

Reigncloud

Design Document

By Burn Our Games for the 2024 Pirate Software Game Jam (Summer)

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Introduction

Summary

Reigncloud is a playful open world environment simulation where you play as a cloud! By combining moisture, electricity, temperature, and wind - you can transform the world!

Inspirations

Untitled Goose Game

Players control a goose who bothers the inhabitants of an English village. Players must use the goose's abilities to manipulate objects and non-player characters to complete objectives.



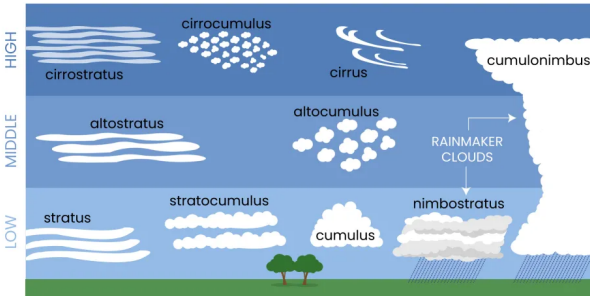
Destroy All Humans

You play as a non-human character who hovers over the world aims abilities at the people below you.



Clouds!

Clouds are a natural form of alchemy, where various elements combine to create new ones. They also cast shadows, which go along with our theme!



Player Experience

A relaxed, atmospheric experience with exploration and discovery! As a cloud you can float around and use different elements to interact with the world. For example: Setting trees on fire (Lightning), growing plants (Rain), Fly around at increased speeds (Wind/Updrafts), and even canceling school for the day (snow!)

Concept

Gameplay Overview

The player controls a cloud that performs various cloud activities. You can interact with the world using different elements based on the temperature of the zone you're in. Collect water for rain, or use an updraft to charge your lightning. These elements change with different climates; for example, in a cold environment, your rain will turn into snow.

Theme Interpretation (Alchemy and Shadows)

We are using the 'Shadows' theme since all actions are performed within the cloud's shadow, and the 'Alchemy' theme because we combine with other clouds to gain new abilities through transformation and combination.

Art

Style

This asset pack was used for our structures because it went well with the world that we procedurally generated (also hand crafted!):



<https://kaylousberg.itch.io/kaykit-medieval-hexagon>

This asset pack was used for our NPC characters for a similar reason - they went well with the world and art style we were going for - and it allowed us to bring the models into a 3D tool (Blender) and easily modify them. Also because Kenney is amazing!



<https://kenney.nl/assets/mini-characters-1>

Audio

Music

Chill and relaxing!

SFX

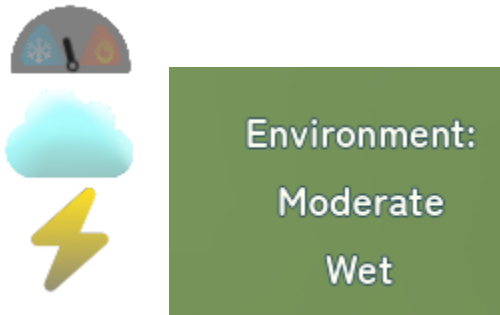
Environment/Nature sounds, sound clips for NPCs, whimsical noises

Design

Ideas (Notes)

Rain on flowers
Rain on farmland
Rain on wedding
Rain on meditating old guy on top of a mountain
Hit forest with lightning
Hit person flying a kite with lightning
Snow - "Do You Wanna Build A Snowman?"
Snow on a school - "Snow Day"
Travel around a windmill to make it spin
Absorb clouds to increase volume and moisture
Absorb charged clouds to increase charge

Mechanics In-depth



Direct actions the player can take to affect the world:

- Rain (Precipitate in a hot or moderate region)
- Snow (Precipitate in a cold region)
- Lightning (If this starts a fire, this will increase the temperature of the world)
- Shade (Decrease the temperature of the world)
- Absorb other clouds - This removes the shade those clouds provide from the world, while absorbing their moisture and charge (and size)
- Leave clouds - This leaves shade where the cloud is

Aspects of the world that will affect the player cloud:

- Updraft - Increases altitude and charge
- Temperature - Every location has a temperature that the player absorbs by being there
- Moisture - Traveling over moist areas (including water) increases cloud moisture

Achievements:

- When a player interacts with the world in certain specific ways, they will gain achievements

UI

- Title screen
- Pause menu
- Hints to help the player along

Controls

- Move: W A S D
- Look: Move Mouse
- Rain/Snow: Hold Left Click

- Lightning strike: Right Click
 - Leave Clouds: Spacebar
 - Switch Camera: C
-

Development

Tasks

World Tasks	Person	Status	Notes
Make Terrain	Josh ▾	Done ▾	
Set models on fire when lightning strikes	Josh ▾	Done ▾	
Make terrain paintable	Josh ▾	Done ▾	
Create mountain model(s)	Drak ▾	Done ▾	
Make auto-terrain snap for mesh instances	Josh ▾	Done ▾	
Make auto-terrain snap for multi-mesh instances	Josh ▾	Done ▾	
Make functions for cloud to read what kind of thing it's flying over	Josh ▾	Done ▾	
Moisture levels based on zone	Josh ▾	Done ▾	
Plant needs states	Josh ▾	Done ▾	
Town needs states	Josh ▾	Done ▾	
Town status (wet, dry, hot, cold, on fire)	Josh ▾	Done ▾	
Plant status (wet, dry, hot, cold, on fire)	Josh ▾	Done ▾	

