

# "Fracturing Shadow"

## DESIGN DOCUMENT

By Team Meatloaf of Darkness for the 2024 Pirate Software Game Jam

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# Introduction

## Game Summary Pitch

Fracturing Shadow Is a dice based roguelike game about combining elements to defeat your enemies.

## Inspiration

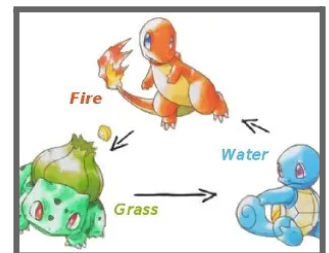
### Slay the spire

Slay the spire has a combat system similar to what we want to achieve where a player knows beforehand what the enemy is going to do and has to react to incoming damage. The resource system is also very similar in which you keep the resources you didn't use in your turn.



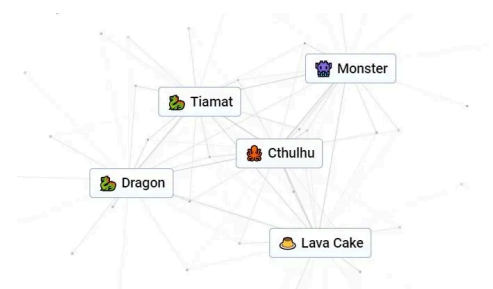
### Pokemon

Pokemon has an elemental Rock paper Scissor system that has been the base for many similar systems throughout the years which is why it inspired the same system we are using.



### Infinite Craft

Infinite craft has an element combination system that we took as inspiration for our alchemical formulas.



## Player Experience

In a single screen for each fight the player will face an with **6 dice** that represent the **elemental material** the player has access to. The enemy will have different kinds of dice combinations than those that

the player has access to. Knowing when to use the right element to **attack or defend** and when to save it will be vital for the player to be able to defeat all the bosses and survive.

## Platform

The game is developed to be released on Browsers

## Development Software

- Game Maker Studio 2
- Adobe Photoshop
- Audacity

## Genre

Singleplayer, roguelike, casual

## Target Audience

With some layers of complexity added to the combat, this game is marketed to at least **casual game players** who are up looking for a tactical challenge.

# Concept

## Gameplay overview

The player controls an **alchemist** who in order to discover the ultimate secret of alchemy must defeat the **avatars of each of the basic elements** of the field using all his knowledge. The combat system is based on **dice rolls**, the first turn 6 elemental dice will be rolled and the player may use them to **attack, defend or choose to save them** for future turns. At the beginning of each turn all the used

dice will be **rerolled**. The player must strategically manage which element to use based on the main element of his enemies and the **actions that the enemy will take** that turn which will be displayed above it. At the end of each battle the player will replace one of its dice with a new **randomly generated dice**.


## Theme Interpretation (Shadows and Alchemy)





'Alchemy' interpretation - Alchemy is the knowledge of the elements. Use that knowledge to harness them.



'Shadows' interpretation -For one to advance in life your current self must be able to defeat you past selves, will you be able to defeat it or will you become a shadow of your past self.

Within the context of the game one must use their alchemical knowledge to defeat the challenges ahead and giant he ultimate knowledge, but to do so one must face its own shadow to prove its own growth as a person and as an alchemist.

## Primary Mechanics

Mechanic	Models (Art not necessarily final)
<p><u>Dice</u></p> <p>A roll of the dice will determine the resources the player has to work for the turn. If i dice is used it will be rerolled the next turn,</p>	

Mechanic	Models <i>(Art not necessarily final)</i>
otherwise it will stay the same.	
<p><u>Elements</u></p> <p>There are 4 elements in the game, water is strong against fire, fire is strong against wind, wind is strong against earth and earth is strong against water</p>	   

Mechanic	Models (Art not necessarily final)
<u><b>Attack</b></u> The player uses a dice to deal damage to the opponent.	
<u><b>Defend</b></u> The player uses a dice to defend itself from incoming damage from the opponent.	

