

Pre-Planning

Theme Exploration

- What constitutes a weapon?
 - Something that harms
 - Something dangerous
 - Something with the potential to kill
 - A deadly tool
 - A tool for intimidation
 - Something capable of stirring change
 - A powerful wit
- How can a weapon be non-**violent**
 - Words as a weapon
 - Something to fend off others with the threat of violence but no intent of violence
 - Physically benign but mentally devastating
 - Social subterfuge
 - The weapon does not want to be a weapon
- How could we as the weapon change over time?
 - By changing wielders
- Why are we the weapon?
 - To defend something
 - To ultimately eradicate yourself
 - To hone yourself
 - I am wielded by someone else
 - We manage the weapon's powers
- If the game itself is the focus above the story, how does that affect our approach?
 - Lean on conventions for secondary game mechanics?
 - Focus on "juice" and moment to moment gameplay
 - Gameplay should change frequently, emergent gameplay
- You are the weapon, what does that:
 - look like?
 - we are the the loose definition of a weapon
 - we are meant to sharpen, or become more devastating
 - we measure the worth of our wielder
 - we must become capable of destroying something grand
 - or oppressive
 - or evil
 - or hateful
 - or beautiful
 - or impervious
 - we must become dangerous or a masterwork in pursuit of a goal
 - we are a martial artist
 - we are parts of a weapon
 - we are an intelligent weapon

- we are a crew that runs the weapon
 - we protect the weapon
- feel like?
 - bittersweet
 - like a destiny or calling
 - it is our purpose
 - empowering at a great cost
 - a partnership
 - a corporate job
 - reckless
 - helpless
 - bystander
- present as?
 - we become a literal weapon
 - we twist our morals at any cost
 - we change visually
 - we change statistically
 - we are not a weapon but are used as one
 - we are a martial artist
 - the weapon is imagined as a place
 - we are a swarm
- What is the challenge?
 - To (mentally/morally/spiritually) balance ourselves in one way or another
 - To find the right wielder
 - To support our wielder
 - To achieve some result despite our nature as a weapon acting against us
 - To resist corruption
- What is the genre?
 - Blend of sinister and endearing
 - Cute/Cool animal characters with difficult decisions to make

Constraints

- Simple achievable assets
- Limited asset dimensions
- Project window dimensions
- Color pallet
- External programs to godot
- Source most assets, make our own where needed?
- How to accomplish the MVP
- Refine and cut concepts liberally
- Achieve a game loop

Mechanics

- What “weapon-y” kinds of things suggest gameplay
 - Smashing, slicing, shooting, dividing
 - Preparing for a picnic: cutting fruits, cheeses, cameras, smartphones, phonebooks, you know, picnic stuff
 - Oops I cut off my fingers, add those to the salad
 - Statuses: burning, curses, poisoning, etc
 - Choose words in a description that affects the items.
[Poisoning][Raging][Honed]
 - Assembling a weapon
 - katamari style/cobbled together from pieces
 - Hilts, scopes, pommels, bayonets, nails, teeth, claws
 - Runes / Engravings
 - Ordering, connecting, learning new ones
 - Backgammon with a twist
 - Managing rune configurations in the middle of a swing
 - Being thrown
 - As a sword
 - As a swarm of devouring creatures (pikmin)
 - Weapon as treasure
 - Dungeons that surround them
 - Sword in a stone that connects to the dungeon and triggers traps
 - Self defense!
 - Choose who to let into the treasure room to try and absorb their qualities at risk to them looting you.
 - Combine rooms, level rooms up
 - Move rooms around
 - Rooms stack like tetris, vertically
 - Enchanted sword is always losing it's magic, needs a way to refill
 - Siphoned from enemies, drawing from the dungeons power, inflicting curses/death.
 - Visitors to the dungeon with certain objectives, like archaeology, looting, adventure, animals seeking refuge, others seek the sword itself. Kill some, welcome others, recruit some.
 - Archaeologists create mystique / renown, luring more visitors to the dungeon. Adventurers create renown, but are a potential threat. Looters must be dealt with at all costs
 - Some adventurers can change the dungeon the longer they remain inside.
 - Making into a home, setting up shop, nefarious intentions.

- A rare visitor might be a “chosen one”, worthy of finally wielding the sword, but they’re bumbling and pure of heart, your goals invert from trying to kill to trying to help them reach you.
 - Dungeon could thematically be a cave, enemies could be cute critters seeking the sword
 - Adventurers with randomly selected backstories
 - Backstories influence their benefit to you, stories revealed as they traverse the dungeon.
 - You are not the only loot in the dungeon, other treasures generate your power, you can convert bones, and blood, and souls to treasure.
- Reloading, managing ammunition / other resources
 - Shoveling coal into a furnace to power the weapon
 - Generating “magic/curses/spirit power” to stay enchanted
 - Because the sword is hungry
- Rooms of a space gun
 - Moving between the rooms
 - Colony sim elements
- Sword and shield as a duo
 - Throwing each other
 - Switching between for attack and defense
 - Physics of a sword swinging, changes to a shield, falling like a rock
 - Bullet hell style gameplay
- Spinning, like a flail, using ball and chain physics
- What does the gameplay look like?
 - Grid based strategy?
 - Platforming?
 - 2d sidescrolling action?
 - Puzzle
- What core gameplay mechanics do we want to aim towards?
- How do we tie an “economy” to the theme?
- What constraints can we apply to the mechanics to simplify?
 - Mouse Control?
 - Inputs for Character Movement?
 - User Interface?
 - Pause Menus?
- Dialogue?
- Skill Trees?
- Unlockables?

Loop

- How do we make the game replayable?
 - Through varying experiences during the gameplay

-
- Does the game scale?
 -
- Is there a goal?
- Is the game linear or procedural?
 - Maybe a mix of both
- What makes the loop fun?
 - Fast paced decision making
 - A changing environment
 -
- What constitutes failure?
 - Being looted, destroyed, removed from the stone
- Is there a win condition?
 - Gain enough magic/curses/energy to ...

