zelda: Echoes of Wisdom, and Pokémon Brilliant Diamond and Shining Pearl

Possessing a Weapon is a combination of 2 Mechanics – Interacting with a World Object and Wielding a Tool or Weapon. Thematically, you interact with the World Object – a shovel in the tool shed, a sword dropped by a soldier, etc. – and your character controller will modify and you will become the object.

### Player Experience

Through a small demo portion of the opening of the story a player will experience utilizing the Protagonist's skill to do mundane tasks around the farm, before being presented with the story opportunity to use a weapon and begin escorting the Priestess character back to their temple.

### Platform

This game will be built for Web Browser

### Development Software

Unity 3D Game Engine

Visual Studio for Programming

Blender 3D For Models

Adobe Suite for 2D UI elements

Audacity for Music and Sound Effects

## Genre

Single Player, Action Adventure, Puzzle

## Target Audience

Fans of games like Tunic, Legend Of Zelda: Echoes of Wisdom, and other open world concept Narrative games will find the problem solving nature of this story driven game a compelling find to add to their collection.

# Concept

## Gameplay Overview

The player will be in charge of a protagonist, who through story lore was given the ability to **possess common place objects to utilize them** for their intended purposes. As a farm hand, this would come in handy, as an adventurer they did not plan to be, it will come in handy even more so. **By choosing the correct tool for the job** as the hero adventures across the kingdom, they will help **guide the priestess back to her temple** to perform her sacred rites. If they're able to **solve all the puzzles** along the way.

## Theme Interpretation

Theme: **You Are The Weapon**

By stretching the word "Weapon" to Tool, we find a character who, through the course of his toils at work has been given the ability to take full possession of a Tool to utilize it's potential to its fullest. This then extends back to weapons as through the story, your character is presented the chance to make use of Weapons dropped by soldiers, monsters and more to their fullest potential, thus making you, the character, the Weapon.

## Story

You are a demigod, but... not one of the cool demigods, like Heracles, he's pretty cool. Your father was a dedicated but humble Farmer, your mother on the other hand, just happens to be the Goddess Demeter, Goddess of the Harvest. Stories were told to you by your father of how his devotion to his crops caught her attention, and that in turn led to her favor and their consummation. But, your birth is less clear. Nonetheless, you've grown up here on this farm, and I=you inherited it when your father passed away, struck by a stray lightning bolt during a summer storm 5 years ago (what are the chances?). Being a demigod does have its perks, thanks to your mom's influences you can take control of any of the tools of the land, and make use of them as if they were your own flesh and blood, well – it's more like your spirit inhabits the tool but you tend not to think too much about how it works. All you know is that it makes the work really, really easy. The physical part of it at least, it hasn't been easy since your dad passed away. But the life you lead is not too full of surprises. That is, until the day before the harvest moon, when you learned that my powers don't just work on Tools, and that you would be called on an adventure that would make even Heracles think you, child of Demeter, are a cool demigod.

## Extra Notes

The protagonist has been able to use their powers day in and day out without pause on the land, however when they leave their homestead – which is blessed by Demeter – their powers weaken, which is the canon reason for having stamina for their possession of items on their journey

## Primary Mechanics

Possession of Tools/Weapons – Player Being able to Possess and Revert from Possession of Tools and Objects in the world.

Stamina For Possessing Tools/Weapons – While a player is possessing a Tool/Weapon their time in the tool should be limited by some factor be it Stamina or Mana. Similar to the use of magic in early Legend of Zelda Games. Stamina will refill automatically after player has Reverted from a Possession.

Movement In 3D Environment – General use of 3D movement through the space, slopes and descending ledges will be the only method of changing Elevation within the 3D Space. Movement will change slightly depending on the object a player has possessed. (Swords will hover for an easier swing, shovels will bounce, etc)

Story Progression Mechanic – Create elements of the world that become available after certain conditions are met. When the game starts the player should be led to interact with their farm tool and learn how Possession works. After they complete their chore, they should be led over to where the Priestess is under attack. Once the attack is over, it should allow the player to possess a sword and defeat a bandit. Once the bandit is defeated, it should trigger the next dialogue with the princess. After that, the player should be told to leave the area.

## Secondary Mechanics

Interacting with World Objects – not Tools/Weapons – Reading Signs, Maps, or other useful interactions within the scope of the world will allow the player to get context to the greater world.

Health of Player while not Possessing Tools/Weapons – If a player is in a combat oriented scenario and has not possessed a weapon or tool, they will be in danger. Having a limited health supply within a scenario will require the player to strategically navigate while solving the problem at hand. Difficulty of the puzzle/scenario to solve will be balanced against the threat level presented to the player. **General Rule of Thumb: No danger to health = higher complexity of puzzle**

## Art

While there are no thematic limitations to the art of the game, there will be time constraints to the art I am able to produce. With that in mind, I am going to aim for a consistent Low-poly 3D world with a Vibrant, but limited Color Palette, the primary colors of which will be focused around traditional Grassland Colors – Saturated Green, Blue, Brown for land and trees, Silver and Gray for Tools and Weapons, and accompanying saturated colors for various supporting arts (flowers, buildings, etc.)

With the game being 3D the aim will be to have animations available for the following:

- Character Model

- All Possessable Objects (Sword and Shovel)

- 1 Enemy

- Priestess Follower

## Audio

With the game being open world, where players will periodically find themselves in potentially threatening scenarios, the vibe of the world will be Mid-Fantasy Overture tunes, a la Legend of Zelda, which would be replaced with similar style Combat theme music that allows players to feel the tension of a higher threat scenario. Once the scenario is resolved, the original Mid-Fantasy world sounds would return.

Sound effects, once they are gotten around to, will vary ranging from action sounds for the various tools to heartbeats added if the player's health pool begins to descend. Queue

Sounds will be added when a player can interact with world objects, their Stamina finishes replenishing or when their health is refilled due to time or items.

## Game Experience

### UI

Overlaid in the Player's view will be a handful of contextual UI elements to indicate the player's current state: Health and Stamina. This UI will also contain other contextual information based on the availability of actions. When you can take possession of a Tool or Weapon, interact with a sign or NPC, or when you can attack or act while possessing a Tool or Weapon, for example. Longer Term plans will include a Mini-Map for the Zone of the world you are in, to help prevent getting lost and to provide context for where the player should go.

### Controls

#### Keyboard

Movement: Arrow Keys/WASD

Interact: F

Revert Possession: Q