## Secondary Mechanics

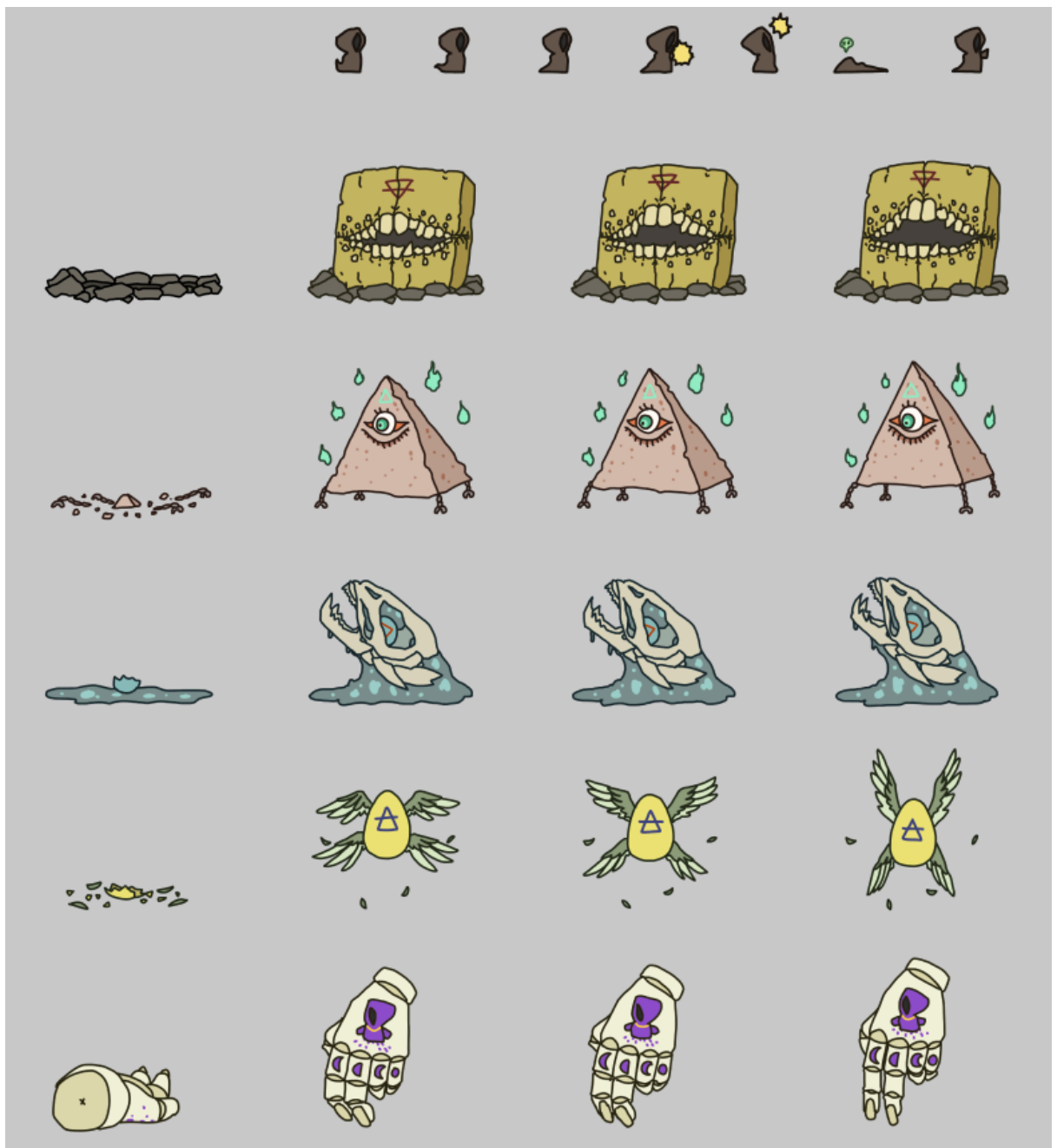
Mechanic	Animated Mockup (Art not necessarily final)
<u><b>Multipliers</b></u> If 2 or more dice of the same element are used in succession for the same action they duplicate their counters by the amount of dice used this way.	

# Art

## **Theme Interpretation**

Initially we were aiming for tapestry/medieval style but in the end we ended up combining cartoon fantasy and halloween horror to suit the arcade gameplay. We also implemented and remixed a lot of classical alchemist symbolism/occultism with dungeon crawler fantasy in our character designs.

## Design



*The sprites of the player and the bosses*

Instead of the more traditional western fantasy trope/ band of the monsters, we decide to use more occult looking monsters, mainly idols and otherworldly beings to evoke the boss vibes.