Asset Needs

- Audio Tracks
- SFX
 - Use purchased SFX packs (Sean has a library of commercial sound packs)
- Art
 - for “Steal Cave” (sword in a cave game)
 - Rooms
 - Furniture
 - Pots/Crates/Barrels
 - Cave Like Rooms
 - Dungeon Like Rooms
 - Treasure
 - User Interfaces
 - Icons
- Lace Logo

Screens/Scenes

- Main Menu
- Logo Screen
- Intro
- Main Gameplay Screen
- Secondary Gameplay Screen
 - Some kind of power creep

Misc

- ☐ Display how much time is left in this wave (45 seconds - 1 min 30 seconds)

Personal Objectives

Eli's Objectives / Learning Wants

- Participation
 - Game design
 - Shared responsibility, but I'd be interested in having you take the lead this time.
 - Programming
 - Shared responsibility.
 - Divide and conquer.
 - Music
 - One complete, looping song of at least 2 minutes with some movement, featuring sequenced drums and line-in electric guitar
 - Art
 - 3D assets in 2d world
 - Particle effects, polished transitions, visual affordances, and animations
 - Simple, minimalist, iconographic, 2d graphics
- Challenges
 - Non-violent gameplay
 - No "meta" commentary or punchline. The game should be about the game. (secondary humor is okay!)
 - Spend more time outside engine planning, discussing, and prototyping features on paper / docs / Figma.
 - Use premade assets for prototyping
- Aesthetics
 - Cute animals that are too cool for school
 - Weird, sinister, microtonal, bluesy music
 - Epic "battle" music with drum machine and searing lead
- Gameplay
 - Non-violent "combat" mechanics
 - Realtime tactical gameplay
 - Unique "economy" for player actions. No "coins", "energy", "mana" unless there's a significant twist.
 - One system affects stats / outcomes in another. Think "The more plants I plant in my flower garden, the stronger I am in combat."
 - Graphs: nodes and links
 - [Hexagonal](#) or square grids
- Technique
 - Explore use of [Godot State Charts](#) from asset lib
- Inspiration
 - [Baba is You](#)
 - [Megaman Battle Network](#)
 - [SUPER Dungeon Muncher](#)

Sean's Objectives / Learning Wants

- Participation
 - Game design
 - Focus on making a simplistic but rock solid gameplay loop.
 - Programming
 - Also shared responsibility
 - Interested in project organization and composability between nodes to quickly build new gameplay mechanics
 - Music
 - Sourcing sound effects for flavor
 - Art
 - Restricted color pallet tileset for level design
 - User interfaces
- Challenges
 - Quickly expanding the base gameplay loop with small tweaks to existing npcs, player abilities/movement
 - Aligning our visions into a piecemeal design doc that could be easily delegated over the two weeks
 - Build something that feels replayable or rewarding
- Aesthetics
 - Definitely cute animal characters
 - Unexpected setting, contrasting world to the critters
 - What theme or genre would best describe our game? (TBD based on the theme)
- Gameplay
 - Economy could be a focus on your **cool** or some other terminology for 2 cool 4 skool, certain actions make you more or less cool. (Theme could shift the direction of this)
 - Multipliers for your “cool” could tie into RTS somehow
 - Along the vein of graph/hex grid could be either:
 - Movement system
 - Skill tree
 - How you interact/do combat or encounters
 - Swapping between nodes in a chart/graph or used to track progress in the gameplay loop
- Technique
 - [Godot Composition](#)
 - [Dice Math for power scaling](#)
- Inspiration
 - [Deltarune](#)
 - Tactics Ogre User Interface
 - [Night In the Woods](#)
 -  8 Months Of Developing A Cave Exploration Roguelike | Deeplands Devlog
 - <https://pin.it/4lxBvTGTz> Pinterest Board for Visual Inspiration

Inspiration

Pinterest

- <https://pin.it/4lxByTGTz> Pinterest Board for Visual Inspiration

Games

- [Deltarune](#)
- [Night In the Woods](#)
- [Baba is You](#)
- [Megaman Battle Network](#)
- [SUPER Dungeon Muncher](#)
- Backgammon

Videos

-  8 Months Of Developing A Cave Exploration Roguelike | Deeplands Devlog

Docs

Butler For Publishing to Itch

<https://itch.io/docs/butler/pushing.html>

Butler was really easy to install as a command line tool then we just have to export the project via godot to the build directory as index.html and run:

```
butler push build shinbone/you-are-not-worthy.html
```

handles version numbers via auto inc

Misc

- Sword in a Cave Dungeon Game (Steel Cave/Steal Cave / “You are not worthy”)
 - Side-scroller
 - Tower Defense
 - Combination Of “Tags” Gameplay
 - Make a handful of “recipes” that could change how you can interact with the dungeon, these could be acquired by combining resources or absorbing characters.
 - Cute Animals enter the dungeon and have simple backstories and can be used as resources or converted to protect the sword.



First Draft

Refinement

MVP Gameplay Loop / Outline

You are a dungeon trying to consume the souls of the unworthy and invite the praise of your followers. You are a cursed sword in a dungeon trying to gain a cult following. The goal of the game is to find a worthy wielder among the visitors of your domain. But first you need to sort out the riff raff at any cost.

Manage a dungeon to guide the visitors to their death or greatest glory.

The townsfolk come in many colors. Some want to worship you. Others want to strip the gold off your walls.

Guide your worshippers to behold your glory and tithe their souls to you. The more worthy pilgrims that enter, worship, and survive, the more followers you will attract. Perhaps even the One that is worthy to wield you.

Drag filthy opportunists to their gory death and take their souls anyway. If they escape, more of their kind will come And you might find yourself on the mantle of some scum.

The Growing Throng

- Followers
 - Protect them as they go through the dungeon
 - Guide them to your altar to receive "souls" from them
 - Ensure they escape with their lives and tales intact
 - The more that leave, the more followers you attract
- Riffraff
 - Make their life a living hell
 - Keep their unworthy mitts away from your hilt
 - Trap them, kill them, take their souls anyway
 - The more that leave, the more riffraff will come later
- Meeple have stats that affect their decisions to go through the dungeon
 - Health: reaches zero, dead, low, discourages risky behavior
 - Greed: causes to ignore hazards, despite low health
- Meeple move through rooms in the dungeon
 - Only one meeple can be in a room at a time.
 - They line up at a door and wait for the room to clear
 - Each room presents a pathfinding challenge
 - That could result in damage
 - Most rooms contain some amount of treasure
 - Greedy meeple seek sparkly gold treasures collect

- Pious (not greedy) people ignore the treasure
- After moving through a room, meeple will move to an adjacent room
 - Favoring ones they haven't visited yet
 - Guided by their greed
 - Or seeking "mystique"
- Waves or "parties" of meeple gather before being unleashed on your dungeon.
 - You get a notification when a party has started to gather
 - These gather of increasing size
 - In a variety of compositions depending on who has escaped your dungeon with their lives intact
 - Tension increases as you're quite sure when the "dam" is going to break, but parties keep growing.

