

In our hands

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Introduction

Game Summary Pitch

"In our hands" is a story-driven game that follows the story of 4 different characters across different eras with weapons corresponding to their time.

Inspiration

Undertale

Undertale is a game developed by Toby Fox and Temmie Chang. The writing, artwork and general feel of the game inspired us to create a narrative that evoke a wide range of emotions.



Dark Souls III

Dark Souls III is a game developed by FromSoftware. The faded colors and general soul-crushing feeling of the game inspired part of the artwork and vibe. The game's cryptic story also inspired us to create a plot that is open to interpretation.



Player Experience

The player must traverse 4 levels that each embody a different character under different circumstances. We focus on the idea of “show don’t tell”, with the exception of the first level’s tutorial to acclimatize the players to the controls.

Platform

The game is developed to be released in a browser

Development Software

- Godot for the game engine
- Aseprite for art
- FL Studio for music
- Audacity for general sound editing

Genre

Adventure, story-driven, singleplayer

Target Audience

The game's mechanics are quite simple (movement and interaction) but the darker themes of the game are intended for teenagers and above.

Concept

Gameplay overview

In the first, second and fourth of the levels the player controls a character to fulfill a purpose. After the climax of the scene, the game transitions to the next one. The third level is purely composed of dialogue in a tense situation.

Theme Interpretation (You are the weapon)

Our interpretation of "You are the weapon" is that it's not the weapon that harms others but rather the one wielding it. The theme is highlighted in each scene by showing both ways you can use a weapon: for good and for evil.

Primary Mechanics

Walking – The first, second and fourth level feature this mechanic. The buttons used for this are A and D.

Dialogue – Dialogue is continued by using the main interaction button (left click) or optionally using space or enter.

Interaction – The first and second level feature unique mechanics which can be interacted with using the main interaction button (left click). In the first level, the player must throw a spear to hunt animals and ultimately kill a human being. The second level features a sword attack which the player must use to defend himself against a wave of enemies.

Art

Theme Interpretation

We use a desaturated color [palette](#) to illustrate the game's darker and more serious tone.

Not too many colors were used, helping with a consistent and immersive feel.

Design

The art style blends simple and detailed pixel art, drawing players in with striking landscapes and smooth, stylish animations, every piece of art being made from scratch.



Audio

Music

The music changes as the game progresses through different weapons and eras. Sometimes the music gets more intense, building up for big moments. When an epic ending is coming, you will know.

Sound Effects

Most sound effects are made using real-life objects then polished. For example the sound of the sword hitting plate is made from hitting the palm of your hands.

Free commercial-use sound assets from:

<https://pixabay.com>

<https://samplefocus.com>

Game Experience

UI

The UI is simple and intuitive. It primarily presents dialogue through text boxes but also includes different types of animated cutscenes. The only time the player is presented with an UI prompt is at the beginning to present the main interaction button (left click).

Controls

Keyboard

A/D - Left and Right

Space/Enter – Continue dialogue

Mouse

Left click – Main Interaction / Continue dialogue

Development Timeline

The development of the game was quite chaotic and we wanted to have at least the first and fourth level done before the deadline to at least tell a coherent story. It is obvious that the quality of the art increased with each level we completed. The levels were done in the following order 1st -> 4th -> 2nd -> 3rd

Beyond

In the currently available levels, we would have loved to add more sounds as they are important to the feel of the game. The third level was rushed and we cut the “minigame” aspect of it which would have been a horror level where the player is chased by a shadow monster with tense music playing in the background. Other mechanics we would have liked to add are branching dialogue choices and different endings based on the choices the players make.