

The Unconjuring

DESIGN DOCUMENT

By Marnickname & FunkyYosh for the 2024 Pirate Software Game Jam

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Introduction

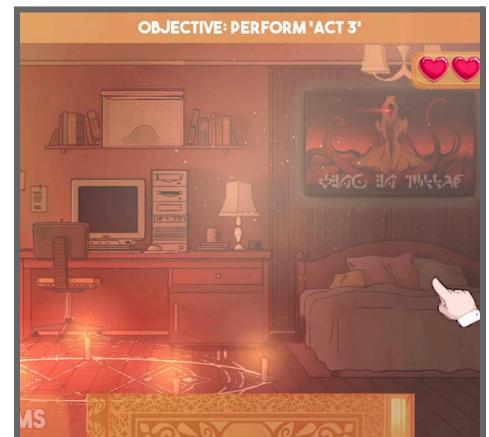
Game Summary Pitch

THE UNCONJURING is a puzzle game where you assume the role of a foolish cultist trying to undo a summoning ritual they never thought would actually work. Even though the demon is confined within the summoning circle in the middle of your room, dispelling the creature might prove more dangerous than conjuring it: even the slightest mistake can set it free! Carefully follow the steps written in your TOME and send the abomination back to the realm from whence it came!

Inspiration

Sucker for Love: First Date

The point & click gameplay and ritual mechanics in Sucker for Love: First Date were a huge inspiration for us. The Lovecraftian horror theme also matches that of our game. We didn't add any roleplaying or dating sim aspects, however.



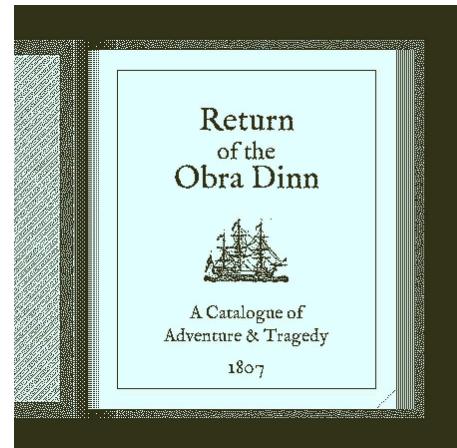
FAITH: The Unholy Trinity

The 8-bit theme of the FAITH series inspired both the artstyle and soundtrack of our game. We tried to incorporate the old-school Atari 2600/NES style of graphics as well as the unnerving retro soundfont for the music and sound effects. FAITH also features 8-bit renditions of classical compositions, which we found suiting for our game as well. The game also deals with religious and occult themes.



Return of the Obra Dinn

This game inspired the intro and outro cutscenes that we made. The Return of the Obra Dinn uses blank screens containing only spoken text, which is a simple but effective way to present a scene while also leaving things open for imagination. The game also deals with some paranormal themes and is made in a 1-bit visual style.



Player Experience

The player follows the steps detailed in their tome to complete the unsummoning ritual, keeping in mind the general rules of conjuration magic. If the player breaks one of these rules, the demon is let loose and the game is lost. There are also random events the player has to react to, in order to prevent the ritual from being disturbed.

Platform

The game is developed to be released on Windows PC.

Development Software

- Programming: Unity 2021
- Art & animation: Pro Motion NG
- Audio: FL Studio (music), Audacity (voice recording and audio editing), Famicom (sound effects generation)

Genre

Singleplayer, puzzle, point & click, horror

Target Audience

Our game is made for casual players who like puzzle games where you have to think on your feet and keep your head cool. There's also a creepy theme for those who like horror, but there's no explicit violence, blood or gore in the game so as not to disturb any people sensitive to this type of content.

Concept

Gameplay overview

The player is a cultist who has to undo the ritual they performed using their tome. In the book are detailed instructions on how to perform the Unconjuring ritual. Each step requires specific actions to be taken and certain prerequisites to be met, for example: a certain amount of candles need to be lit, the window and/or door must be closed, a specific item must be held etc. During the execution of the ritual, random events will occur that will cause a distraction or require the player to react to it. The player solves these problems by clicking on the right object. Failing to do this may lead to the demon escaping, triggering a game over. Examples are knocking on the door, candles being snuffed out and the gramophone randomly playing eerie sounds.

When the Unconjuring ritual is complete and no mistakes are made, the demon is defeated and will be sent back to the abyss, making a victory screen appear.

Theme Interpretation (Shadows & Alchemy)

A cult is considered an organization that often works in secret, or rather in the Shadows... hence the theme implementation. The dark theme of the game and the horror aspects are also linked to this theme. We incorporated the second theme into the gameplay itself. Our game is like concocting a potion: the tome is a recipe book, and the objects in the room are your ingredients. Hence the Alchemy theme.