Dungeon Rooms

- Square grid-based layout
 - Start with just the sword room
 - Limit on how many rooms you are allowed to place
- Can choose among any unlocked room for a room adjacent to an existing room
 - TBD method for selecting, placing.
- A special "entrance room" is where meeple line up outside
 - Can only place on outside of dungeon (pathfinding? Flood fill? To exclude)
- Dungeon expands as you play and are able to manage the growing size of it and the growing throng pounding at your gates
- What do rooms contain
 - Treasure: motivates the greedy to enter the room, depletes when looters are successful
 - Traps: damage meeple
 - Mystical Artifacts: Motivate the curious, flowers
 - Mobs: adversaries for meeple to fight, with random outcomes
- The contents of the room are the primary strategy for guiding meeple for where you want them to go.
 - Rooms have different amounts of each of these contents, with some being a mix, and others more specialized.
- Rooms may potentially have a "progression" where instead of expanding the dungeon, you can upgrade it.
- Rooms
 - Storage
 - Tier 1: Broom closet: minor treasure, and a mouse
 - Tier 2: Supply room: moderate treasure, and a feral rat
 - Tier 3: Treasury: moderate-to-high treasure, wheels of cheese, and a rat king
 - Trapped Halls
 - Minor treasure, nothing special

- Cursed feast
 - Heal to full health, curse the unpious
- Mural Hall
 - Attracts pilgrims
 - No treasure
- Perilous path
 - Spoke: High chance of falling to spike pit and dying
- Pilgrim's path
 - Doesn't harm the pious,
 - Harms the unpious
- Labrynth
 - Slows down
 - Minor treasure
 - Minor traps
- Arena
 - Cannot flee
 - Mob (skeleton)
- Riddle room
 - Pious can answer a riddle to die or pass through
- Entrance
 - Parties gather here
- Sword room
 - Pious worship here to produce a soul blob
 - Unworthy have a chance of drawing the sword, but will otherwise explode

Lose condition

- An unworthy meeple reaches the sword room and draws the sword
 - The meeple has a chance of drawing the sword
 - Otherwise, they explode violently, and the words YOU ARE NOT WORTHY appear on the screen

Win Condition

- High score of the number of souls
- The more souls you collect, the more legendary you are, and the more prestigious your legendary title is. (Randomly chosen?)
 - "Grandpa's Trinket"
 - "Blade of mystery"
 - "Bane of Goob Village"
 - "Blood Tide"
 - World Cleaver



Milestone 1

Milestone Experience 1

- ☐ Intermediate Steps, Good points to check in and consolidate prototyping.
 - ☒ ~~Rooms in a grid with meeples going from entrance to sword~~
 - ☒ ~~Health and traps damage and kill meeples.~~
 - ☒ ~~Meeples exit the dungeon under certain conditions~~
 - ☐ Add greed and treasure. See how it changes pathfinding.
 - ☐ Meeples can draw the sword and win or explode and the game continues
 - ☐ Give meeples a “worthy” stat, we could expose it as a thought when meeples intend to draw the sword.
 - ☐ Could reduce your souls by their “worth” and when you reach 0 souls via this event you are drawn from the stone and lose.
 - ☐ Indicate amount of greed visually, potentially at the moment of a decision (thought bubbles), or explore through UI.
 - ☐ Meeples with greed become satisfied when collecting a certain value based on their greed
- ☐ Visuals
 - ☒ ~~Some initial visual assets for meeples and rooms~~
 - ☒ ~~Black void, very simple colors with icon-like graphics~~
 - ☒ ~~Low-res window~~
- ☐ Meeples
 - ☐ Meeples spawn in the entrance room
 - ☐ Come up with a meeples lineup scene that takes in an array of meeples to line up at the entrance.
 - ☐ At least two types of meeples with different behaviors
 - ☐ Looters
 - ☐ Steal gold
 - ☐ Tick up some looter density number when they escape
 - ☐ Priests
 - ☐ Admire the dungeon
 - ☐ Tithe their “worth” to you, adding to your souls.
 - ☒ ~~Meeples choose a room as a target that they haven’t visited yet (unless that’s all that’s left)~~
 - ☐ Stats
 - ☐ Greed: propensity to ignore peril and seek treasure.
 - ☐ Health: low health means meeples avoid danger, zero means death.
- ☐ Rooms
 - ☐ Prototyping Rooms

- ☒ Placeholder room. Just for starting pathfinding, prototyping. Could be a base scene
 - ☐ Experiment with inherited scenes with varied amounts of treasure, other elements to start exploring the effect on meeple paths
- ☒ Entrance room
- ☒ Sword room
- ☐ Creating and moving rooms
 - ☐ Place rooms on the grid
 - ☐ Must have an entrance
 - ☐ Must have a path from entrance to sword room
 - ☐ Move rooms: between waves? Any time?
 - ☐ Choose between any room type
 - ☐ Prevent adding new rooms when at room limit.
 - ☐ Indicate room limit somehow
 - ☐ Sword's Soul # increases room limit by some amount
 - ☐ 0 souls = 3 rooms
 - ☐ 5 souls = 4 rooms
 - ☐ 15 souls = 5 rooms
 - ☐ 45 souls = 6 rooms
 - ☐ *3 each tier
- ☐ Room shape and visual variety
 - ☐ Different shapes
 - ☐ Assign "connects" flags for each cardinal direction and validate when placing room
- ☐ Macguffins
 - ☐ A macguffin is a point of interest in a room, like treasure, or an artifact.
 - ☐ Meeple wander in rooms looking for macguffins that interest them
 - ☐ Meeple walk to macguffins and pick them up (if they're treasure), or admire them (if they're mystical artifacts), or ignore them
 - ☐ When a meeple is interacting with a macguffin, there is some indicator indicating their motivation
- ☐ Treasure
 - ☒ A variety of sprites for texture
 - ☒ All have same value (1)?
 - ☐ Add visual polish and moments when a meeple finds and/or collects treasure
 - ☐ Copy heart-thought implementation in meeple.gd take_damage script, could display currently held treasure in the same way.
- ☐ Room Grid and Window
 - ☒ 7x7 grid of 64x64 tiles + 16px of margin = 480px (logical) window size

Starting Points?

