

# You Are One Shot!

## DESIGN DOCUMENT

By CodingWork23 for the 2025 Pirate Software Game Jam

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## Introduction

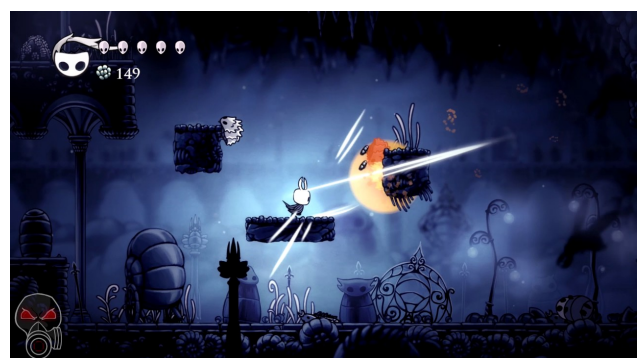
### Game Summary Pitch

In “You Are One Shot!” you play as a character with only one HP left and must survive the last level without taking a single damage.

### Inspiration

#### Hollow Knight

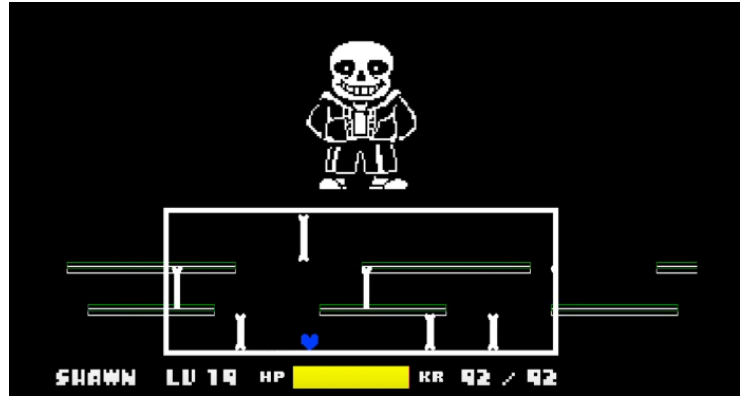
This game provides a [clean movement](#) and hard and dangerous enemies. This combination results in



a [challenging](#) but fun gameplay experience.

## Undertale

Undertale is one of the best indie games of all time and has a cool gameplay too. The game has the concept, where you need to [dodge](#) and [survive as long as needed](#) to win the battle



## Player Experience

The player must try to survive for only one minute. But as the title says, he is one shot: One hit and he dies. In the room will spawn many unique projectiles that will aim at the player and kill him.

## Platform

The game is developed to be released on windows PC

## Development Software

- Godot 4.4 for programming
- Aseprite for graphics and UI

## Genre

Singleplayer, One Hit Run, Plattformer

## Target Audience

This is for those who don't want to play an easy or forgiving game but a challenging one, where he must fail over and over again, to be able to master the game.

## Concept

### Gameplay overview

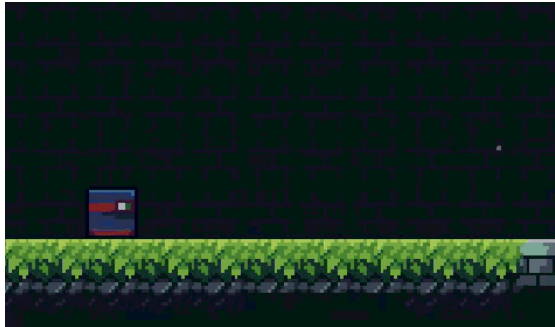
The player can normally move and jump, but besides that he can use his ability to do a fast dash or a second special jump, to better dodge the projectiles.

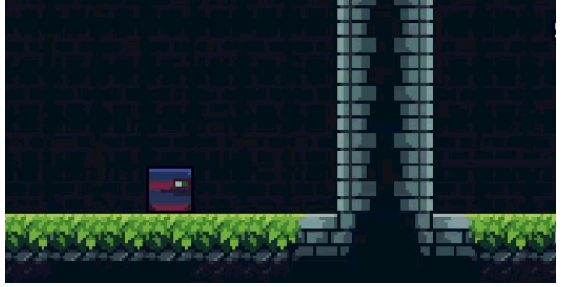
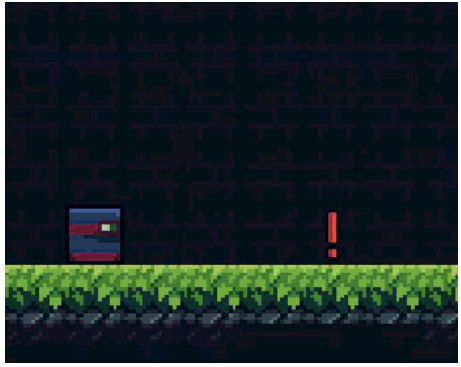
### Theme Interpretation (Only One)

'Only One' interpretation - The player must complete this game with only one HP and a single rechargeable ability. A One-Hit-Run

