I AM THE WALL

DESIGN DOCUMENT

By Chronic CTRL+Z for the 2025 Pirate Software Game Jam

Introduction

Game Summary

I am the Wall is a wave-like defense game where you must protect your base with the weapons that are given to you but you have to load the weapons before firing them at the enemy.

Inspiration

The Game "Papers Please" was an inspiration for the style and general atmosphere. The gameplay is a combination of paper please and more generally tower defence games.

Player Experience

In a single screen the player will watch the enemy coming closer and will be defending their base with the weapon panel UI. This is where the main game play takes place with each weapon having a mini game to reload first then to fire the weapon where the player aims it on the radar.

Platform

The game is developed to be released on windows PC

Development Software

-Godot Game Engine 4.3 for programming

-Aseprite for Graphics and UI

-LMMS for Music and sound effects

Genre

Singleplayer, Base Defend, Strategy, Casual

Target Audience

Casual gamers

Concept

Gameplay Overview

The game overview is that you are in control of all the weapons for defending your base and need to reload those weapons as well once you have fired them at the enemy. You must survive the onslaught and defeat all incoming enemies to win the game.

Theme Interpretation (You Are the Weapon)

The player plays as an A.I. that directs the weapons to defend the city, thus making the player the weapon.

Primary Mechanics

- Reload weapons

- Click fire button to then pick a spot to shoot that weapon

- Then reload again repeat till you win or lose

Art

Theme Interpretation

For the theme we took a vote of what basic color palette theme to use which was [CRYPTIC OCEAN](#) from LOSPEC. After this more colors were added for what was needed. The theme was a relaxing purple with a green like radar color to really pop out at the player. The Font Theme is from Font space by codeman38.
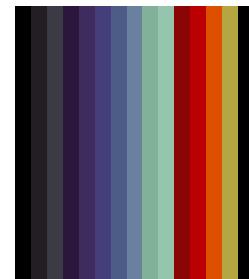
Design

We tried to keep with the KISS phrase (Keep It Simple Stupid) while trying to give it some life. Sticking with the color palette unless it was needed for a new color to be added.

Audio

Music

To match the low-resolution style that we used, many gritty NES style instruments will be used. The idea is to add an aged tension to the gameplay. The large amount of base will also be employed to add a sense of foreboding, adding to the idea that the player is the first and last line of defense for this city, if they fail, the city will fall.

Sound Effects

Sound effects were added for the explosions and button presses used LMMS

Game Experience

UI

    Handmade pixel art and animations

Controls

    Mouse click/drag

    Hold R for rotation

Development Timeline

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From January 17th at 7:00am to January 31st 2025 at 7:00am

1. Jan 17th start planning and Game Loop
2. Jan 18th art and design find a theme for the game
3. Jan 19th - 21st were spent programming a prototype of the game
4. Jan 29th - 30th the game was built and finished