- Initial art
- Placing rooms
 - Cards?
 - UI on the grid?
 - Feedback on placing rooms
- Meeple personalities, characteristics
 - Greed, health, curiosity
 - Juicy meeple thoughts, representing motivations
- Pathfinding and AI
 - Rooms exist already
 - How does it feel to watch meeple navigate through a dungeon

Plan for Weekend 1

- ☒ ~~Create enough visual assets together to get started~~
- ☒ ~~Create the foundational scenes together (rooms, meeple)~~
- ☒ ~~Split to tackle starting points~~
 - ☒ ~~Eli to start with basic pathfinding~~
 - ☒ ~~Sean to start tackling health and traps~~
- ☒ ~~Eli to code two "activities" in the AI~~
 - ☒ ~~Explore~~
 - ☒ ~~Loot all treasure in room~~
 - ☒ ~~Then pick another activity~~
 - ☒ ~~Go To Next Room~~
 - ☒ ~~Go to a room you haven't been in yet.~~
- ☒ ~~Sean to make treasure~~
 - ☒ ~~Hurt the meeple~~
 - ☒ ~~Soul Blobs to the Sword~~

Plan for Jan 20th through 25th

- ☐ Ready and Unassigned (Anyone can pick up, Not dependent on other work)
 - ☐ General Setup
 - ☐ Create game.tscn for gameplay. Almost all of the game will run in this scene, with the exception of possible title / end screens. Consider the initial state
 - ☐ Player can build a dungeon
 - ☐ Rudimentary method of adding new rooms

- ☐ No need to enforce constraints (must have an entrance, clear path to sword) yet
- ☐ Meeple should consider their health when making decisions
 - ☐ Consider health when picking rooms (add new consideration, add to resource in Meeple::room_strategy)
 - ☐ Create utility methods in room.gd to assess danger / wealth?
 - ☐ Meeple should avoid traps they know about
 - ☐ Adjust pathfinding with separate "navigation area"? Or selectively ignore "obstacles"?
- ☐ Meeple use considerations and strategies to select actions in certain brain states
 - ☐ Replace the randf() < 0.2 logic with the same strategy/consideration pattern used for rooms / macguffins. Strategy should select the event to send to the State Chart
 - ☐ Add as additional exports from Meeple, e.g. "Room Action Strategy" which decides between "interact_macguffin", "next_room", "exit_dungeon", "fight_mob", etc.
- ☐ Judgement
 - ☐ Meeple should attempt to draw the sword if they see it
 - ☐ Some very prominent event should show the meeple attempting to draw the sword
 - ☐ Cause the meeple to explode. (we can address meeple drawing the sword later)
 - ☐ Display the phrase "You Are Not Worthy" dramatically.
- ☐ Sean
 - ☒ ~~Create GameState node and assign it as an autoload~~
 - ☒ ~~Track number of souls~~
 - ☒ ~~Track mystique, other factors that influence what kinds of meeple show up~~
 - ☒ ~~Souls travel the shortest distance to find their way to the sword (perhaps just add a navigation agent to it and copy the relevant velocity portions from meeple.gd)~~
 - ☒ ~~Souls are removed when they reach the sword and the soul count is incremented~~
 - ☒ ~~Tie this into the meeple's "worth" a stat representing their soul value~~
 - ☐ Could be calculated at _ready based on their overall values combined into some integer.
 - ☐ Add their worth to the sword's soul count
 - ☒ ~~Create UI for displaying the number of souls~~
 - ☒ ~~bind to GameState~~
 - ☒ ~~Treasure assets~~
- ☐ Eli
 - ☒ ~~Greed, treasure, and satisfaction~~
 - ☒ ~~Create Treasure class~~

- ☒ ~~Consider Greed and amount of treasure in the next room when choosing a room~~
- ☒ ~~Track amount of treasure obtained by meeple~~
- ☒ ~~Add objective layer to AI, leading satisfied meeple out of the dungeon~~
- ☒ ~~Meeple should spawn in waves at the entrance~~
 - ☒ ~~Every few seconds, spawn a meeple until there are a maximum number of meeple in the entrance, then release the wave~~
 - ☒ ~~Delay between waves~~
 - ☐ ~~Spawn a number of meeple in entrance room based on the number of (souls? rooms?)~~
 - ☐ ~~UI element that indicates a wave is about to start~~
- ☐ ~~Rough in some music~~



Design

You Are Not Worthy

Design Questions to Answer

- ☐ What is our primary mechanic?
 - ☐ Manage the chaos of the increasing meep creep by juggling rooms around
- ☐ What is treasure for?
 - ☐ First, luring meeps to their death
 - ☐ Second, as a buffer between you and the sword
- ☐ What drives the rate of souls gained?
 - ☐ Meep creep. Meeps get more and more powerful as the waves go on. And so too does the power value of their woul
- ☐ What drives the risk of being drawn?
 - ☐ First, as meep become more powerful, they drain more power away from the sword.
 - ☐ Second, meeps can slowly accumulate in your dungeon. You might miss meeps coming from different directions.
 - ☐ Lack of treasure as meeps
 - ☐ The meep peep (hover ui) gives you some indication of how hefty their lift is.
- ☐ How will the pressure from meeps change over time?
 - ☐ First, meep creep. Meeps get faster, smarter, and more determined as your power grows. Some meeps lolligag, some avoid traps with skill, others make a b-line to put their greasy mitts on your hilt.
 - ☐ Second, meep bulidup.
- ☐ What drives the increase in pressure from meeps?
 - ☐ The number of souls gained
 - ☐ The number of rooms
 - ☐ The number of escaped meeps

What's it like to play?

Starting with a simple dungeon consisting of an entrance, a trap room, a treasure room, and the sword room. The gameplay consists of moving those rooms around a 5x5 grid maintaining a connection from the entrance to the sword room. While the game runs, many meeples traverse the rooms they are in and interact with traps and treasures.

