

PLAGUE PROTOCOL

Pirate Jam 16 GDD - 2025

Release 0.0.1

by Sercon
January 2025

Introduction

Note that this GDD is adjusted to fit the game-jam format and focuses on documenting the complete process from start to finish. If this project would be continued after the jam, this document serves as a launch off point for start development of the end product.

This GDD is written for the Pirate Software - Game Jam 16 (2025), spanning from the 17th of January till the 31st of January. It describes the whole process of creating Plague Protocol. From early theme choices to the creation of mechanics.

Short Game Pitch

Plague Protocol is a real-time, deck building, unit defence, 2D pixel-art game. You play as the **IMMUNE SYSTEM** and your goal is to protect the cells within the body from pathogens. Your cards enable you to do different actions, from sending out peptides to damage **BACTERIA** to preventing **VIRUSES** from duplicating. Afterall, you are the body's natural defence system, **YOU ARE THE WEAPON**.



GDD layout

This document consists of seven chapters:

1. **Specifications**: Describe the rules of the jam, the theme, the tooling used and other high level information.
2. **Analysis**: Focuses on analysing the theme, possible genres and initial ideas. Defines a launch off point.
3. **Concept**: High level definition of the game to be made. Defines a framework which is then can be used for defining requirements and planning.
4. **Requirements and planning**: Summarizes all major requirements and tasks, decides priority based on MoSCoW and from there constructs a planning for the jam.
5. **Game design**: Detailed game design description. Describes all aspects that were developed more in depth. Zooms in on important aspects of the game.
6. **Known Bugs and Improvements**: Describes all known bugs and improvements at submission of game. Ranks these items on severity to allow for more focused patching after submission.
7. **Reflection**: Consists of a short reflection about the jam, personal learning points and take-aways.

At the end the **credits** are noted.

Contents

Introduction.....	2
Short Game Pitch.....	2
GDD layout.....	3
Contents.....	4
1 Specifications.....	5
2 Theme Analysis.....	5
3 Game Concept.....	7
3.1 Game Genre.....	7
3.2 Basic Game Concept.....	8
3.3 Concept Research.....	9
4 Requirements.....	14
5 Game Design.....	16
5.1 Pathogens - Game Design.....	16
5.2 Cell - Game Design.....	19
5.3 Cards - Game Design.....	19
5.4 Pathogens Implementation.....	20
5.5 Cell Implementation.....	23
5.6 Card Implementation.....	25
5.7 Gameloop.....	29
5.8 Audio Design.....	30
5.9 Tutorial Design.....	31
6 Known Bugs and Improvements.....	32
6.1 Bugs.....	32
7 Reflection.....	34
7.1 Obstacles faced.....	34
7.2 Lessons learned.....	34
7.3 Improvements for the next game jam.....	35
8 Credits.....	36

1 Specifications

The following lists defines the rules for this game jam:

Relevant Jam Rules:

1. The submission must run in the browser.
2. The submission must include a Game Design Document.
3. No AI-Generated Content.
4. Only assets with a commercial license are allowed.

Note that there are more rules, but these four are the most relevant, the other rules are logical and/or self explanatory.

What needs to be submitted?

- Game design document as a Google Drive file.
- Prototype of the game
 - Limited working copy, which HAS to run.
 - Playability above anything else.
 - Web runnable.

From these rules and own experiences, the following specifications are set-up:

- The game will be made in the **Godot Engine**.
- It will be submitted as a web runnable build on Itch.io
- The game is made by 1 person (Sercon).
- The allocated time per day due to real-life obligations is:
 - 2-3 hours on week-days
 - 8-10 hours on weekend-days
 - This results in a minimum allocated time of 36 working hours during this two week long jam.
- Audacity is used for SFX recordings.
- FL Studio and Soundtrap are used for background music
- Aseprite and photoshop are used for art
- ShareX is used for capturing in-game footage for itch.io and this GDD.
- Github is used for version control.

2 Theme Analysis

The theme is **You Are The Weapon**.

Below is a list of interpretations and ideas that have followed from mind-mapping and brainstorming:

- You are the literal weapon.
 - Control or maintain a weapon that a character is wielding/using.
 - You are a cursed weapon controlling the character.
 - You control a shot bullet.
 - “High on life” type of gun that talks to the player.
 - An weapon that is shot out of something/somewhere and needs to kill enemies.
- You are a weapon.
 - You are thrown and need to hit as many enemies as possible.
 - You are an out-of-control lab experiment.
- You are a “figurative” weapon.
 - Skilled martial artists used to kill enemies.
 - “Hulk” type character that has to kill as many as possible.