Primary Mechanics

Mechanic
<p>The Tome</p> <p>The tome can be opened and closed. You can switch pages. It contains all the necessary information to perform the ritual.</p>
<p>Interactable Objects</p> <p>All static objects that can not be picked up can be clicked on and do something. A random event might occur with these objects that disturb the ritual.</p>
<p>Pickupable Objects</p> <p>Certain objects can be picked up and are required for the ritual, such as the dagger or the cross. Only one item can be held at the time.</p>
<p>The Three Pedestals</p> <p>Each pedestal has a slot with a colored gem in it. Each gem must be broken after certain prerequisites are met.</p>

Ritual Steps

- **Rite of Secrecy:**
 - Perform this rite in secret, or else thy life be forfeit. As much dark as possible, and no sound be audible. Avoid any inspection, so dispel the reflection. Holding the symbol of Christ, then the garnet can be sliced.
 - *Red (garnet) gem can be broken if:* 1 candle lit, door and window closed, gramophone off, mirror turned to wall, incense burner off, cross in hand
- **Rite of Sacrifice:**
 - For summoning comes at a price, one must offer a sacrifice. Banish the dark, embrace the light. Show the halls this wicked rite. Fill the room with incense and song. Let the other self come along. A vicious tool of death be grabbed, then the peridot can be stabbed.
 - *Green (peridot) gem can be broken if:* all candles lit, door opened, window closed, gramophone on, mirror set, incense burner on, dagger in hand
- **Rite of Moonlight:**
 - Complete the spell, make not one mistake. Heed these words well, your life is at stake. Hope from the sun, be reflected twice. Unbroken run, rays enter precise. Twilight be there, light and dark take turns. Power you wear, the demon returns.
 - *Blue (moonstone) gem can be broken if:* candles lit alternating, window open, door closed, mirror set, incense burner extinguished, amulet equipped.

Random Events

- The gramophone starts playing eerie sounds. Turn it off quickly.
- The window opens. The creature might try to get in...
- Something knocks on the door. Best not to open it without the cross hanging above it.
- The creature will appear in the mirror. Turn it around quickly.
- The demon will attempt to distract you. Threaten it by holding the ritual dagger or your tome will be temporarily cursed.
- The smoke from the brazier will start to form a shadowy figure. Snuff out the flame to prevent the evil spirit from materializing.

Items

- Holy Cross: Prevents creatures from entering through the door if hung above it. A requirement for the Rite of Secrecy.
- Sacrificial Dagger: Used to repel the demon's hand. A requirement for the Rite of Sacrifice.
- Amulet of Power: Used to repel cursed smoke. A requirement for the Rite of Moonlight.

General rules of spellcasting

- Make sure there is at least one candle burning at all times or the circle becomes powerless!
- Both window and door shouldn't be open simultaneously, or a gust of wind might snuff the candles out!
- The cross above the door is a ward that keeps the creature from entering through. Don't leave the door open without the cross!
- The gramophone's music might attract the creature from outside. Make sure the window is closed while the gramophone is playing!
- The smoke from the brazier must have a way of escaping the room, or you (and the candles) will get no air and choke.
- The demon will try to sabotage you in any way it can! Watch and listen closely for any signs of its malice and remove them!
- Beware of intruders! Look for their peering eyes and keep them from entering the room!

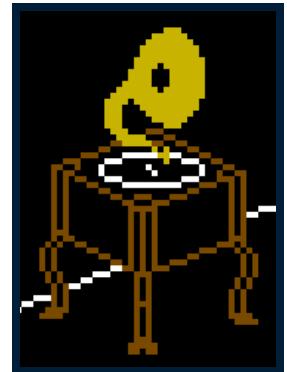
Possible Game Overs

- You let the eerie sounds coming from the gramophone on for too long. The spirit escaped.
- You snuffed out all the candles, either by opening both door and window or manually. The demon broke through the circle's warden.
- You left the brazier on too long while the door and window were closed. The candles didn't get any oxygen...and neither did you.
- You let the ominous smoke from the brazier form. The spirit escaped.
- You broke a gem too early or under the wrong circumstances. The spirit broke free.
- You played the gramophone while the window was open. The creature came in.
- The creature crawled out of the mirror. Turn it around before it can.
- You left the door open without the cross hanging above it. Too bad.

Art

Theme Interpretation

We wanted to stick to the 8-bit theme and limit color usage as much as possible. The background is pitch black, to also highlight the shadow theme.



Design

Every object contains a maximum of four colors (including black/transparent pixels), just like the 8-bit games from back in the day. Once a technical limitation, it is now utilized to follow the principle of “less is more”. White objects are often interactable, to draw attention, where non-interactable things, like the corners of the room, are grey. We added a warble effect to the text of the demon, to highlight its otherworldly origin.

Audio

Music

We used 8-bit renditions of classical music compositions from Rachmaninov and Chopin. We used Chopin's 'Marche Funèbre' for both the victory screen and game over screen: the first part is gloomy and morbid, fitting the game over screen, while the second part is uplifting and hopeful and suits the victory screen perfectly.

Sound Effects

The sound effects were made in Famicom tracker, so they are very true to the way sound effects were handled on the NES/Famicom. We also utilized the DPCM function for the voice lines, making them sound very crusty but also adding a little charm.