The goal of the game is to amass 999 souls and become a legendary weapon in name. Traps within the dungeon will kill meeples whose souls will be added to your sword's soul count. Meeples will inevitably reach the sword room during exploration. When a meeples reaches the sword room it "tests its worth" and reduces the overall soul count of the sword by the meeples' "worth".

As the game progresses, meeples grow in worth (by leaving the dungeon successfully and returning stronger, meeples also grow in strength as each Wave starts)

The fun of playing comes from managing the rooms in a way that maximizes your gained souls and balancing the pool of meeples within your dungeon. By careful room management you can curate the meeples into perfect specimens ripe for the reaping.

Pitch

You are a nameless blade in a living dungeon that warps to your will. You long for a Proper Name and a wielder worthy of carving it into legend.

Hordes of unworthy Meeps gather at your gates. Tourists and looters come to gawk or strip your treasure-filled halls clean – or worse, pluck you from the stone and hang you on their mantlepiece like a common trinket!

Crush the Riffraff in Your Shifting Walls

Outfit your dungeon with twisted traps and tempting treasures to crush the riffraff and farm their souls. Bamboozle them by shifting rooms around.

Amass Power

With each meep you consume your power grows, your dungeon sprawls, your name tilts towards a legendary title. Keep grubby hands from your hilt or risk resting on the mantle of the meep that conquers you. Your title is your goal, evolve from an unnamed blade to “Meepsbane the Foul”. No fate could be worse than ending up an heirloom, fondly remembered as “Grandpa’s Toothpick”.

Explode the Unworthy

Meeps may try to draw you from your stone. The unworthy are likely to fail, and explode, righteously! But some grubby Meep could get lucky! Keep the unworthy at bay or risk becoming a trinket on grandpa’s mantle!

Rooms

Dangerous rooms deter sensible meeples.
Treasure-filled rooms lure the greedy.
Shift rooms around, even if they have meeples in them.
Entrance and sword room don’t move.

There is a natural incentive to keep a continuous path from entrance to sword.

- Souls need a path to reach the sword room and will disappear after a short time if they do not.

- You should want to grow by letting meeps through so you can attract worthier and more plentiful meeps.
- No rules will reinforce the requirement

Meeps

Meeps reveal their intentions when you hover over them with your mouse

- The name they will give you if they draw you
- The chance they have of drawing your sword

Features Needed

Core Gameplay Goals As Concrete Features

- ☐ Red items are low priority, extra ideas
- ☐ Blue items are questions, need expanding on
- ☐ Green items are status updates, new ways to interact with the system

Sean's Latest Updates

Today will be wrapping up the game to MVP status, leaving the rest of the week to add little details and polish.

Will be on and off today working on room highlighting, new room generation, and the win and lose conditions.

- New lose and win screens in scenes folder.
- These scenes can be switched to when the game is won or lost and allow the option to play again via button click
 - switches back to game.tscn
- Meeple animation for exploding added and triggered when a meep fails the sword event
- Finished hooking up the game lose event, will hook up the win event and random room generation at soul benchmarks/waves tomorrow!
 - We're in the home stretch!

Rest of the day looks like working on random room generation that ties in with sword soul value reaching certain benchmarks or maybe coincides with the waves of meeples.

Eli's Latest Updates

- Meeps have a chance of avoiding traps.
 - See trap room scenes.
 - Requires some manual editing of navigation regions for each scene with traps in it.
 - Regions should be within 4 pixels of each other (parallel edges from different regions automatically "connect" when under this threshold, per the "edge connections" feature of the navigation API).
 - Keep the gap between trap regions and safe regions at 3px to avoid meeps accidentally triggering the trap when navigating around it.
 - Safe room regions should use navigation layer 1.
 - Trap navigation regions must be added manually outside of the DungeonTile to prevent recalculating the navmesh during animations
 - This required going back to a single navigation shape, which appears to be working okay

- Meeps have AI > Trap Avoidance Chance. A value of 1 means the meep will always avoid the trap. We may want to add some sabotage for dumber meeps because at 0% chance, they still pass through trap rooms successfully about a third of the time.
- Everything under the dungeon tileset pauses while the sword event goes on
 - See GameState.tscn and GameState.gd
 - This is a state chart state in GameState
 - For the sword event to work, you have two options
 - Ensure the highest level branches of the various nodes involved the sword event have process_mode set to ALWAYS. (children inherit process_mode by default). And return the mode to INHERIT when done.
 - OR, find a design for the scene that uses only nodes outside of the dungeon tiles tileset layer
 - When the sword event starts, call GameState.notify_meep_drawing_sword(). When the meep fails, call GameState.notify_meep_exploded. We will add another method to this to handle the win and lose conditions. (Currently intending for the GameState autoload to be the orchestrator for any win / loose / title / pause screens we add)
- Meep more clearly express thoughts with visual details and sounds
 - New thought animation for when a meep is hurt
 - Shows treasure icon when treasure is collected
 - Sounds when hurt and deciding to take treasure
 - Thoughts when leaving dungeon
- Simplified and improved meep room selection
 - Meep take treasure more immediately
 - Simplified the state chart to, basically:
 - Choose Activity (Loaf around, take treasure, Next Room, Leave Dungeon)
 - Do chosen activity
 - Choose Activity Again

Path to Feature Complete

- ☐ **develop the ability for meeples to reach the sword room and (Sean)**
 - ☒ ~~test their worth against you~~
 - ☒ ~~explode if they fail~~
 - ☒ ~~game over if they succeed~~
- ☐ **develop code for adding new rooms to the dungeon (Sean):**
 - ☐ Rooms are added to a random empty space in the dungeon when:
 - ☐ a wave is complete
 - ☐ some benchmark amount of souls are gained
 - ☐ Rooms are randomly selected from prebuilt set of rooms.
- ☐ **Ensure the game can be won (Sean)**
 - ☐ By reaching 999 souls