However the chosen interpretation is: **Immune System**

By definition an immune system is: *“A complex network of cells, tissues, organs, and the substances they make that helps the body fight infections and other diseases.”*

The interpretation here is that the immune system **IS** the weapon thus, you as a player will have to play as the immune system fighting biological hazards.

3 Game Concept

Now that we have a game direction: **Immune System**, we can work out a game concept to build upon.

3.1 Game Genre

While deciding on the genre, I considered several options:

- **Roguelike Shooter:** Real-time control of immune cells, dodging and attacking pathogens.
- **Puzzle Game:** Strategically solving scenarios to simulate immune responses.
- **Survival Simulation:** Managing resources and deploying defenses to outlast waves of pathogens.
- **Turn-Based Strategy:** Planning immune system actions against pathogens in a grid-based environment.
- **Idle Game:** A passive immune system simulation where players upgrade and optimize defenses over time.

These ideas were set aside due to scope, complexity, originality or a focus on mechanics better suited to a small-scale project.

The game will be a simple hybrid of card mechanics and real-time action tower defense.

3.2 Basic Game Concept

The concept is a 2D game where the player controls the immune system, defending the body against waves of pathogens.

The game will follow the following gameplay loop:

- **Draw Cards:** At the start of each wave, the player draws ability cards representing immune responses.
- **Play Actions:** Cards are deployed to target pathogens or provide support effects.
- **Manage Resources:** Energy and cooldowns limit how often abilities can be used.
- **Survive Waves:** Pathogens attack in increasing numbers and complexity.
- **Upgrade Between Waves:** After each wave, players choose upgrades or new cards to improve their deck for the next round.

Due to the limited time, the amount of cards and mechanics has to be kept limited. The idea is to have different immune systems which are stronger or weaker against certain pathogens. Example:

- Viruses infect existing cells.
 - The immune system creates Interferons which signal certain cells to strengthen their defense. This can be directly translated into a game mechanic. This would be effective versus viruses but not against bacteria.
- Bacteria and virus infected cells both need to be destroyed and eaten at some point. For this Macrophages and Neutrophils are created within the body. Again, this can be a direct game mechanic which is effective for both pathogens.

3.3 Concept Research

Some research is done to build the game design on later and to get a generic idea of the requirements and planning for the jam:

Viruses

- **How the Immune System Fights Them:**
 - **Interferons:** Proteins that inhibit viral replication and signal neighboring cells to strengthen their defenses.
 - **Cytotoxic T-Cells (Killer T-Cells):** Destroy infected cells to prevent the virus from spreading.
 - **Antibodies:** Neutralize viruses by binding to them, preventing entry into host cells.
 - **Natural Killer (NK) Cells:** Attack infected cells early, before T-cells are fully activated.

Bacteria

- **How the Immune System Fights Them:**
 - **Neutrophils:** First responders that engulf and destroy bacteria.
 - **Macrophages:** Larger immune cells that consume and digest bacteria, also signaling for reinforcements.
 - **Complement System:** Proteins that tag bacteria for destruction or directly lyse bacterial membranes.
 - **Antibodies:** Recognize bacterial antigens, aiding in neutralization and marking for phagocytosis.

Parasites

- **How the Immune System Fights Them:**

- **Eosinophils:** Specialized cells that attack larger parasites by releasing toxic proteins.
- **Mast Cells and Basophils:** Trigger inflammation and release histamines, recruiting other immune cells.
- **Helper T-Cells (Th2 Response):** Coordinate the immune response, activating eosinophils and B-cells.
- **Antibodies (IgE):** Bind to parasites and signal immune cells to destroy them.

Based on this, and other immune system information which can be expanded on during the design phase, we can line out the generic goal of the game:

1. 3 pathogens can attack the body. The virus, the bacteria and the parasite.
2. There should be at least 6 different cards with different effects.
3. The player starts with a "base deck" and unlocks more cards, more quantity, special cards or special effect cards through playthroughs / the game to expand the deck.

The generic game loop:

1. The player can adjust their deck before starting the run.
2. The player spawns into a host body as the immune system.
3. There are cells spread through a part of the body the player needs to defend.
4. Different pathogens can attack these cells. (Optionally, the sickness the player is fighting evolves and remembers what the player was less effective against last run and adjusts. This, however, is likely out of scope.)
5. The round ends if the body is fully healthy and the pathogen is dealt with.
6. The game ends if the body the immune system is defending gets overwhelmed and the host dies.