Game Experience

UI

We stuck to the 8-bit style in the tome and in most of the menus. This makes them look a little more crude, but it stays true to our art style without losing functionality.

Controls

The game is fully controlled by the mouse.

There's a secret dev shortcut to skip the intro by pressing "S".

Development Timeline

MINIMUM VIABLE PRODUCT

Assignment	Type	Status	Notes
Design Document	Other ▾	In progress ▾	
Logo's / Title	Art ▾	Finished ▾	
Basic Room Layout	Art ▾	Finished ▾	Walls, floor, tiling, ...
Tome	Art ▾	Finished ▾	The book itself, pages, animations, ...
Tome Scribbles / Icons	Art ▾	Not started ▾	Markings, extra notes, ...
Gramophone	Art ▾	Finished ▾	
The Pedestals & Gems	Art ▾	Finished ▾	
Brazier	Art ▾	Finished ▾	
Mirror	Art ▾	Finished ▾	
Window	Art ▾	Finished ▾	
Ritual Circle	Art ▾	Finished ▾	
Candles	Art ▾	Finished ▾	
Demon	Art ▾	Finished ▾	
Door	Art ▾	Finished ▾	
Dagger	Art ▾	Finished ▾	
Cross	Art ▾	Finished ▾	

Assignment	Type	Status	Notes
Amulet	Art ▾	Finished ▾	
Table	Art ▾	Finished ▾	
The Creature	Art ▾	Finished ▾	In the window, mirror, ...
Game Over Text	Art ▾	Finished ▾	
Jumpscares	Art ▾	Finished ▾	
Main Menu Theme	Audio ▾	Finished ▾	
Menu SFX	Audio ▾	Finished ▾	Select, Back, Confirm
Intro SFX	Audio ▾	Finished ▾	Incantation
Demon Noises	Audio ▾	Finished ▾	
Brazier SFX	Audio ▾	Finished ▾	
Gramophone Music	Audio ▾	Finished ▾	
Gramophone Eerie	Audio ▾	Finished ▾	
Candle SFX	Audio ▾	Finished ▾	
Game Over SFX	Audio ▾	Finished ▾	
Victory SFX	Audio ▾	Finished ▾	
Door Knocking SFX	Audio ▾	Finished ▾	
Tome SFX	Audio ▾	Finished ▾	
Window SFX	Audio ▾	Finished ▾	
Door SFX	Audio ▾	Finished ▾	
Item Pickup SFX	Audio ▾	Finished ▾	

Assignment	Type	Status	Notes
Retry SFX	Audio ▾	Finished ▾	Retry from Game Over
VO Cultist	Audio ▾	Finished ▾	Instructions tome and victory
Inventory Icon	UI ▾	Finished ▾	
Pixel Font	UI ▾	Finished ▾	
Tome Text	UI ▾	Finished ▾	
Main Menu	UI ▾	Finished ▾	
End Screen	UI ▾	Finished ▾	
Game Over Screen	UI ▾	Finished ▾	
Intro / Tutorial	UI ▾	Finished ▾	
Opening / Closing Tome	Coding ▾	Finished ▾	
Inventory System	Coding ▾	Finished ▾	Picking up and switching objects
Switching Pages	Coding ▾	Finished ▾	
GameManager	Coding ▾	Finished ▾	Keep track of states of objects
Menu Interaction	Coding ▾	Finished ▾	
Candle Interaction	Coding ▾	Finished ▾	
Brazier Interaction	Coding ▾	Finished ▾	
Door Interaction	Coding ▾	Finished ▾	
Window Interaction	Coding ▾	Finished ▾	
Gramophone Interaction	Coding ▾	Finished ▾	
Mirror Interaction	Coding ▾	Finished ▾	

Assignment	Type	Status	Notes
Interaction Popups	Coding ▾	Finished ▾	Hover over object makes text pop up
Random Events	Coding ▾	Finished ▾	The creature, gramophone playing music, ...
Breaking The Gems	Coding ▾	Finished ▾	The ritual steps
Trigger Game Overs	Coding ▾	Finished ▾	
Trigger Victory	Coding ▾	Finished ▾	

BEYOND (if ahead of schedule / extra time)

Achievements	Coding ▾	Not sta... ▾	
Score / Ranking	Coding ▾	Not sta... ▾	Stars based on time etc
Final Sealing	Coding ▾	Not sta... ▾	Spam click mouse to seal demon away
Grandfather Clock	Art ▾	Not sta... ▾	

Tutorials & Credits

[How to Import a 2D Character Sprite Sheet and Use in a GameObject in Unity \(2021\) \(youtube.com\)](#)

[HOW TO MAKE DISTORTION FOR 2D & 3D - SIMPLE SHADER GRAPHS - Unity 2020 & 2021 \(youtube.com\)](#)

[Alagard Font | dafont.com](#)

[Pixel Icons Compilation Font | dafont.com](#)