

Pirate Jam 16 Game Design Document

BlightBlade

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Jam Overview

Team

Trev3lyan - Developer and designer

zzzinter - Musician

Aqunea - 2D Pixel Artist

maddie - Sound Designer

Althasor - Concept and Cutscene Artist

Scope

My goal is to make a simple game with RPG combat and a skill tree, with a focus on game polish and simple story elements. The game should be beatable in 5-8 minutes.

Platform

We are targeting WebGL so everyone can play. This should not cause any specific performance issues.

Development Timeline

Completion Date GMT+8	Task
17th Jan 10pm	GDD Start, Wireframe Start
18th Jan 9pm	GDD Drafted, Wireframe Finished, Start Development
25th Jan 9pm	Prototype ready for player testing
31st Jan 7pm	GDD and Game Submission (3h buffer)

Concept

Theme

Theme - "You are the weapon"

We are interpreting this literally, where the player is a sword. The sword possesses adventurers and uses them to kill enemies and gain power for itself. The sword will change hosts, upgrade itself, and absorb souls.

Setting

A dungeon filled with tombs of dead warriors, a perfect place for a cursed sword to be locked away. The dungeon should be grimy, dark and dangerous.

Gameplay

Genre and Gameplay Overview

The game will be a Top down action game.

Gameplay Loops and Mechanics

You progress the dungeon by beating enemies. Some areas will have enemies, and some will start empty but have enemies spawn in waves.

In some areas you can find new, stronger adventurer hosts to possess. Possessing these characters change your character animator and unlocks new abilities.

You get souls by defeating enemies, which act as XP. Levelling up gives skill points which can be used in the skill tree in the pause menu. Unlocks will include upgrades to speed, damage, mana regeneration, and upgrades to abilities.

The player will fight using a sword attack combo, a fireball, a dash, a heal, and a temporary buff move.

Mana will be needed for some moves and will regenerate.

Art

The main game will have pixel art tiles and enemies, with a short cutscene of paintings at the start. Since there will be multiple playable characters and enemies, players will be animated facing one direction only (flipped over the y axis in engine). The dungeon will be tile based. Unity URP Lights will be used for torches, souls, fireballs etc.

Tools

Game will be made using Unity 6, using assets like Smart Lighting 2D, TopDown Engine, ParticleEffectForUGUI and DamageNumbersPro.

Aseprite will be used for 2D sprites.

Music will be made with FL Studio.

Google docs will be used for collaborative note taking and to-do lists.

Github will be used for version control.

Music

Music will be orchestral and convey an ominous tone. It will include menu, win screen, death screen, intro cutscene and gameplay music.

User Interface

UI will be themed around the cursed sword, visualising the corruption to the host. This will include the HUD with xp and health bars, and the skill tree.

Main UI will need to show health, mana, xp, ability cooldowns, and some contextual controls.

Dead enemies will spawn a soul on death, turning into a UI particle that shows the soul being consumed by the sword.