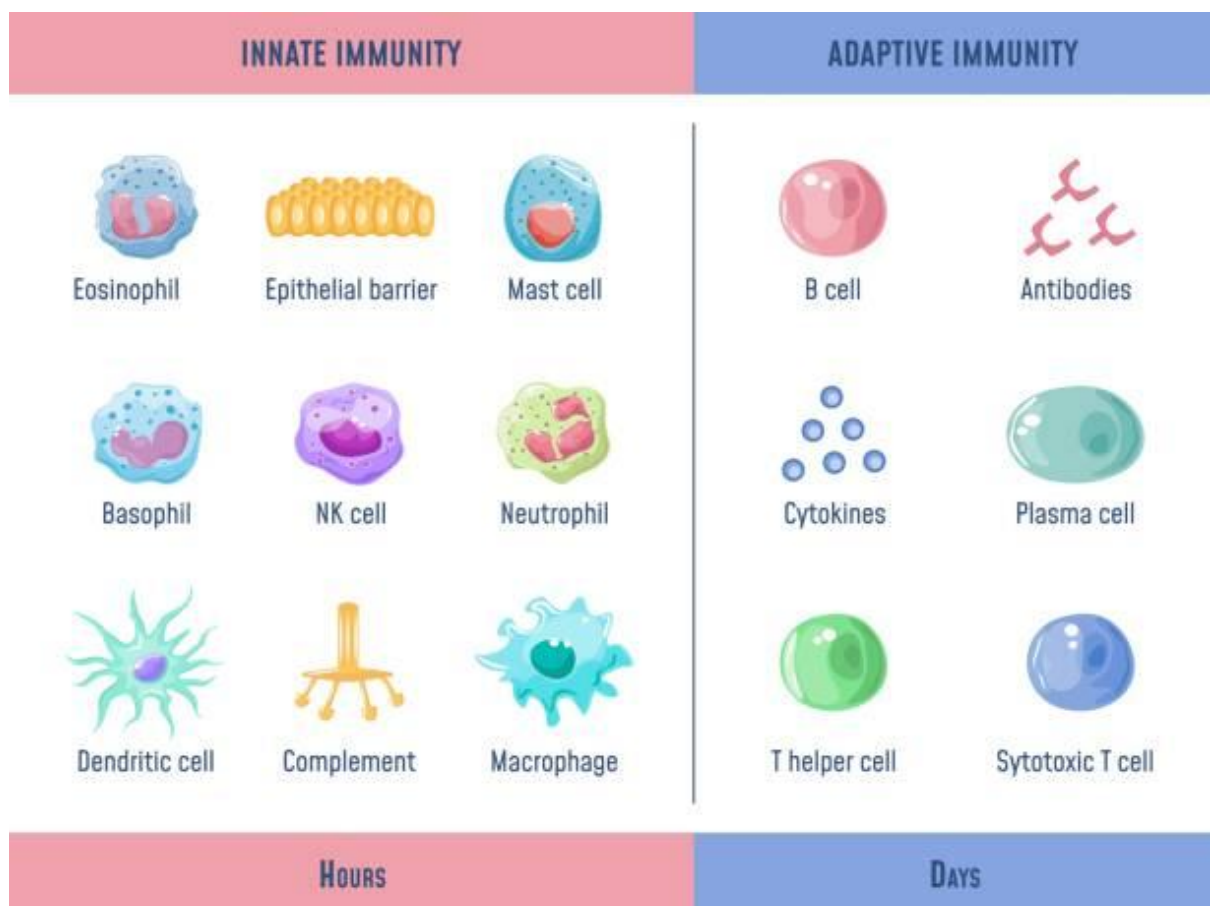
3.4 Art concept

The art direction is limited by the skills of the designer, especially during such a long time. As such, the art will be **2D PIXELART**. The rest of this chapter has some inspiration art that can be used as reference.

The color palette chosen is [Apollo](#).

