

Game Name

Game Design Document

By Brain Juice for the Pirate Software Game Jam 2024

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Introduction

Summary / Pitch

Use the power of alchemy in order to transmute yourself into a shadow, or alter your surroundings to help you solve puzzles in this 2.5d action puzzle game.

Inspiration

The Legend of Zelda: A Link Between Worlds



A Link Between Worlds allows Link to turn into a painting and move along the wall, letting him do things he wouldn't be able to in his human form. We are taking inspiration from this for our shadow mode, which will also change the way you move and allow you to do things you wouldn't be able to otherwise.

AM2R: Return of Samus



AM2R's color scheme consists of many dark and cold tones that we will also utilize in the environments to make the player and interactable entities stand out and be clear.

Player Experience

The player will use their transmutation abilities to turn themselves into shadow, giving them a new way to traverse their surroundings, or use the ability on the things around them to help them proceed through the puzzles.

It will be level based with each level being their own self contained puzzle.

Platform

This will be released on Windows PC and will have a web build for the game jam.

Development Software

- Godot v4.3 beta 3 for programming
- Clip Studio Paint for graphics and UI elements
- Audacity for audio mixing

Genre

Single player casual puzzle game

Target Audience

This game is targeted to people who want a puzzle game with some difficulty in a well crafted environment.

Concept

Gameplay overview

The player controls a person with no shadow. They have the ability to transform themselves into a shadow without a person, transmute objects into other materials, transmute creatures in their surroundings to gold, transform creatures into a basilisk, or enhance their strength.

When in human mode, the player collides with objects as you would expect. However, when in shadow mode, the player will collide with the shadows, allowing them to walk across uncrossable gaps or walk through certain spaces that would otherwise be inaccessible.

Theme Interpretation

Shadow:

"Shadows can relate to a number of different subjects outside of light levels. Think about shadow governments, secret societies, or elemental effects."

We will be incorporating shadows into our game via the player's ability to become a shadow and interact with the environments in new ways.

Alchemy:

"Alchemy can also be used for much more than mixing potions. Alchemy is about transformation, synthesis, combination, and hidden knowledge."

We will be incorporating alchemy into our game via the players ability to transform the objects in their surroundings to solve their puzzles.

Primary Mechanics

Shadow Morphing

The player can switch between being a shadow and a human, giving them new collisions and interactions.

Potions

Strength Enhancement

The player can enhance a creature's strength. With enhanced strength, creatures' natural abilities are amplified.

Transform

The player can transform creatures into a beast. As a beast, the objects are able to break down or push certain objects in order to allow the player to get through or push objects catching shadows to new locations.

Transmute

The player can alter an object's chemical makeup to turn them into something else. This has different effects when used on different objects.

Acid: Dissolves any other objects it touches that aren't gold, turns to water.

Stone: Stone sinks in water, turns to wood.

Gold: Gold sinks in water or acid and emits a small glow that cuts through shadows, can't be turned.

Wood: Wood floats in water and is smashable by a basilisk, turns to stone.

Flesh: Floats in water and dies in acid, turns to gold.

Secondary Mechanics

Shadow Collision

When in shadow form, the player changes from colliding with the walls to colliding with the shadows, allowing them to navigate in ways they couldn't otherwise.

Materials

Material	Effect
Darkstone	Cannot be destroyed or altered, and is impassible in man or shadow form
Flesh	Floats in water and gets dissolved by acid Can be transmuted into gold
Gold	Sinks in water or acid, and emits a small glow that cuts through the shadows Can not be transmuted
Wood	Floats in water and can be destroyed by acid or by a basilisk Can be transmuted into stone
Stone	Sinks in water and floats on acid Can be transmuted into wood
Acid	Dissolves certain objects Can be transmuted into water
Water	Can be transmuted into acid

Art

Theme Interpretation

Shadow:

"Shadows can relate to a number of different subjects outside of light levels. Think about shadow governments, secret societies, or elemental effects."

The environment will contain very dark and shadowy colors and very defined lights and shadows.

Alchemy:

"Alchemy can also be used for much more than mixing potions. Alchemy is about transformation, synthesis, combination, and hidden knowledge."

The gameplay will center around using alchemy to transmute and transform objects in the environments to solve puzzles.

Design

The game will use dark and shady colors in the backgrounds and environments to represent the shadow elements, and brighter stand out colors for the player and certain environmental objects.

Audio

Music

The music will be relaxed to not distract from the puzzles, but will still be well orchestrated and have an upbeat vibe to it.

SFX

The sound effects of the game will be used primarily as a way to provide feedback for the players actions, but will make an effort, along with the music, to stay out of the way and not distract the player from the puzzles.

Game Experience

UI

The UI will be subtle and try to get across the information needed in as non intrusive and smooth of a way as possible.

Controls

Keyboard

AD / Arrow Keys	-	Movement
Shift	-	Transform to/from shadow
Space / W	-	Jump
Mouse Buttons	-	Cycle transmutation targets
Scroll Wheel	-	Change current ability

Development Criteria

#	Criteria	Type	Status	Notes
1	Design Document	Other ▾	Finished ▾	
2	Brainstorm game idea	Other ▾	Finished ▾	
3	Main Menu Functionality	Coding ▾	Finished ▾	
4	Level Select Menu	Coding ▾	Finished ▾	
5	Main Menu Visuals	Art ▾	Finished ▾	
6	Basic player movement	Coding ▾	Finished ▾	
7	Player shadow ability	Coding ▾	Finished ▾	
8	Player sprites	Art ▾	Finished ▾	
9	Player sound effects	Audio ▾	Finished ▾	
10	Transmutation abilities	Coding ▾	Finished ▾	
11	Lighting systems	Coding ▾	Finished ▾	
12	Transmutable entities functionality	Coding ▾	Finished ▾	
13	Transmutable entities visuals	Art ▾	Finished ▾	
14	Transmutable entities SFX	Audio ▾	Finished ▾	
15	UI Functionality	Coding ▾	Finished ▾	
16	UI Visuals	Art ▾	Finished ▾	
17	UI SFX	Audio ▾	Finished ▾	
18	Music	Audio ▾	Finished ▾	

Stretch Goals (If we have extra time)

Settings Menu	Other ▾	Not started ▾	Fullscreen options, music volume, sfx volume
Extra levels	Coding ▾	Finished ▾	