- ☒ ~~Ensure the game can be lost (Sean)~~
 - ☒ ~~by losing a contest against a meeple in the sword room~~
- ☒ ~~Make souls move really fast towards the sword~~
- ☐ **Make traps more punchy (Anyone, as needed)**
 - ☐ Add sfx to triggered traps
 - ☐ Add highly visible indicator that traps have been sprung
 - ☐ Flame trap
 - ☐ Spike trap
 - ☐ Spear trap
 - ☐ Gas trap
 - ☐ etc
- ☐ **Improve meep threat visibility, how can we see which meeps are more threatening to the dungeon and the sword**
 - ☐ Meeps with higher stats should be:
 - ☐ Bigger
 - ☐ different colors
 - ☐ have different sprites
 - ☐ be faster
 - ☐ etc.
- ☐ Add more music, add more sfx, add more juice!
- ☐ Win screen
- ☐ Lose screen

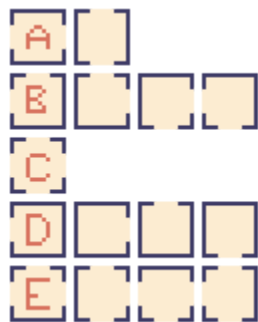
Gameplay Ideas

- ☒ ~~Entrance and exit made static~~
- ☒ ~~Maximum rooms on screen~~
 - ☒ 5x5?
- ☐ **What happens when any meeple reaches the sword room (one size fits all) (Sean)**
 - ☒ ~~They make a contest against your soul value~~
 - ☒ ~~Their "worth" vs your souls~~
 - ☐ If they win the contest your souls are reduced by their worth and they explode (die without dropping a soul)
 - ☒ ~~UNWORTHY TO WIELD displays on screen~~
 - ☐ If your souls reach zero, you are pulled from the stone and disgraced
 - ☒ ~~WORTHY TO WIELD displays on screen~~
- ☐ **Lose condition**
 - ☐ Any Meeple wins a contest of their worth vs your souls
 - ☐ 128x128px Lose screen of you on a mantle looking sad
- ☐ **Win condition**

- ☐ Reach 999 souls and become Meepsbane.
- ☐ Animated NONE CAN BE WORTHY
- ☐ 128x128 Win screen of you terrorizing a bunch of sad looking meeples
- ☐ **Constant decision making about:**
 - ☐ when to lead meeps to the exit
 - ☐ meeps that leave can come back through with greater soul worth
 - ☐ but this also makes them a greater risk and they might bring friends
 - ☐ when to try to kill meeps
 - ☐ guiding meeps into the sword room as a way of killing but with greater risk

Rooms

- ☐ **Ability to move rooms at will**
 - ☐ On a cool down to make moving rooms more important
 - ☐ add room cooldown timer to the room tiles.
- ☐ **Rooms should contain varying amounts of**
 - ☐ Traps
 - ☐ Treasure
- ☐ Rooms are placed in an empty slot on the board according to soul benchmarks
 - ☐ Assuming 999 is your max souls at 5x5 room grid benchmarks could be fibonacci like and tuned as needed
 - ☐ 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 999, ...
- ☒ ~~Different room sprites for different room configuration~~
 - ☒ ~~Only 5 needed variations if using code to rotate rooms~~
 - ☒ ~~Might be mentally simpler to just make the full set of needed sprites, a sprite makes this simple with easy exports~~



Entrance

- ☒ ~~Make it look more like a dungeon entrance.~~
 - ☒ ~~D-shaped asset~~

Sword Room

- ☒ ~~Make it visually unique from other rooms.~~
- ☒ ~~D-shaped asset~~

Trap Rooms

- ☒ ~~Traps should have reset times~~
 - ☐ Improve timer readability
- ☐ **Improve traps to be obvious when active and inactive**
- ☐ **All traps do the same thing, they damage a meep**
 - ☐ Reskin traps that deal more damage for variety:
 - ☐ Flame trap
 - ☐ Spike trap
 - ☐ Spear trap
 - ☐ Gas trap
 - ☐ etc
- ☐ **Make traps juicy, punchier, more exciting**
 - ☐ particle effects
 - ☐ sound effects
 - ☐ stark color to show the trap has been triggered

Meeples

- ☐ **Meeples spawn at the entrance in waves**
 - ☐ Configure waves in GameState with increasing difficulty and number of meeples
 - ☒ ~~Prototype Waves~~
 - ☒ ~~1. Single normie meep~~
 - ☒ ~~2. Two normie meeps~~
 - ☒ ~~3. One Normie and one Loaf~~
 - ☒ ~~4. One Normie and one Explora~~
 - ☒ ~~5. Two Normies, One Greedster~~
 - ☒ ~~6. One Normie, One Explora, One Greedster~~
- ☐ **Clearer meep motivations**
 - ☐ Consider removing MacguffinStrategy as it is pretty redundant with RoomActivityStrategy
 - ☐ Show their choice of room visually?
- ☐ **Communicate to users that why a meep may be threatening**
 - ☐ Killing or otherwise preventing them from leaving is a priority
 - ☐ Meeples with high treasure motivation should be apparent to the user. Could change color, make look like robbers, wearing jewelry, etc.

- ☐ **Meeps that escape can return with friends**
 - ☐ Communicate this somehow (just explainer text in itch?)
 - ☐ Reputation stat that increases as meep leave?
 - ☐ Visually somehow?
 - ☐ Mockup would be useful

Souls

- ☐ **Soul behavior**
 - ☒ ~~Souls spawn when a meeple "dies" (loses all hearts)~~
 - ☒ ~~Souls seek out the sword and ignore all else~~
 - ☒ ~~Souls disintegrate after (15) seconds~~

Treasure

- ☐ **All treasure exists to be looted**
 - ☐ all meeps want to loot treasure
 - ☐ if a meep escapes with treasure:
 - ☐ it comes back later "stronger"
 - ☐ it summons more meeps
- ☐ **Treasure should be replenishable somehow**
 - ☐ could recharge like traps
 - ☐ when a room runs out of treasure it is destroyed after a short amount of time and a new room spawns near the entrance or in any empty cells.