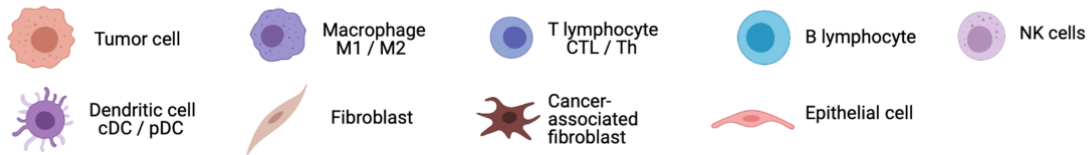
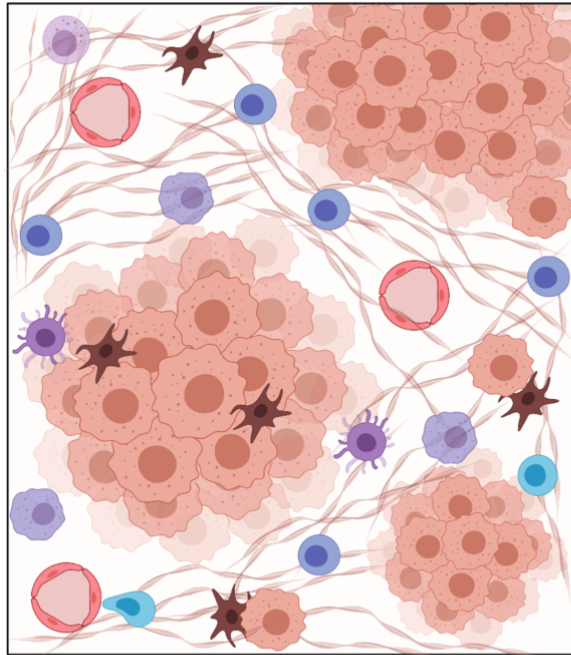


Source: [odoluca](#)