Level Design	Person	Status	Notes
Starting town	Matt ▾	In progress ▾	
Starting area clouds	Matt ▾	In progress ▾	
Starting plants	Unassigned ▾	Not started ▾	
Mountain barriers (custom/prebuilt meshes)	Drak ▾	Done ▾	
Achievement - Goblin Fandango	Drak ▾	In progress ▾	
Achievement - Circle Of Life	Drak ▾	Done ▾	Rain on a dry pond and refill with water. Bring animals back to the pond
Achievement - Meet the Devs	Drak ▾	Done ▾	Animate the devs dancing when getting rained on
GameJam team 3D models (custom/prebuilt meshes)	Drak ▾	Done ▾	
Achievement - What a Beautiful Wedding	Drak ▾	Done ▾	Rain on a wedding in progress
Temperature zones with updrafts	Unassigned ▾	Not started ▾	
Starting plants that need shade	Unassigned ▾	Not started ▾	
Starting plants that need rain	Unassigned ▾	Not started ▾	
Starting town that needs shade	Unassigned ▾	Not started ▾	

Cloud Task	Person	Status	Notes
Make Cloud that is you	Mary ▾	Done ▾	
Controls to move the cloud	Matt ▾	Done ▾	Precipitate, change camera, zucc cloud, drop cloud

Cloud Task	Person	Status	Notes
Make particle-y cloud appearance	Matt ▾	Done ▾	
Make other clouds that exist in the world	Matt ▾	Done ▾	
Make shadow look more cloudy	Josh ▾	Done ▾	
Get moisture	Josh ▾	Done ▾	
Rain	Josh ▾	Done ▾	
Shade stuff	Josh ▾	Done ▾	
Merge clouds (and take the charge and moisture)	Matt ▾	Done ▾	
Expend volume to create new cloud	Matt ▾	Done ▾	
Change various cloud stats	Matt ▾	Done ▾	
Change volume and color when gaining/spending moisture	Matt ▾	Done ▾	Not gonna change size with moisture
Charged cloud	Matt ▾	Done ▾	
Snow	Josh ▾	Done ▾	
Gain charge during updraft	Josh ▾	Done ▾	Done?
Lightning Strike	Josh ▾	Done ▾	
Altitude states (low, high)	Josh ▾	Done ▾	
Move faster at higher altitudes	Matt ▾	Done ▾	
Cloud changes temp based on environment	Josh ▾	Done ▾	

Camera Tasks	Person	Status	Notes
Cloud Cam	Drak ▾	Done ▾	
Shadow Cam	Drak ▾	Done ▾	

Camera Tasks	Person	Status	Notes
Camera dynamic to volume	Matt ▾	Done ▾	Hi matt <3 (hi)
Villager Close-ups	Drak ▾	Done ▾	
Achievement picture-in-picture pane	Unassigned ▾	Cancelled ▾	Currently not going to implement.

Sound FX Tasks	Person	Status	Notes
Funny Matt Noises (absorb cloud)	Matt ▾	Done ▾	Looooool which one of you added this??
Dispense cloud	Matt ▾	Done ▾	
Wind	Unassigned ▾	Not started ▾	
Lightning	Josh ▾	Done ▾	
Rain	Mary ▾	In progress ▾	
Updraft	Matt ▾	Done ▾	
Downdraft	Matt ▾	Done ▾	
Storming	Unassigned ▾	Not started ▾	
Gain charge	Matt ▾	Done ▾	
Gain moisture	Unassigned ▾	Not started ▾	
Town state changes	Matt ▾	Done ▾	
Plant state changes	Matt ▾	Done ▾	

Music Tasks	Person	Status	Notes
Calm music	Mary ▾	Done ▾	
Raining music	Mary ▾	Done ▾	

Music Tasks	Person	Status	Notes
Storming music	Unassigned ▾	Cancelled ▾	
Fast music	Unassigned ▾	Cancelled ▾	
Snow music	Unassigned ▾	Cancelled ▾	

UI Tasks	Person	Status	Notes
Start Menu	Mary ▾	Done ▾	
Achievement Notification	Mary ▾	Done ▾	
Achievement System	Mary ▾	Done ▾	
Pause menu	Mary ▾	Done ▾	
Settings	Mary ▾	Cancelled ▾	
Control instructions (pause menu)	Mary ▾	Done ▾	
Stats? (HUD?)	Mary ▾	Done ▾	
Dynamic temperature gauge	Matt ▾	Done ▾	

Project Tasks	Person	Status	Notes
Setup Itch Project	Drak ▾	In progress ▾	

Stretch goals	Person	Status	Notes
Rainbows	Unassigned ▾	Not started ▾	
Accessibility - Controller support	Unassigned ▾	Not started ▾	
Settings menu	Unassigned ▾	Not started ▾	
Accessibility, settings menu - Short click to start/stop rain	Unassigned ▾	Not started ▾	

Stretch goals	Person	Status	Notes
Settings menu - Volume controls	Unassigned ▾	Not started ▾	
Fog/mist mode	Unassigned ▾	Not started ▾	
Hold/toggle precipitation setting	Unassigned ▾	Not started ▾	
Wind (and making clouds impacted by it and the visual effect)	Unassigned ▾	Not started ▾	
Navigational tilt (leaning when steering)	Unassigned ▾	Not started ▾	
Rivers and flooding	Unassigned ▾	Not started ▾	
Town growth/happiness	Unassigned ▾	Not started ▾	
Hail	Unassigned ▾	Not started ▾	
Tornado	Unassigned ▾	Not started ▾	
Hurricane	Unassigned ▾	Not started ▾	

Bugs