

Seneca's Shadow

DESIGN DOCUMENT

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for the 2024 Pirate Software Game Jam

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Introduction

Game Summary Pitch

- Seneca's Shadow is a 2d top-down rpg/exploration game with combat and story progression elements.

Inspiration

- The Legend of Zelda: The Minish Cap
This Game features an appealing pixel art style and interesting game mechanics around unlocking regions within the game through abilities gained by the player to traverse once untraversable terrain.
- Fullmetal Alchemist
This show delves into the idea of alchemy via transmutation of specific materials of their environment, namely their shape, sizes, and position.

Player Experience

- Players will explore a mystical, yet dreary environment in the lands between the living and the dead. They will utilize and improve upon their transmutation, alchemical powers to complete quests and fight shadows. All this in order to guide lost souls in their journey to the afterlife.

Platform

- The game is developed to be released on Windows PC.

Development Software

- Godot version 4.2 for programming
- Aseprite and Pyxel Edit for graphics and UI
- Ableton Live 10 for all music and SFX

Genre

- Singleplayer, Casual, Action, RPG

Target Audience

- Classic RPG fans, and those who enjoy games with simple mechanics and a steady progression of unlockable abilities.

Concept

Gameplay overview

- The player plays as Seneca, an alchemist of the afterlife tasked with guiding souls to the afterlife. The player will fight shadow enemies and craft scrolls that allow the player to use elemental attacks and influence their environment.

Theme Interpretation (Shadows and Alchemy)

- ‘Shadows’ interpretation - The player inhabits a world that exists after death, something that is cloaked in shadow to us all.
- ‘Alchemy’ interpretation - The player has the ability to transform, reshape, and wield matter to their advantage.

Primary Mechanics

- Omnidirectional movement
The player can walk freely in any direction
- Sword attack
The player can swing their sword at foes
- Health

The player has a threshold in which they can receive damage, before they are dead

- Shadow Essence

A resource to the player in which their abilities are limited by

- Earth Alchemy

The player may pull matter from the earth to damage and displace enemies

- Fire Alchemy

The player may heat the air in front of them to burn enemies over time

- Ice Alchemy

The player may freeze the moisture in the air to freeze their enemies in place

- Rolling

The player may roll in any direction, and avoid damage while doing so

Secondary Mechanics

- Crafting Recipes

The player can combine objects from their inventory to obtain more important items

- Soul Gems

The player may pick up Soul Gems, in order to afford items from the Merchant Shop

- Merchant Shop

The player may purchase items from the shop either to: obtain items necessary for quests, refill resources, or improve their stats

Art

Theme Interpretation

- The general art direction will be to identify aspects such as “shadows” with a variety of shades of purple to contrast with the lively color

palette which will be exhibited in environments and objects not cloaked in said shadows.

Design

- We will take a minimalistic approach by using pixel art and having two toned shading. This will assist us in grasping the retro feel that other classic pixel art games were known for such as the Zelda series.

Audio

Music

- Aiding in the goal of provoking curiosity in the user's experience to follow the general experience of the game. The composition of the tracks will keep a steady, but playful tone throughout the game.

Sound Effects

- The aim for the sound effects in this game is to grant the player a sense of feedback on action as well as provide queues for events that occur in their environment.

Game Experience

UI

- Along with the pixel art that makes up the rest of the game, the UI incorporates the same design. Utilizing similar color palettes as the environment and also keeping a minimalist approach, as to not distract from or obscure the rest of the game.

Controls

Keyboard

- WASD to move
- E to interact

- I to open inventory
- Mouse button 1 to attack
- Mouse button 2 to roll
- Mouse Wheel to select ability

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By
1	Design Document	Other ▾	Finished ▾	Jul 17, 2024
2	UI	Coding ▾	Finished ▾	Jul 18, 2024
3	UI sprites	Art ▾	Finished ▾	Jul 18, 2024
4	Tile sheet	Art ▾	Finished ▾	Jul 18, 2024
5	Player animation	Art ▾	Finished ▾	Jul 18, 2024
6	Enemy animation	Art ▾	Finished ▾	Jul 18, 2024
7	Player SFX	Audio ▾	Finished ▾	Jul 18, 2024
8	Player movement	Coding ▾	Finished ▾	Jul 19, 2024
9	Enemy Logic	Coding ▾	Finished ▾	Jul 19, 2024
10	Tile sheet	Art ▾	Finished ▾	Jul 19, 2024
11	Enemy SFX	Audio ▾	Finished ▾	Jul 31, 2024
12	Environmental SFX	Audio ▾	Finished ▾	Jul 31, 2024
13	NPC animation	Art ▾	Finished ▾	Jul 31, 2024
14	Health and resource	Coding ▾	Finished ▾	Jul 31, 2024
15	Item sprites	Art ▾	Finished ▾	Jul 31, 2024

#	Assignment	Type	Status	Finish By
16	Quests	Coding ▾	Finished ▾	Jul 31, 2024
17	Inventory and Items	Coding ▾	Finished ▾	Jul 31, 2024
18	UI SFX	Audio ▾	Finished ▾	Jul 31, 2024
19	Player Combat animation	Art ▾	Finished ▾	Jul 30, 2024
20	Player Combat	Coding ▾	Finished ▾	Jul 30, 2024
21	Cat animation	Art ▾	Finished ▾	Jul 30, 2024
22	Cat tutorial and hints	Coding ▾	Finished ▾	Jul 30, 2024
23	Boss animation	Art ▾	Finished ▾	Jul 30, 2024
24	Boss logic	Coding ▾	Finished ▾	Jul 30, 2024
25	Boss SFX	Audio ▾	Finished ▾	Jul 30, 2024
26	Write dialogue	Other ▾	Finished ▾	Jul 30, 2024
27	Implement Dialogue	Coding ▾	Finished ▾	Jul 30, 2024
28	Design starting area	Other ▾	Finished ▾	Jul 30, 2024
29	Design level 1	Other ▾	Finished ▾	Jul 30, 2024
30	Design level 2	Other ▾	Finished ▾	Jul 30, 2024
31	Design level 3	Other ▾	Finished ▾	Jul 31, 2024
32	Design boss level	Other ▾	Finished ▾	Jul 31, 2024
33	SUBMIT	Other ▾	Finished ▾	Jul 31, 2024

BEYOND (if ahead of schedule / extra time)

Character Art for Dialogue	Art ▾	Not started ▾
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Additional Soundtracks	Audio ▾	Not started ▾
Extra Regions / NPCs	Other ▾	Not started ▾