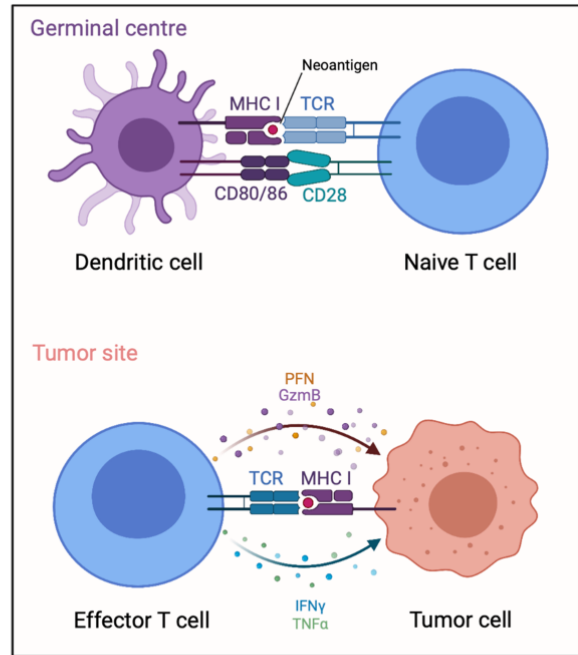


Source: istock

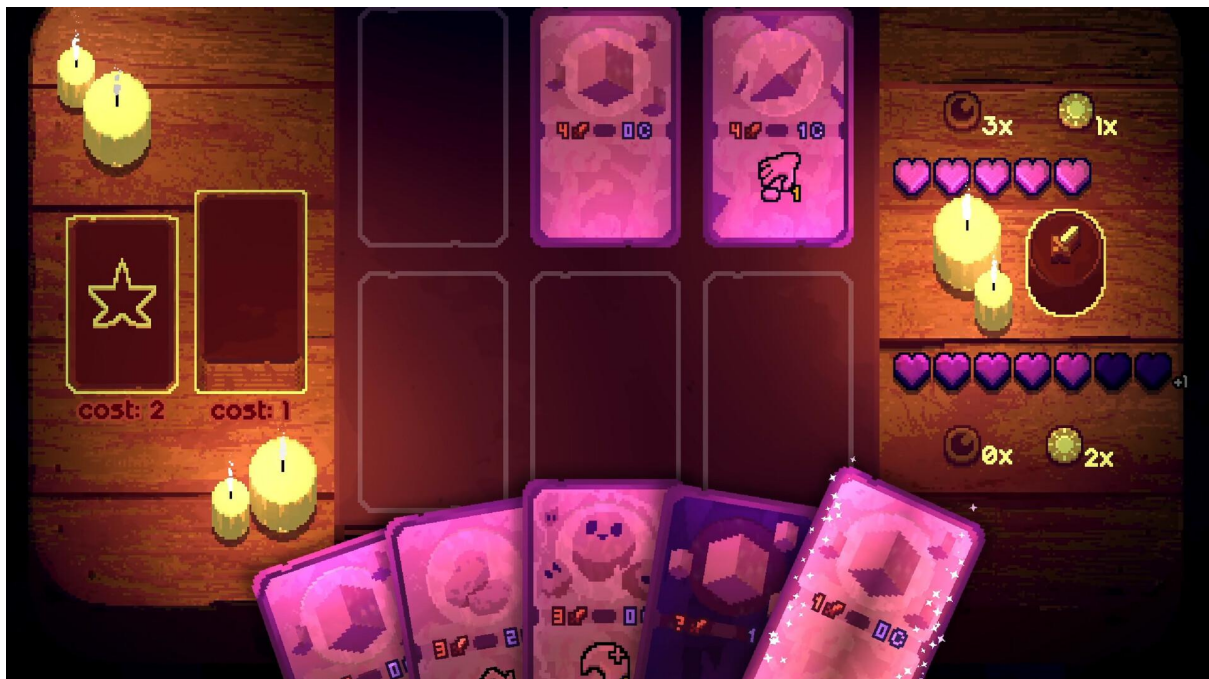
a Tumor Immune Microenvironment



b Anti-tumor immunity of T cells



Source: [nature](https://www.nature.com)



Source: [umblight](https://umblight.com)

Game View Concept:



#172038	#253a5e	#3c5e8b	#4f8fba	#73bed3	#a4dddb
#19332d	#25562e	#468232	#75a743	#a8ca58	#d0da91
#4d2b32	#7a4841	#ad7757	#c09473	#d7b594	#e7d5b3
#341c27	#602c2c	#884b2b	#be772b	#de9e41	#e8c170
#241527	#411d31	#752438	#a53030	#cf573c	#da863e
#1e1d39	#402751	#7a367b	#a23e8c	#c65197	#df84a5
#090a14	#10141f	#151d28	#202e37	#394a50	#577277
#819796	#a8b5b2	#c7cfcc	#ebede9		

4 Requirements

Based on the concept we construct a base set of requirements which can be expanded and adjusted during development. The requirements are sorted with the MoSCoW method to define how important they are for submission. The requirements are kept broad and are divided in categories.

Category	Requirement	MoSCoW
Art	Map 1	Must ▾
Art	Map 2	Could ▾
Art	Cards	Must ▾
Art	UI polish	Should ▾
Art	Pathogens	Must ▾
Game Design	Escalating game difficulty	Should ▾
Game Design	Game Over condition	Must ▾
Game Design	Full game loop	Must ▾
Game Design	Map 1	Must ▾
Game Design	Map 2	Could ▾
Mechanic	Card drawing	Must ▾
Mechanics	Place and play cards	Must ▾
Mechanics	Deck building	Should ▾
Mechanics	Card unlocking	Should ▾
Mechanics	Virus Pathogen	Must ▾
Mechanics	Bacteria Pathogen	Should ▾
Mechanics	Parasite Pathogen	Should ▾
Mechanics	Cards against Virus	Must ▾

Category	Requirement	MoSCoW
Mechanics	Cards against Bacteria	Should ▾
Mechanics	Cards against Parasite	Should ▾
UI	Main Menu	Must ▾
UI	Settings Menu	Should ▾
UI	Deck Builder Menu	Should ▾
UI	Pause Menu	Must ▾
UI	Card Picking UI	Must ▾
Mechanic	Score Menu	Could ▾

These requirements serve as a guideline so that we have a generic idea of what has to be made.

5 Game Design

5.1 Pathogens – Game Design

5.1.1 Bacteria

Overview

The bacteria are hostile pathogens that spawn in random locations on the map, within the viewport. They serve as one of the antagonistic elements, producing toxins that damage cells when they reach them.

Behavior and Characteristics

1. **Spawning:**
 - Bacteria spawn in randomized locations within the viewport zones.
 - Spawn amounts increase overtime based on waves.
2. **Movement:**
 - Bacteria are stationary.
 - Optional: They may relocate from time to time. If relocating, they "crawl" or "teleport" to another random location after a wind-up.
3. **Toxin Production:**
 - Bacteria periodically produce toxins, which are small cell damaging particles.
 - Each bacteria has a cooldown timer for toxin production.
 - Toxin production can scale up or do more damage based on the type of bacteria.
4. **Health:**
 - Bacteria have health, this allows the player to target and destroy them.
 - Health might increase with game progression to scale difficulty.

Toxins

1. **Behavior:**

- Toxins are emitted from the bacteria and move toward the nearest player-defended cell.
- Movement is constant but can vary in speed based on difficulty or bacteria type.

2. **Damage:**

- When a toxin reaches a cell, it damages the cell. And dies.