Sword

- ☒ ~~Sword should show it's souls~~
- ☒ ~~Sword accepts souls from dead meeple soul assets~~
- ☐ **Show win screen when reaching 999 souls**
- ☐ **Show lose screen when reaching 0 souls**
- ☒ ~~Higher detail sword asset~~

Audio

- ☒ **Ambiance / Music**
 - ☒ ~~Sketch of main ambient theme~~
 - ☒ ~~Compose some sinister jazzy tunes~~

UI/Itch Promo

- ☒ Start screen
 - ☒ 400 x 400 splash screen of the sword and meeple fleeing from it
 - ☒ Screenshots of game for Itch
-

Finished

- ☒ **Create game.tscn for gameplay. Almost all of the game will run in this scene, with the exception of possible title / end screens. Consider the initial state of the game (Eli)**
 - ☒ Initial state consists of:
 - ☒ Which wave we are on (1 to start)
 - ☒ How many meeple are in this wave (3 to start)
 - ☒ Initial plan for how to select from preconfigured meeple for a wave:
 - ☒ the current room configuration via the tilemap data
 - ☒ one entrance, one sword room, a treasure room, a trap room
 - ☒ the starting soul count for the sword (3) (defined in GameState.gd autoload)
- ☒ **Get new tilemap room system working with meeple.**
 - ☒ Port over the existing meeple functions to work with the new tilemap system
 - ☒ Should work similarly, just targeting different areas/nav meshes from the tilemap layers
- ☒ **Code ability to move rooms in the dungeon. (Sean)**
 - ☒ Click tile, click somewhere else?
 - ☒ Players can move rooms around the dungeon
 - ☒ Moving a room moves everything in that room to a new location
 - ☒ Rooms cannot overlap, a room can only be moved to an empty location
- ☒ **build out room generation for each new room added**
 - ☒ Rooms could be pulled from prebuilt patterns within the tilemap.
 - ☒ Rooms always contain some combination of furniture, traps, and treasure
 - ☒ Room generation works via making new instanced scenes off the room-base-base.tscn and adding them to the existing scene collection tilemap in our test scenes. The base scene will calculate neighbors, generate the proper room sprite, and rotate the nav meshes to align together. This makes building new rooms a cinch and preserves our ability to add in new treasure/furniture/entities/etc to the rooms.
- ☒ **Meep Peeper: Add UI for hovering over meeple to see their stuff: (Eli)**

- ☒ Mockup
- ☒ Health
- ☒ Power / Soul level
- ☒ Treasure and max treasure
- ☒ Add actual sprites for "stat" icons
- ☒ Randomly chosen meep name (instead of the sword name shown above)
- ☐ Spacing, general UI TLC
- ☐ Wobble shader

☐ **Improve meep thought bubbles (Eli)**

- ☒ Show them thinking while they idle
- ☒ Fix their heart bubble not flashing correctly when damaged
- ☒ Show the greed thought when they are thinking about treasure
 - ☒ For now I'm just showing this when they pick up treasure
- ☐ Show when meeps lose

☒ **~~Varied Meep scenes/resources with different stats and considerations~~**

- ☒ Qualities to vary (stats and considerations)
 - ☒ Speed
 - ☒ Greed (Max treasure)
 - ☒ Perception (Chance to dodge traps)
 - ☒ Health
 - ☒ Worth (Soul value)
- ☒ First few varieties
 - ☒ Normie
 - ☒ Health 4
 - ☒ Worth 4
 - ☒ Speed 30
 - ☒ Greed 3
 - ☒ Dodges traps sometimes
 - ☒ Favors unvisited rooms, but will sometimes backtrack
 - ☒ Seeks to move to treasure rooms less predictably
 - ☒ Leaf
 - ☒ Health 3
 - ☒ Worth 3
 - ☒ Speed 12
 - ☒ Greed 3
 - ☒ Sticks around for a long time.
 - ☒ High chance of loafing
 - ☒ Very low chance of dodging traps
 - ☒ More willing to revisit rooms
 - ☒ Explora

- ☒ ~~Health 2~~
 - ☒ ~~Speed 50~~
 - ☒ ~~Worth 3~~
 - ☒ ~~Greed 4~~
 - ☒ ~~Low treasure motivation~~
 - ☒ ~~Dodges traps often~~
 - ☒ ~~Favors adjacent rooms, but can sometimes skip them~~
 - ☒ ~~Will always visit unvisited rooms until none left~~
 - ☒ ~~Avoids danger~~
 - ☒ Greedster
 - ☒ ~~Health 4~~
 - ☒ ~~Speed 80~~
 - ☒ ~~Worth 5~~
 - ☒ ~~Greed 10~~
 - ☒ ~~Low danger avoidance~~
 - ☒ ~~Low looting behavior~~
 - ☒ ~~Favors adjacent rooms with the highest treasure~~
 - ☒ ~~Cares less about visiting unvisited rooms~~
-

Extra Credit

Combat Room

- Similar to trap room, with mean meeples or monsters in it
- Enemies can chase and damage meeples throughout the dungeon
- Enemies can be killed, unlike traps

Room Visuals

- Two frame animations in the tilemap to give the rooms life
- Sword possibly animated with sinister sigils and power.

Room Configuration

- Moving a room should cost something
- Has a cooldown (15 seconds per move)
- Moving a room while cooldown is active reduces your souls
- Players can build a room in the mind of the sword with a few randomized options to choose from that update from a pool of options each wave
- Rooms could be assembled by the player during the current wave via a UI when clicking on the sword

Waves

- Show some kind of wave indicator (progress bar)

Meep Visuals

- When a meep dies, show it's UI somewhere on screen so the player knows who just died
- Show "tags" that summarize meep behavior tunings
- Wobble shader
- Show current activity: "Loafin'", etc.
- 16x16px 2 bit portraits of the meeple
- Add the desired name they have for you, always is something lackluster
 - Like "Grandpa's Toothpick" or "The Doorstop" or "Ole' Reliable"
- New meep sprites
 - Loaf
 - Explora
 - Greedster.

Meep Behavior

- A Meeple who collects 4 treasure will ignore other treasure and attempt to find you until death

Treasure

- Meeple drop their treasure in room on death

Other

- Allow players to continue browsing their dungeon after winning.



Wrapping Up

Final Touches

Last Tuning Needed

Gameplay Observations

- Game works on mobile devices and is surprisingly fun to play with touch controls
- More meeps is more fun!
- Slower moving meeps are easier to track and predict
 - Meeps with more health are more fun too, you have to get creative with trapping them in room loops to kill.
- Really fast meeps are scary, they add pressure to the gameplay.
 - They currently get stuck moving between two chosen rooms and don't go anywhere else in the dungeon.
- Max of 6 meeps in the dungeon at once might be a good constraint; anything more feels too chaotic.
- Trap location in a room matters. Meeps die more to traps in the center of the rooms.
 - Part of the fun is figuring out where your rooms work best
 - A trap in the NW corner works best in a SE location since meeples often take short paths in the dungeon.

