

NOIRDO

GAME DESIGN DOCUMENT

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Introduction

Description

In a dark, heavily guarded castle, specially trained alchemists known as Shadow Benders house hundreds of shadow creatures known as Noirdos in cages. The Noirdos are used to make powerful potions to fight in the coming war... but one Noirdo is determined to escape before he meets this fate.

Inspiration

The Escapists

The “prison escape” scenario from The Escapists is one of our inspirations for this game - though not added yet, I plan on expanding the game to take a route based more on puzzles rather than buying and trading between prisoners.

The Enderman Heists

Though likely not heard of often, this Minecraft Bedrock map was a big inspiration for the game’s stealth mechanics. It’s pretty easy to see the gameplay similarities.

Player Experience

The player controls a little noirdo that squeezed his way out of the cages holding all the others, and must navigate the large and heavily guarded castle to escape into the dark forest. He must beware though, as the Shadow Benders’ guards are patrolling the castle. Thankfully some spare elixirs (not made with noirdos, thankfully) have been left around, helping the player to get through some sticky situations.

Platform

Web-based

(Likely will be ported to desktop later)

Development Software

Programming: Godot Engine

Art and Animation: Aseprite

Music and Audio: FamiStudio

Genre

2D, Top Down, Stealth, Medieval

Target Audience

The game is extremely stealth based, and because of this has a speed run factor to it that players can compete on. Future versions of the game may have dialogue and a form of story, but through and through it focuses on ducking for cover in the darkness.

Concept

Gameplay Overview

Players start in the castle's dark dungeon, where a small noirdo has squeezed through the iron bars of a cell and hopes to escape. Players have to monitor where upcoming guards are patrolling, their speed, and where the light they hold is - as being exposed to the light will result in the Noirdo dying. Some areas require ducking into a cubby hole of sorts in the wall, where the player is hidden from view.

Theme Interpretation

This one definitely caught us off guard - but after throwing around ideas, we quickly figured out the base idea behind our game. The shadow creatures are pretty obvious, but also the stealth based aspect of the game came from the "shadow" part. The alchemy part of the theme was something we wish we could've tapped into more, possibly with future versions adding in power ups or boss fights that use potion-based abilities, however it's a pretty core part of the backstory.

Primary Mechanics

The main mechanic is obvious - avoid the light. Though this was especially fun to design and work out how easily the collision between the player and the light is detected - and how we had to design the levels around avoiding the light.

Secondary Mechanics

In addition, elixirs are left around for the player to collect and get special abilities for a short amount of time. The first one introduced is the speed elixir - which, of course, enhances your speed for a short amount of time. A guide on these elixirs are given in the Itch.io page.

Art

Theme Interpretation

From an art standpoint, we tried to aim for a darker/purplish palette that we think achieved both a shadowy and dark look to the dungeon but also to create an unsettling alchemist's lab aspect. The prison cells filled with poor and desperate noirdos were especially fun to design for the background.

Design

Designed in Aseprite, the pixel art follows a typical pattern of 16x16 sprites and tiles - with the exception of some being sized up where necessary, such as the guard's sprite. In the future, we'd like to improve the pixel art *heavily*, though what we made for now we think fits the game and theme very well.

Audio

Music and Sounds

The music and SFX were made to mimic an old school NES/Super Nintendo system, following along with the more retro art and game style. Very simple and has plenty of room for improvement, but adds a nice darker (dungeony?) feel in the game.

Game Experience

Controls

The controls are your basic WASD keys, each the respective direction in a typical 2D top-down game.

Development Timeline

Assignment	Category	Status	Assigned to	Completed on
Color palette	Art ▾	Finished ▾	Grayvox ▾	July 18
Logo/big text	Art ▾	Finished ▾	Grayvox ▾	July 19
Buttons	Art ▾	Finished ▾	Grayvox ▾	July 19
Walls, floors, backgrounds	Art ▾	Finished ▾	Grayvox ▾	July 21
Props and details	Art ▾	Finished ▾	Grayvox ▾	July 19
Player sprite	Art ▾	Finished ▾	Grayvox ▾	July 19
NPC sprites	Art ▾	Finished ▾	Grayvox ▾	July 21
Itch.io page	Art ▾	Finished ▾	Grayvox ▾	July 25
Custom music	Audio ▾	Finished ▾	GTurtle ▾	July 18
Sound effects	Audio ▾	Finished ▾	GTurtle ▾	July 29
Start menu	Programming ▾	Finished ▾	Grayvox ▾	July 22
Player mechanics	Programming ▾	Finished ▾	Grayvox ▾	July 23
NPC mechanics	Programming ▾	Finished ▾	Grayvox ▾	July 25

Death mechanics	Programming ▾	Finished ▾	Grayvox ▾	July 25
Build main level, first stage only	Programming ▾	Finished ▾	Grayvox ▾	July 25
Add speed elixir power up	Programming ▾	Finished ▾	Grayvox ▾	July 29
Add Stage 2 to the main level	Programming ▾	Finished ▾	Grayvox ▾	July 30
Outside play testing	Other ▾	Finished ▾	Grayvox ▾	July 30