3. **Destruction:**

- Toxins could be intercepted or blocked by playing things like shields

4. **Variants:**

- Different bacteria may produce unique toxin types. For example:
 - **Standard Toxin:** Basic damage and speed.
 - **Exploding Toxin:** Explodes on contact, spawns toxins which then move to any other cells that remain.
 - **Poison Toxin:** Applies damage over time to the affected cell.

5.1.2 Virus

Overview

The viruses are pathogens that spawn in random locations outside the map. They serve as one of the antagonistic elements, slowly moving towards the cells, infecting them, making them weaker and spreading.

Behavior and Characteristics

1. **Spawning:**
 - a. Viruses spawn outside of the viewport at a random location
 - b. Spawn rate is really low but increases over time.
2. **Movement:**
 - a. Viruses slowly move towards the closest e-cell. In a straight line, avoiding any objects.
3. **Damage:**
 - a. The viruses infect the cell when they reach it.
 - b. This has two effects:
 - i. They remove the cell shields, the player can also not add new shields to this cell. This makes the bacteria's toxins stronger.
 - ii. They do damage to the cell every X amount of seconds and every time they do, they reproduce and spawn a new virus.
4. **Health:**
 - a. The viruses have a health bar which indicates their health. This is way the player can target them and kill them.

5.1.3 Parasites

The Parasites were supposed to be the third type of pathogen within this prototype. However due to time constraints the parasite was scrapped.

The idea behind the parasite:

The parasite would be a pathogen which, like the virus, spawns outside the viewport and moves inwards towards the closest cell. The parasite would attach itself to a cell and do damage overtime, slowly draining the cell health bar and/or shield.

5.2 Cell – Game Design

The cells are the things the player is defending.

1. **Health:**

- a. The cells have health and can have shields, based on the cards played. Once the health drops to 0, the cell dies.

2. **Spawning:**

- a. The spawning happens at the start of the game in random positions but at a minimum distance from the borders and other cells.

3. **Passive abilities:**

- a. The cells do not have any passive abilities, they are being fully controlled by the player's actions.

5.3 Cards – Game Design

Playing cards is the main mechanic of this game.

1. **Interaction:**

- a. The player can select one card.
- b. The player can then use this card on any cell currently alive.
- c. If the player meets certain criteria (like cost), they play the card which causes the effect to take place.
- d. The player fills their deck with new cards throughout the game.

2. **Types of cards:**

- a. There are a few types of cards:
 - i. Utilities cards: things like increasing ATP generation or picking new cards.
 - ii. Defensive cards: defend the cell by adding shields or killing toxins.
 - iii. Offensive cards: damaging the viruses or bacteria.
- b. There are also two things that can happen with cards:
 - i. Some cards, when played, go into the discard pile and are reshuffled again later.
 - ii. Some cards are one time use only, being removed after use.

