

# Atom Y

## DESIGN DOCUMENT

By Anjes for the Pirate Software Game Jam 16

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# Introduction

## Game Summary Pitch

The Players lead an atom towards its ultimate goal

## Player Experience

In the first few levels the player solves easy puzzles in order to learn the game mechanics, introduced one per level and with no time pressures. In the last levels the player is invited to use that knowledge to solve the puzzles ahead.

## Platform

The game is developed to run on the browser.

Available at: <https://andrejfsantos.itch.io/atom-y>

## Development Software

- Godot 4.3
- Paint and Paint.net

## Genre

Singleplayer, puzzle, casual

## Target Audience

Casual puzzle solvers.

# Concept

## Gameplay overview

The player controls an Atom and tries to move it to the higher levels. Each level challenges the player in a new way until the goal is reached.

## Theme Interpretation

“You Are The Weapon” is the theme of the Jam.

In Atom Y the player is an atom that is part of the bomb that is designed as a weapon. The player, as the trigger, is the “weapon” within the mechanics of the bomb, that by itself is also a weapon.

# Game Experience

## UI

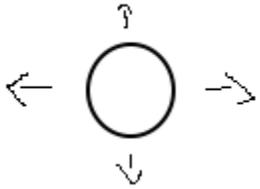
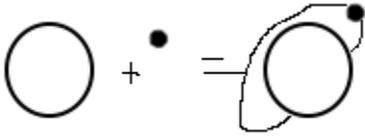
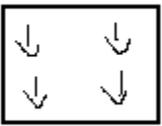
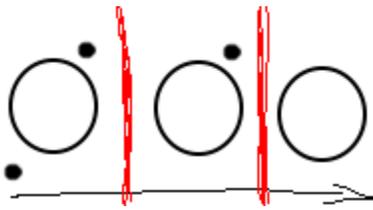
The UI is minimal, there is a start menu with options but there is no GUI during gameplay, the player receives visual cues for feedback in its interactions with the game.

## Controls

### Keyboard

Arrow keys / WASD

## Primary Mechanics

Mechanic	Mockup
Control of the Atom - The player can control the atom using arrow keys	
Pick up electrons - Each electron increases the power of the atom, making it faster for example	
Gravity Swingers - Areas of effect where the player's controls get overridden, Electrons reduce the effect.	
Laser barriers - These barriers reduce the number of electrons the player has, if 0 the player dies.	
Traps - When triggered, the player is exposed to extra hazards	
Quantum entanglement - The Player controls all Atoms on screen	

## Audio

### Music

No music

### Sound Effects

Sound Effects made by <https://kenney.nl/>

## Development Timeline - MVP

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jan 22...	
2	TileMap assets	Art ▾	Finished ▾	Jan 20...	
3	Code balls	Coding ▾	Finished ▾	Jan 20...	
4	UI - Main menu	Code/UI ▾	Finished ▾	Jan 20...	Looks meh, works
5	Mechanic - Electron Pickup	Coding ▾	Finished ▾	Jan 20...	
6	Mechanic - Electrons animation on player	Coding ▾	Finished ▾	Jan 20...	
7	UI - Win menu	Code/UI ▾	Finished ▾	Jan 25...	
8	Mechanic - "Gravity" swings	Coding ▾	Finished ▾	Jan 21...	
9	Mechanic - Laser barriers	Coding ▾	Finished ▾	Jan 22...	
10	Mechanic - Traps	Coding ▾	Finished ▾	Jan 22...	
11	Pause/restart menu	Code/UI ▾	Finished ▾	Jan 25...	

## Development Timeline - Extra

#	Assignment	Type	Status	Finish By	Notes
1	Locale - PT	Other ▾	Finished ▾	Jan 25...	
2	Locale - DE	Other ▾	Finished ▾	Jan 25...	
3	Music	Art ▾	Not started ▾		
4	Sound	Art ▾	Finished ▾	Jan 28...	
5	Controller Support	Coding ▾	Finished ▾	Jan 27...	Requires #7
6	Load to a level	Coding ▾	Not started ▾		
7	UI - Main menu	Code/UI ▾	In progress ▾		prettify
8	UI - Main menu Arrows	Code/UI ▾	Finished ▾	Jan 27...	Make it mouseless
9	Achievements	Coding ▾	Not started ▾		
10	Extra decorations	Coding ▾	In progress ▾		Lvl5 done
11	Make Itch.io page nice	Other ▾	In progress ▾		
12	Support Full Screen	Coding ▾	Finished ▾	Jan 25...	
	Sound not playing	Bug ▾	Finished ▾	Jan 29...	Laser hit, scene change
	Double swinger hit	Bug ▾	Finished ▾	Jan 29...	
	Dying can still hit door	Bug ▾	Finished ▾	Jan 29...	Cause by sound delay