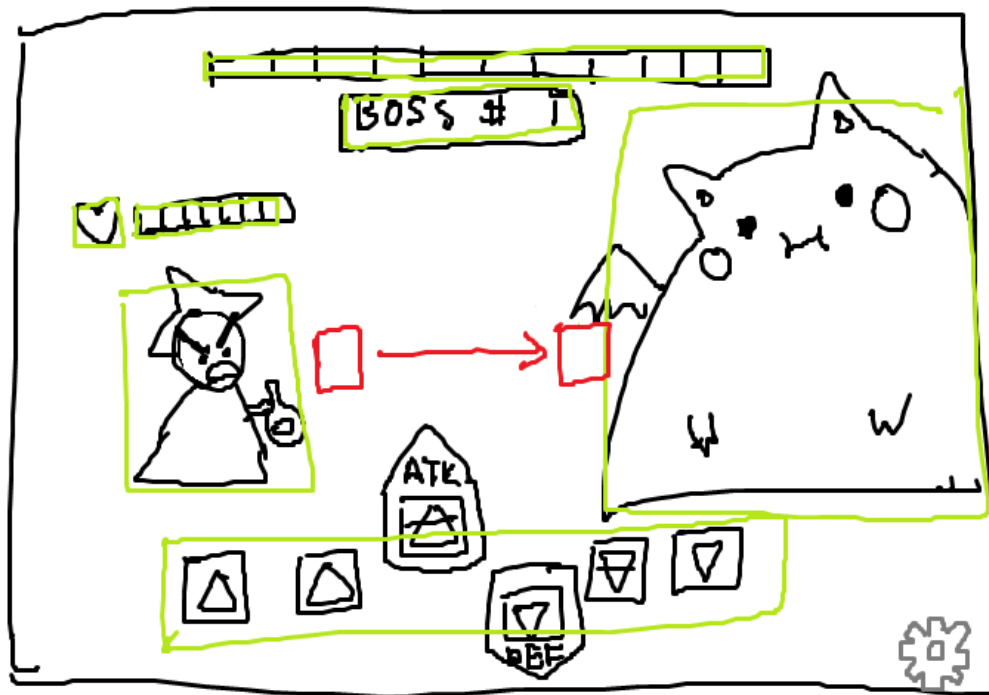
In order, a block of yellow material and full of teeth, a meat pyramid with ghastly fire, a dank slime with a deep sea creature's skull, an egg with wings and a puppet's left hand with a tribute to the legend of shadow wizard.



# Game Experience

## UI

To suit the art style and gameplay, we decided to not use a lot of borders and instead using floating boxes with different hierarchy to order the UI elements. The boss' health bar and name is always big and at the top, contrasting the big icon of dice at the bottom row to induce the player to play with the dice.



*Early UI sketch*

## Controls

### Mouse

Left and right mouse click

## Development Timeline

## MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	In progress ▾	Jul 18,...	
2	Dice design	Art ▾	Finished ▾	Jul 19,...	Assets to be used as the dice for the game
4	UI / Main menu Assets	Art ▾	Finished ▾	Jul 21,...	Button UI, screen ,title screen
5	Combat theme	Audio ▾	Finished ▾	Jun 24...	Should give a sense of danger
7	Dice Rolling	Coding ▾	Finished ▾	Jun 24...	Implemente dice rerolling and saving
8	Attack Mechanic	Coding ▾	Finished ▾	Jun 24...	Implement damage and elemental multipliers
9	Defend Mechanic	Coding ▾	Finished ▾	Jun 25...	Implement damage prevention and elemental multipliers
10	Character Design	Art ▾	Finished ▾	25 jul ...	Should be able to recognize it as an alchemist
11	Enemy Design	Art ▾	Finished ▾	Jul 28,...	Should design a water fire wind and earth elemental and a dark version of the Player
12	Player animation	Other ▾	Finished ▾	Jul 28,...	Attack defend and damage animations
13	Enemy animations	Other ▾	Finished ▾	28 jul ...	Attack defend and damage animations
13	Sound effects	Audio ▾	Finished ▾	Jul 25,...	Simple sounds like bottles breaking or explosions
15	Enemy "AI"	Coding ▾	Finished ▾	Jul 29,...	Make the enemies choose random attacks
17	Combat Integration	Coding ▾	Finished ▾	Jul 30,...	Integrate all the coding and art work

#	Assignment	Type	Status	Finish By	Notes
					into combat sequences
18	SUBMIT	Other ▾	Finished ▾	Jul 31,...	

**BEYOND (if ahead of schedule / extra time)**

Combinations	Coding ▾	Not sta... ▾	When certain combinations are use it will cause additional effects
Settings Menu	Coding ▾	Not sta... ▾	Volume slider, fullscreen toggle