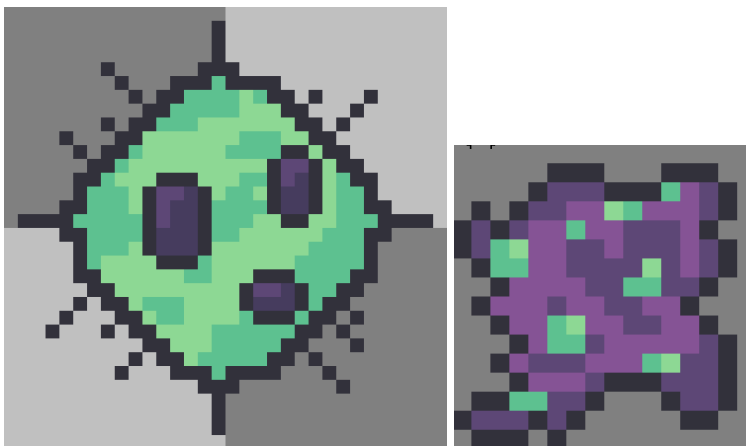
5.4 Pathogens Implementation

5.4.1 Bacteria mechanics

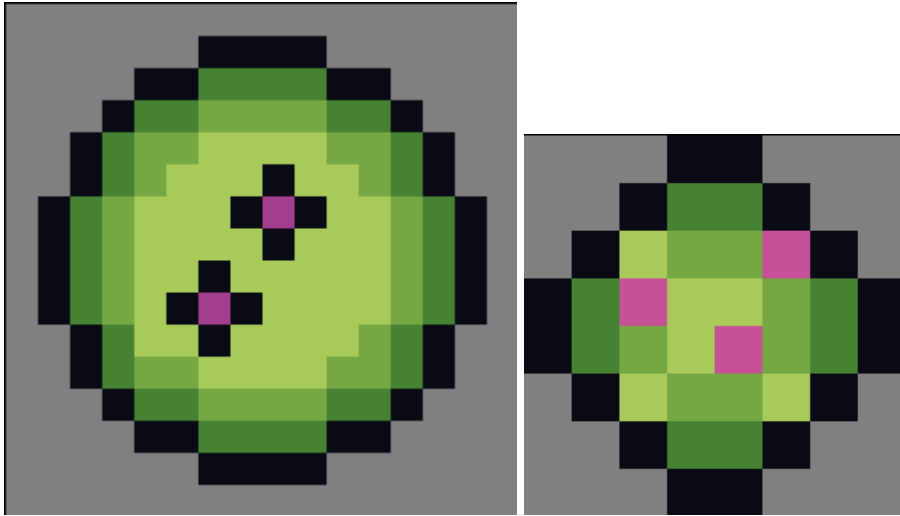
- The bacteria are fully stationary and spawn at the start of each wave.
- They have a set interval at which they spawn toxins which navigate towards the closest player cell.
- They have 4 HP. This is designed around the cards in a way where it always takes two actions to kill a bacteria.
- There can only be a certain amount of bacteria alive at the same time. This scales up per wave. Additionally, the amount that can spawn each wave also increases. The location and actual amount that spawn is random.
- Toxins deal 1 damage to the cell when it reaches it. This can be to shields if there is a shield present. When any cell dies or spawns, the toxins recalculate their target to the nearest cell.

5.4.2 Bacteria art

The bacteria and toxins initially started in a different color palette and at a higher resolution:



This art choice was made to follow the real world a bit better. However it was later chosen to revamp the art style and go with a bit more symmetrical, lower resolution and stylized style. This allows for a cleaner implementation without having to worry about too many animations:



The bacteria does still have some animations to add a bit of interest to the game.
For example the death animation which is slowed down in the gif below:

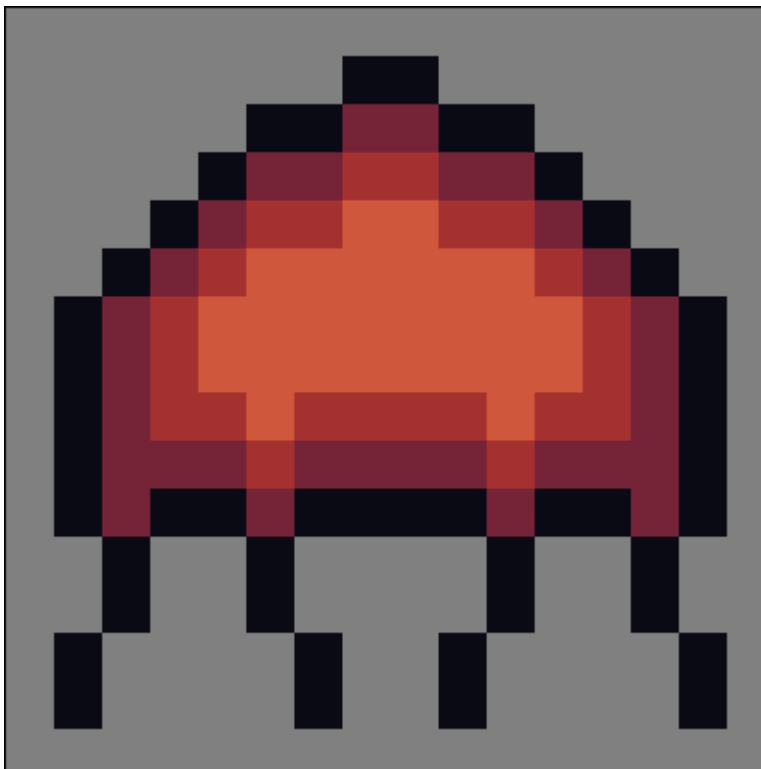


5.4.3 Viruses mechanics

- Each wave, up to 2 viruses can spawn. The spawn rate of viruses is low but increases each wave.
- The viruses can't be destroyed or stopped before an infection.
 - This was planned, but not implemented.
- When a viruses infects a cell, they removes the cells shield and use the same UI for their health (with a different color). They have 4 HP and again, the player needs to take two actions to kill a virus.
- The viruses have a timer, every time this timer triggers they damage the player for 2 damage and reproduce (unless prevented by the player). If there is no cell that can be infected, they do not reproduce.
- They follow the same pathfinding as toxins (nearest cell and recalculate when a cell dies or spawns).

