Black Synthesis DESIGN DOCUMENT

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Introduction

Game Summary Pitch

Black Synthesis is a game where you play as a living shadow with the ability to possess things around you.

Inspiration

Portal

Portal is a puzzle platforming game released by valve. The main inspiration for the genre of the game.

Player Experience

The player will solve many puzzles in their exploration of the dungeon in an effort to escape a shadow's only weakness, the light. The player will be introduced to new mechanics and have to keep track of which mechanics to use to solve each puzzle.

Platform

HTML5 WFBGI

Development Software

- LINITY 2023
- Autodesk Maya
- Adobe Photoshop
- Audacity

Genre

Puzzle Platformer/Stealth

Target Audience

Marketed to gamers who enjoy puzzle platforming games such as portal. Primary age range from 15-30. The game will increase in complexity as it progresses so some skills will be required.

Concept

Gameplay overview

The Player controls a living shadow which has the ability to split itself into smaller shadows as well as possess objects in the environment in order to solve all manner of puzzles. As they grow in size from varios means they will be able to synthesize new skills at the cost of their mass.

Theme Interpretation (Sacrifice Is Strength)

<u>'Shadows and Alchemy' interpretation</u> - The player is a large mass of shadows that must avoid the light, and attempt to solve puzzles in order to grow and synthesize new abilities from their own mass.

The Player will encounter items that will increase their life total which will also increase their mass and ability to split themselves into an increasing number of sentient shadow monsters. They can also recombine into a single mass and synthesize new abilities at the cost of their hp.

Primary Mechanics

Possession: The player will be able to possess different objects throughout the game each with its own unique set of abilities and synthesis abilities. Some possessables only have a limited amount of room so the player will have to manage how they utilize each one to solve the game. All possessions allow the player to avoid taking damage from light sources.

Ball Possession: (Synthesis: Speed Increase) - a ball allows the player to roll around protected from light sources

Giant Possession: (Synthesis: Possessed Throw, Possession Transmission, Snuff Flame) - Possessing a stone giant allows the player to pick up balls and crates when in possession of a ball a giant can throw it with LMB or throw it while simultaneously possessing it with RMB. While holding a crate the giant can move around and either place the crate on the ground in a new location or if the player has unlocked possession transmission ability they can exit the giant atop the crate allowing access to otherwise unreachable areas. The final ability of the stone giant is to snuff out various fires so the player can maneuver around them without needing to be in possession mode.

Stealth: While not fully a stealth game there may be times where the player must avoid active sources of light such as torches, or lamps. Occasionally there will be NPC who have these items searching for the player so the player must find clever ways to avoid the light.

Puzzles: The main mechanic of the game is to solve various puzzles using different elements in order to progress through the game.

Secondary Mechanics

No Text Allowed: This game will have extremely limited usage of text instead opting for icons wherever possible.

Art

Theme Interpretation

Ultimately I am not a skilled artist so I have opted to instead use assets from the asset store. Namely Synty Studios assets which I have purchased. The style of magic is best represented in their dungeon pack so I will be utilizing that as a starting point and creating/editing any assets as needed to fit the existing themes. I will also be trying to keep the lighting minimal in order to sell the idea of avoiding the light and being a shadow, however there will be an accessibility lighting option for those with weak eyesight.

Design

The game will be designed as a dungeon of many rooms all with several puzzles of increasing complexity as is the case with portal. The exit of each room will require you to collect many items/abilities in order to progress.

Audio

Music

The music should be light and mysterious with room for tension when in dangerous areas.

Sound Effects

There are various needs for sound effects such as ball rolling, walking, and slime like splooshes.

Game Experience

UI

On top of the rigid pixel art constituting the rest of the art, a more smooth, higher definition style will be incorporated in the UI. Utilizing many shades of white and black allowed in the art restriction, anti-aliasing is used to further emphasize the UI.

Controls

Keyboard

WASD - Move

O - Swap Current Controlled Character

F - Interact

Space - Splitting Jump

Giant Space - Grab/Drop

Giant LMB With Ball - Ball Toss

Giant RMB with Ball - Possessed Throw