

Game Design Document - Elements of Shadow

Created for the Pirate Software Game Jam 15

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Game overview

Summary

“Elements of Shadow” is a fast-paced single player arena boss battle game, in which the player is an alchemist who dodges the boss monster's attacks and uses the power of the elements including the fifth element (shadow) to defeat it.

Genre

Single player boss arena battler

Audience & Platform

Kids (above the age of 12 - maybe) and adults.

As it is currently a Html5 game, the players are playing directly within the browser. Thus, on **itch.ai** itself.

Experience

The player and the boss monster attack each other until one of both is defeated. The Player attacks by shooting the boss monster and vice versa the boss monster attacks the player with melee / range attacks.

The player however can't shoot until he collects four orbs of the same **alchemy** element. Additionally, the player can toggle and prime the **shadow element**, which will be activated once the player shoots his next shot. The used shadow element increases the damage of the next shot.

The boss monster follows and dashes towards the player to keep a constant pressure to move and evade on the stage. Melee attacks are indicated with a visible area, where the incoming attack will hit.

Once the boss monster has lost half of its HP it triggers the phase 2 and the monster becomes more aggressive with its attack pattern.

For a simple old-school feeling it plays on 2D Top-Down view with a pixel art style. The gameplay is a bit fast-paced and can be played casually and is challenging for experienced players.

Inspiration

With this Game Jam we wanted to try to make a game, which is a bit more challenging and gives a bit better gaming experience from last time (visuals, sound etc.).

One inspiration we took from was from the game “Wizard of Legend”. Especially the stage where you fight the council member (Boss) at the end of a stage - [Wizard of Legend](#) – where you try to defeat the boss with the skills you achieved and avoid the strong and big attacks. When the wizard (Player) accumulated enough energy with consecutive attacks he can trigger an ultimate attack to do massive damage.



[Source: Wizard of Legend – Battle with a council member](#)

Theme Integration

We implemented the theme into the core mechanics. **Shadows and Alchemy** will be used by the player with “Alchemy” as the element orbs needed to craft your alchemistic attacks and for “Shadows” is the Shadow Element where the player can enhance the damage output with the power of Shadows. This is an ultimate test for alchemists to prove their alchemistic knowledge and prowess.

Gameplay & Mechanics

Gameplay

When the game starts, the player can move his character freely inside the Arena. The player can dash while moving. The Boss monster starts to follow the player slowly and attacks in Phase-1 with one melee and one ranged attack. The melee attacks are visually signalled on the floor, where the attack will occur and the player has time to evade. The ranged attack is an attack in all directions from the boss monster. If the boss monster is at half life Phase-2 will start and the boss monster follows the player faster and attacks more frequently with the same melee / ranged attack patterns.

The player can also shoot projectiles but under one condition. The player needs to collect two Element orbs of the same colour to charge the elemental power. The element orbs spawn randomly inside the arena and have random colours. Walking over the orbs collects them and shows in the HUD above how many of which colour is collected (one colour at the moment). When the Element-Bar is full the player can shoot in the direction where the crosshair is pointed.

If it happens that the player picks up an orb of a different element (colour) this resets the Element-Bar and changes the colour to the picked-up element orb.

The player has another Bar in the HUD, that is the Shadow-Element. It is a damage boost for the player's next attack. With the key pressed the player can toggle the activation (On/Off) of the Shadow-Element and the Shadow-Bar will flicker when activated. When the player attacks while the Shadow-Element is activated it triggers a cooldown and the next Shadow-Element can be used when the Shadow-Bar is full again.

The game ends when the player or the boss monster reaches 0 HP. The HP is indicated with green bars above each character. When either of the characters dies the game switches back to the start screen.

Goal

Defeat the boss monster in making damage and get the HP of the monster to 0HP

Challenges

- The boss monster follows and attacks the player
- Watching which element of orbs are picked up to be able to attack the monster

Mechanics

General Game Controls

Menu's

The game has a start menu with the following functions:

- "Start Game" - starts a round
- "Controls" - Shows the player controls
- "How to play" – Shows a brief description of necessary information for the player on how to play the game

HUD

- Element-Bar: Shows how many orbs are collected and which color the element currently is.
- Shadow-Bar: Shows the current state of the Shadow-Element, blinking if it is toggled on to use for the next attack

Game Participants (Human & CPU)

Alchemist (Player)

The participating player can:

- Move around
- Dash
- Collect element orbs
- Toggle Shadow element activation
- Perform a range attack (if fully charged Element-Bar)

Boss Monster (NPC)

- Follows player
- Has two phases
 - Phase 1
 - Follows player slowly
 - Attacks with one kind of melee attack and one range attack
 - Attacks are slow
 - Phase 2 (lost half of its HP)
 - Follows player fast
 - Same attack as in Phase one but faster

Environment

Arena Walls

- *Contain the player and the boss monster in the same room*

Elements (orbs)

- Spawn randomly and in random colours
- Add to the players Element-Bar

Design

Visual

Arena / Map

- The arena is made upon a tileset of top down drawn tiles.

Characters, environment, etc.

- All environmental objects, characters and other things are drawn as 2D pixel art.

Game Menu

- The menu and HUD items are drawn as 2D pixel art. Audio

Music

- The music is made in an 8-bit style to complete the pixel art style of the game.

Sound effects

- The sound effects are made with jsfxr, a quick 'n' easy open source game sound effects generator.

Development

Technology

Engine: Unity version 2022.3.20f1

Visuals: Aseprite version 1.3.7

Music: FamiStudio version 4.1.3

Sound effects: jsfxr

Perspective

The following ideas were not realised during the course of time the game jam ended:

- Several bosses and selectable stages
- Timer
- Result view (damage taken, time needed to defeat the boss)
- Leaderboard (the faster a player beats a boss and the less the he/she needs, the better the ranking)
- Better sprites and animation
- collision precision
- performance updates