

Game Design Document

Pirate Software Game Jam 16

Team

Josiah Beals - Design

Matt Magnell - Music

Tim Wreford - Programming

Sam Goldblatt - Art & Animation

Ethan Nocci - Art & Animation

(Note: Everyone is capable of doing more than their title, we all help each other and do whatever we can to get everything done. The titles reflect our main area of focus and responsibility for this project.)

Theme

You Are The Weapon

Concept

Story

You were a powerful evil wizard trying to forge an all powerful weapon, but have accidentally trapped yourself within it. By using your corruptive powers, your goal is to have a hero use you and bring you to an ancient underground ritual site that will allow you to free your soul from the weapon, stealing the hero's body and being able to continue your evil plans of world domination.

Game style

A unique blend of rogue-like, and turn based rpg elements, at its heart, our game aims to capture the fun of building and upgrading weapons in games like *Diablo*, With rogue-like elements from games like *Slay the*

Spire(Node based map, visual style of battles) and *Rogue Legacy*(carrying over stats between runs)

Technologies

Game Engine: Godot 4.3

Music Software: Logic Pro 11

Art Software: Procreate, Krita

Team Management: Discord, Excalidraw

Gameplay

Game Loop

Intro

At the start of the game the player sees a brief intro describing their character, the evil wizard, in some ritual which goes wrong, there is a flash of light, then the game begins.

Weapon Select

The first thing a player will do on a run is select their weapon. For this jam there will only be three options; a sword, a bow, and a shield. This would be an obvious area for expansion if we were to decide to take the game further than this game jam. The initial weapons each have different stats, and a special ability that has a percent chance to proc.

Map View

The map view will be similar to that of *Slay the Spire*, meaning it consists of varying nodes and paths to be chosen with different nodes being different events whether it be a battle or choice.

Battle nodes are the main nodes, where battles will take place and XP will be gained for the weapon.

Rest nodes will be used to restore the hero's health.

Boss nodes will separate the areas of the map and unlock new imbued soul slots upon their initial defeat.

Weapon Types

Sword - Proc: chance to slice through multiple enemies

Bow - Proc: DoT effect

Shield - Proc: reflect damage

Stat types

Since you are the weapon, weapon stats are the main stats

Attack: Used to determine physical damage, and used in combination with magic to derive magic damage.

Defense: Used to determine physical defense, if the defense is lower than the incoming attack, the damage over the defense goes through to the health

Magic: Used to determine the chance to trigger imbued soul effects.

Corruption: used in determining an XP modifier.

Hero Stat types

Attack - The heroes strength and weapon proficiency; supplements weapon attack level.

Defense - The hero's defensive and strategic ability; Supplements weapon defense level.

Magic - The hero's level of arcane knowledge; supplements weapon magic level.

Willpower - The hero's ability to resist the corruptive influence of the weapon; if the willpower is higher than the corruption there is no XP modifier

Souls(upgrades)

After each battle the player is presented with a selection of souls to choose from. Souls add an effect to the weapon. For example, a soul could add the effect that attacks have a chance to with a damage modifier. A weapon can be imbued with x number of souls relative to their level. The player can also keep the soul as a wisp, which is a one time use version of the soul that has 100% activation chance, they can only hold three wisp souls at a time.

Soul Types

- **Armor Pierce:** % of attack bypasses armor
- **Channel magic:** adds a % of magic to attack
- **Critical strike:** adds % modifier to attack

- **Stun:** stuns enemy for X turns
- **Block:** blocks % of enemy attack
- **Dodge:** dodges enemy attack
- **Magic barrier:** adds magic to defense for next incoming attack
- **Stun reflect:** stuns an enemy when they attack
- **Defense steal:** steal % of enemies defense
- **Life steal:** steal % of enemies attack

Hero Backgrounds

A hero's background determines their base stats. The stats are randomized, a beggar could have a strong stat, but they are biased to be higher or lower based on their background.

Beggar - everything biased to be as low as possible

Soldier - attack and defense biased to be mid, magic and willpower biased low

Knight - attack and defense biased to be high, willpower biased to be mid, magic biased to be low.

Noble - attack defense and magic biased high to be high, willpower biased mid

Monster - everything biased to be high

Stat Descriptions

At the start of the game the player is able to select their hero based on a vague description, the description will be dynamically generated based on the stats of the hero.

Stat	1	2	3	4	5	6	7	8	9	10
Attack	Frail	Weak	Untrained	Average	Fit	Hardy	Strong	Powerful	Mighty	Godlike
Defense	Fragile	Vulnerable	Reckless	Cautious	Guarded	Resilient	Stalwart	Adamant	Unyielding	Indomitable
Magic	Unaware	Uninitiated	Mundane	Perceptive	Attuned	Adept	Profound	Sagelike	Masterful	Archmage
Willpower	Corruptible	Tempted	Conflicted	Questioning	Resistant	Determined	Valorous	Unshakeable	Pure	Paragon

Art

Style

Cartoon, hand-drawn style

Asset List

A list of necessary assets for game completion.

Character Sprites

Enemies

- ☒ Fodder
- ☒ Undead/Fledgling Vampire
- ☒ Elemental Golem
- ☒ Less Demon
- ☒ Brute (Minotuar, Ogre)

Boss

- ☒ Snake Man
- ☒ Sphinx

☒ Chimera Dragon

Heroes

☒ Beggar

☒ Footsoldier

☒ Knight

☒ Noble

☒ Monster

Backgrounds

☒ Dusty dungeon

☒ Underground lake

☒ Underground pyramid

UI Elements

☒ Buttons

☒ Map style

☒ Question mark

☒ Merchant

☒ Rest

☒ Enemy

☒ Boss

Music

The music will feature medieval themes and motifs utilizing instruments such as harp, lute, skin drums, and organ.
