Ebisaleth

DESIGN DOCUMENT

By Aelchim for the Mid 2024 Pirate Software Game Jam

Introduction

Game Summary Pitch

Ebisaleth is a 3D first person puzzle game about using alchemy and shadows to bring about the end of the world.
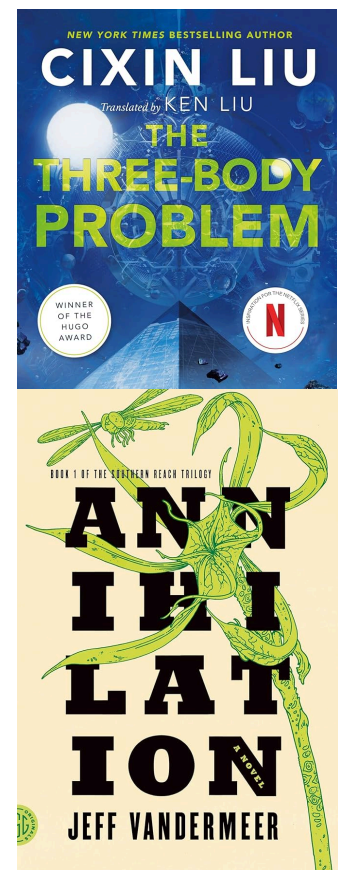
Inspiration

3 Body Problem

The 3 Body Problem, book 1 of the Remembrance of Earth's Past trilogy by Liu Cixin, is about facing threats greater than yourself and indeed greater than all of humanity and encompasses ideas of if humanity can save itself or is doomed to destruct.

Annihilation

Annihilation by Jeff Vandermeer takes and shows the effects that creatures beyond our understanding can have on us and how they can twist us into being what they want from us. Where their power that seems awesome to us, is for them, as easy to do as breathing.

Player Experience

In a room the player will be contacted by a cosmic god, Ebisaleth. The player will then work with the god to create a series of potions using alchemy, combining elements to form useful and necessary new elements, and using light to cast shadows as a way of manipulating objects in other dimensions.

Platform

The game is developed to be released and run on a browser

Development Software

- Unity for game programming
- Garageband for Music

Genre

Singleplayer, puzzle, horror

Target Audience

This game is targeted to players that love cosmic horror, mathematical concepts, and philosophy about the nature of reality. This is a slow paced game that is admittedly less about the game play, and more about the narrative and analogy of having a game world in relation to our world.

Concept

Gameplay overview

The player will mix ingredients, and concoct a couple of substances and place the correct one next to the fireplace. The user will also pick up cubes and have then transform into other objects.

Theme Interpretation (Humanity Destroys Itself)

'Alchemy and Shadows' interpretation - As alchemy was used before the modern era as a way to find out about the natural world, so too shadows will be used to manipulate space. Both can be catastrophic.

This is a very narrative driven game about the cosmic god giving a single person (the player) the wisdom of Alchemy and Shadows. And just by giving a human that, it brings about the end of the world. The player will experiment with Alchemy and Shadows like early philosophers did, only the god has given the player actual powers to create and discover.

Primary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
Ingredients Player will pickup ingredients, concoct them, and place them next to the fireplace	

Mechanic	Animated Mockup *(Art not necessarily final)*
Shapes The player will pick up shapes and use light to transform them.	

Art

Theme Interpretation

The setting takes place in victorian England around the 18th century. The names of the chemicals and everything in the game is named to try to be as authentic as possible.

Design

Everything in the game will encompass the time. All the dialogue and references are put into the world for building it.

Audio

Music

Since this imitates real life there is no music.

Voice Over

Since this is a narrative game we will be incorporating voice over acting to add in telling the narrative. This should prove an easy way to make the player want to pay attention to the story.

Game Experience

UI

Bottom left shows the number of items you can hold(up to 3) and when an item is picked up it shows up on the bottom left. When the player concocts a new substance correct then it shows up on the lower right side.

Controls

Keyboard
Arrow keys / WASD

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other	Finished	July 30th, 2024	
2	Test out ideas	Prototyping	Finished	July 14, 2024	Spending a day or trying different thir
3	Voice over	Audio	Finished	July 30, 2024	

#	Assignment	Type	Status	Finish By	Notes
4	UI / Main menu	Coding	Finished	Jul 28, 2024	Button UI, screen transition, title scre
5	Level theme	Design	Finished	July 22, 2024	
6	Pickup Mechanic	Coding	Finished	July 24, 2024	
7	Tesseract	Coding	Finished	July 27, 2024	

BEYOND (if ahead of schedule / extra time)

Cockney mode	Other	Not started	Should be funny