## Mechanics

| Mechanic                                                           | Animated Mockup                                                                                                                                                                                                                                                                                                                                                                    |
|--------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><u>Basic Movements</u></p> <p>The player can move and jump.</p> |  An animated mockup of a game scene. On the left, a character is shown moving left and right, with 'Move' and 'A D' labels above it. On the right, the same character is shown jumping, with 'Jump' and 'Space' labels above it. The background is dark with some green foliage at the bottom. |

| Mechanic                                                                                                                                                                                                                                                                                                   | Animated Mockup                                                                      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| <p style="text-align: center;"><u><b>Dash</b></u></p> <p>The player can use up his ability to dash forward to reach his distance quickly. During his dash, he is <b>immune</b> to all damage that he's getting. <b>He can't dash while he has not his ability.</b></p>                                     |    |
| <p style="text-align: center;"><u><b>Double Jump</b></u></p> <p>The player can use up his ability to do a second jump and reach more height. Like dashing, he is <b>immune</b> to all damage that he's getting, during his second jump. <b>He can't do a second jump while he has not his ability.</b></p> |   |
| <p style="text-align: center;"><u><b>Fireball</b></u></p> <p>A fireball spawns randomly in the level and flies towards the player to deal damage.</p>                                                                                                                                                      |  |

| Mechanic                                                                                                                                                            | Animated Mockup                                                                    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|
| <p><u><b>Laser Skull</b></u></p> <p>A Laser Skull will spawn randomly in the level and cast a laser beam towards the player, ignoring all obstacles and walls.</p>  |  |
| <p><u><b>Spike</b></u></p> <p>A spike will spawn anywhere nearby the player. The player can't set a foot, where the spike is, otherwise he gets a hit and dies.</p> |  |

## Graphic Assets

Since I worked on this game alone, I used certain assets so I could focus more on the gameplay mechanics.

Here are the assets I used:

[PixelRPG](#) - UI Hearts

[Elipse - Environment Asset](#) - Tileset and Background

Everything else was created by me.

## Audio Assets

- [Spike Sound](#)

- [Backgroundmusic - Level](#)
- [Backgroundmusic - Main Menu](#)
- [Laser Skull blast](#)
- [Player gets hit](#)
- [Jump Sound](#)
- [Fireball charge](#)
- [Fireball cast](#)
- [Pickup Sound](#)
- [Dash Sound](#)

## Development Timeline

### MINIMUM VIABLE PRODUCT

| # | Assignment                         | Type     | Status     | Finish By  | Notes                                                                        |
|---|------------------------------------|----------|------------|------------|------------------------------------------------------------------------------|
| 1 | Structure of the Design Document   | Other ▾  | Finished ▾ | Jul 17,... | Just copied the example document lol                                         |
| 2 | Create/find player and wall assets | Art ▾    | Finished ▾ | Jul 18,... | I Found the assets on the internet, but I created the player's sprite myself |
| 3 | Plan Development Timeline          | Other ▾  | Finished ▾ | 17. Jul... |                                                                              |
| 4 | Create an UML diagram              | Other ▾  | Finished ▾ | 18. Jul... | a rough diagram                                                              |
| 5 | program basic player movement      | Coding ▾ | Finished ▾ | 21. Jul... |                                                                              |
| 6 | Construct a room                   | Other ▾  | Finished ▾ | 18. Jul... |                                                                              |
| 7 | Create UI health                   | Art ▾    | Finished ▾ | 21. Jul... | found on the internet                                                        |
| 8 | Programm basic Hit-and Hurtbox     | Coding ▾ | Finished ▾ | 21. Jul... |                                                                              |

| #  | Assignment                                                    | Type     | Status     | Finish By  | Notes                               |
|----|---------------------------------------------------------------|----------|------------|------------|-------------------------------------|
| 9  | Program basic spawning projectile                             | Coding ▾ | Finished ▾ | 21. Jul... |                                     |
| 10 | Program player's die state and level-reset mechanic           | Coding ▾ | Finished ▾ | 22. Jul... |                                     |
| 11 | Spawning projectile based on TileMap                          | Coding ▾ | Finished ▾ | 22. Jul... |                                     |
| 12 | program Power Dash and double jump with immunity state        | Coding ▾ | Finished ▾ | 23. Jul... |                                     |
| 13 | Create rechargeable Power-Source                              | Coding ▾ | Finished ▾ | 23. Jul... |                                     |
| 14 | Create UI Power-Source                                        | Art ▾    | Finished ▾ | 23. Jul... |                                     |
| 15 | Program Projectile-Spawner with Spawner-Manager               | Coding ▾ | Finished ▾ | 24. Jul... | Increase level difficulty over time |
| 16 | Program Laser Beam                                            | Coding ▾ | Finished ▾ | 25. Jul... |                                     |
| 17 | Create Laser Beam's sprite                                    | Art ▾    | Finished ▾ | 25. Jul... |                                     |
| 18 | Create Start-Room for tutorial                                | Art ▾    | Finished ▾ | 28. Jul... |                                     |
| 19 | Create all Menus                                              | Art ▾    | Finished ▾ | 25. Jul... |                                     |
| 20 | Program Endgame                                               | Coding ▾ | Finished ▾ | 28. Jul... |                                     |
| 21 | Find background music and sound effects and implement in game | Audio ▾  | Finished ▾ | 29. Jul... |                                     |
| 22 | Documentation                                                 | Other ▾  | Finished ▾ | 29. Jul... |                                     |
| 23 | Design itch.io page                                           | Other ▾  | Finished ▾ | 29. Jul... |                                     |

## **BEYOND (if ahead of schedule / extra time)**

|                                                               |          |              |  |
|---------------------------------------------------------------|----------|--------------|--|
| Create Set-Spikes                                             | Coding ▾ | Finished ▾   |  |
| Difficulty settings                                           | Coding ▾ | Finished ▾   |  |
| Create Damage-Sphere                                          | Coding ▾ | Not sta... ▾ |  |
| Create Morgenstern obstacle                                   | Coding ▾ | Not sta... ▾ |  |
| adding speech phrases and winning scene to the player (story) | Other ▾  | Not sta... ▾ |  |
| adding particles for the player and for some projectiles      | Art ▾    | Finished ▾   |  |