Playtesting With People

- ☒ ~~Because traps are not obviously traps people don't know what they're for~~
- ☒ ~~Made them have red outlines.~~
- ☒ ~~Treasure recharging~~
- ☒ ~~Moving dungeon room feedback could be faster, not blocking room movement until room finishes moving.~~

How To Play Updates

- ☒ ~~Explain that treasure recharges and can be used as bait for meeples.~~
- ☒ ~~Explain trap rooms.~~
- ☒ ~~Explain that souls need a path to the sword to increase your soul count~~

Sean

I'm done! Pushed and submitted, thanks for jamming!

- ☒ ~~Consider making meeps always have at least two health~~

- ☒ This would make using the meep peeper at early waves more important.
- ☒ Ensure traps are animating properly
- ☒ Make treasure recharge time longer so meeple can pick the dungeon clean and then start seeking out the sword.
- ☒ Tune the meep waves with the goal of adjusting game pacing
 - ☒ Wave one is slow going with current meep souls values (I think they're set to 1 right now) Swap to 3 or 4 to see how it feels.
- ☒ Test Losing the game
 - ☒ If a meep draws the sword the game freezes
 - ☒ Likely something with the GameState StateChart pause
 - ☒ Repro by placing the sword next to the entrance and setting souls to 1 to start
 - ☒ When a meep draws the sword the game freezes.
- ☒ Test Winning the game
 - ☒ Winning the game is instant with no win feedback.
 - ☒ Reaching 99 souls should show some event similar to the sword events
 - ☒ like "You Win!"
- ☒ Determine tilemap configuration that forces entrance and exit to always be connected
- ☒ Add timer to replenish treasure.
- ☒ Make Entrance and Exit Unmoveable
- ☒ Add permanent UI for soul count with an indicator of the game goal to the top of the screen
- ☒ Meeple get stuck when trying to pick up treasure
 - ☒ Possibly because the treasure was already picked up by another meep
- ☒ Fine tune the parchment meep peeper.
 - ☒ Consolidate the previous and next functions to one button that just cycles to a different meep instead of being targeted. Should make the process work better.
- ☒ Room drop targets don't always disappear
 - ☒ Click a room to activate it
 - ☒ The drop targets appear
 - ☒ Click the selected room again to deselect it.
 - ☒ The drop targets do not disappear

Seans Stretch Goals

- ☒ Create Main Menu
- ☒ Create How To Play Scene
- ☒ Lose Screen Art
- ☒ Win Screen Art
- ☒ Additional Meep Art
- ☒ More Meep Variants

- ☒ ~~Make a variety of basic, trap, and treasure rooms that work well together~~
- ☒ ~~Add more dumb sword names to Lose Screen export~~
- ☒ ~~Add more cool sword names to Win Screen export~~
- ☒ ~~Make a level randomizer~~
 - ☐ Should populate the board in some configuration of treasure, trap, and basic rooms in equal parts on every new game play.

Features

- ☒ ~~Meeples enter the dungeon with the same name as others in the dungeon:~~
 - ☒ ~~Could be handled if we use the existing meep registration in GameState when spawning a meep to filter out names of meeps that are already in the dungeon.~~

Bugs

- ☒ ~~After moving a room, the room doesn't show that it's selectable until the player mouses out and back in:~~
 - ☒ ~~Should be able to fix by calling the event that turns on the shader in the room class, check that the mouse is in the room tile and the rooms are not locked when the grow animation finishes.~~
- ☒ ~~Fix the positioning of the incrementer and decrementer labels that appear when gaining and losing souls. They currently are spawning in the center but should spawn over the soul room during souls being absorbed and meeples exploding~~
- ☒ ~~Starting the Game from a lose or win screen just sends players to a stalled dungeon~~
 - ☒ ~~Need to reset the global singleton GameState to a default when choosing play again from the win or lose screen~~
 - ☒ ~~Might need to fiddle with the resume and pause, not sure.~~
- ☒ ~~Treasure not spawning now, will investigate more Wednesday (Sean)~~
- ☒ ~~Fast meeples are running between two rooms infinitely:~~
 - ☒ ~~They weren't triggering traps because their collision shapes weren't toggling back on after taking damage.~~
 - ☒ ~~Their running between rooms behavior is something else to address.~~
 - ☒ ~~Reproduce on Wave two by just filling game.tsx tilemap with basic rooms so they don't take damage.~~
- ☒ ~~Game is instantly won on reaching 99 souls without any pageantry~~

Eli

- ☐ ~~Currently escaping meeples can get stuck in rooms that have no path to the exit. They just press themselves against the wall of the room they're in trying to get to the escape.~~
 - ☐ ~~Consider adding a timer for meeples who are in the escaping state to re-evaluate their escape route after a few seconds.~~

- ☐ Alternatively, make the meep reconsider their action whenever their target becomes unreachable.
- ☐ Stretch Goal - Tune meep ai for the new meep to make different behaviors
 - ☐ Cats are unpredictable, pause infrequently, don't favor adjacent rooms, always moving
 - ☐ Dogs are tough, slow and dumb, trigger traps often
 - ☐ Deer are skittish, avoid crowds, and favor adjacent rooms
 - ☐ Rabbits are trap fodder and
 - ☐ Rats steal all your treasure, avoid traps expertly
- ☒ ~~Tune waves to coincide with souls stored in GameState at the following benchmarks~~
 - ☒ ~~Waves should spawn a meep from Meeple To Spawn every 10-15 seconds.~~
 - ☒ ~~Meeple have different soul values at each wave.~~

Current Wave	Soul Benchmark	Meeples To Spawn	Souls Per Meep Kill
Wave 1	0 to 29 souls	Basic White Meeps	3 souls
Wave 2	30 to 59 souls	Basic White Meeps & Colored Meeps	5 souls
Wave 3	60 to 99 souls	Colored Meeps	8 souls

- ☒ ~~Meeps sometimes try to navigate to discontinuous rooms~~
 - ☒ ~~If target becomes unreachable, make meeps reconsider activity~~
 - ☒ ~~Remove the "adjacent" consideration and only allow meeps to move to adjacent rooms.~~