Shadow of My Former Self
Game Design Document

Introduction
Game Summary
A game where you use light position to manipulate shadows to solve puzzles. You can separate from your shadow and have it move independently, and your shadow can interact with other shadows.

Inspiration
Superliminal: Change in size based on perspective has real world impact.
Portal: Puzzle progression
Gunpoint: Art style and theme of breaking-and-entering, using tools at your disposal to flip switches to make progress

Player Experience
In single screen 2D rooms, the player will manipulate the position of lights to change the shape of shadows in the room. The player can then switch to controlling their shadow, which can interact with other shadows in the room. Some puzzles will be based on these basic skills, but at set points in the game new freedoms will be unlocked, such as a freely positioned light source, or the ability to control both your shadow and your body at the same time.

Platform
Per the rules of the game jam, the primary target platform will be HTML on Itch.io. Further development would target an executable on Steam.

Development Software
Gamemaker 2 for programming
Aseprite for gameplay assets, GIMP for various other assets
Famistudio for music. If time permits, FL Studio for music and sound effects.

Genre
Puzzle, casual, no time limit

Target Audience

Concept
Gameplay overview
The player will move their character and lights in the room to change the shape of their shadow and shadows of other objects in the room. They'll then switch to controlling their shadow, which can interact with other shadows, using the modified shadow shapes to open a door. For

example, the player might make their shadow smaller to fit in a tight space or they might make the shadow of a switch longer to make it accessible across a gap.

Theme Interpretation (Shadows and Alchemy)
Gameplay heavily focuses on the shadow of the player and other objects in the room. I've taken the transmutation aspect of Alchemy to inspire the shadow manipulation aspect of the gameplay.

Primary Mechanics
- Shadow Control
    - The player can meditate to control their shadow instead of their body. While controlling their shadow, they can interact with the shadows of other objects, such a platforms and switches
- Shadow Manipulation
    - By positioning themself and lights in the room, they can change the shape of shadows cast. For example, they might make their shadow larger to reach a high object or smaller to fit in a small gap.
    - About halfway through the game, the player will get access to a freely movable light source, giving more options for shadow manipulation
- Buttons and Switches
    - Rooms will have a door key, as well as other buttons and switches that must be manipulated to gain access to the door or key.

Secondary Mechanics
- Shadow Combination
    - If your shadow intersects with certain other the shadows of other objects, you can gain features of that object. For example, if your shadow intersects with the shadow of a bird statue, when you take control of your shadow you'll have wings.

Art
Theme Interpretation
Design
Pixel art for gameplay assets. Assets will be colorful to make them clearly distinct from shadows.

Audio
Music
Sound Effects

Game Experience
UI

UI will be minimal to not distract from puzzle elements in the room. Button prompts for interacting with objects will appear over the player's head. Other tutorial prompts may appear on screen in early levels.

Controls
Player will be controlled with WASD. Shadow control will be performed by holding space. When space is released, control will return to the body.
The fully controllable light source will be moved with the mouse.
Menu navigation will be done with the mouse.

Development Timeline

7/17	Brainstorming, rapid prototyping
7/18	Bulk of GDD
7/19	Programming Mechanics
7/20	Programming Mechanics
7/21	Programming Mechanics
7/22	Character Art + Animation
7/23	Character Art + Animation
7/24	Refine Shadow code
7/25	Level crafting
7/26	Music + SFX
7/27	Music + SFX
7/28	Title Screen + Level Transitions
7/29	Level refinement
7/30	Upload to Itch
7/31	GDD final edit