5.4.4 Viruses art

The viruses art has been kept simple and stylized, following the changes to the bacteria, a clearly different color was chosen to make it distinct:



It does not have any animations on its own.

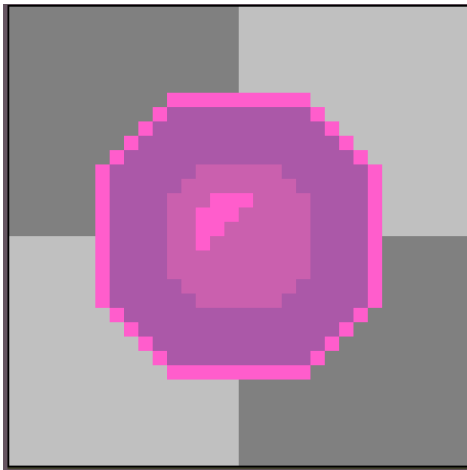
5.5 Cell Implementation

5.5.1 Cell Mechanics

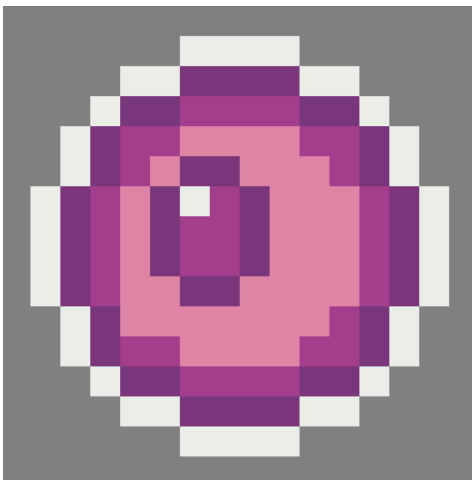
- The cell has 10 health at spawn.
- The cell can have up to 6 shields (if not infected).
- The cell does not do anything by itself, it is fully controlled by cards played.
- 3 cells spawn upon game start.

5.5.2 Cell Art

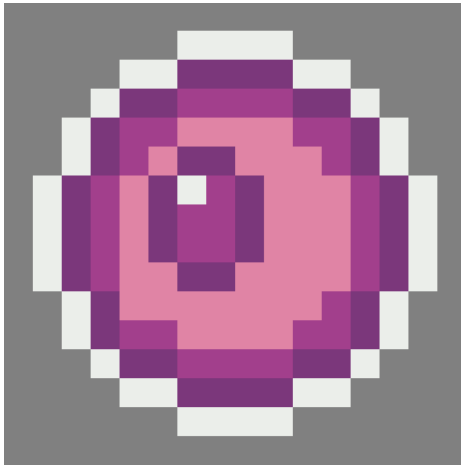
The cell started the same as the bacteria:



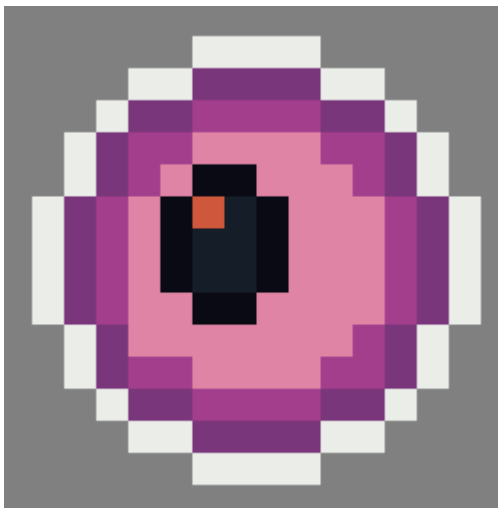
This was to follow the real world more closely. The decision was made to stylize the art style and reduce the resolution while still trying to resemble these cells:



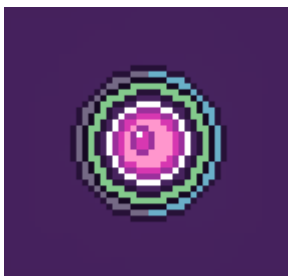
This also allowed for a more “cute” representation of the main focus point in the game. Again, there are multiple animations tied to the cell as it is the main unit, as example one of the two idle animations:



The cell also indicates when it gets infected:



However the animations were not made for this so it is just a stationary sprite. Circular health and mana bars are used for better visual clarity on screen:



5.6 Card Implementation

The card mechanic is designed as follows:

- The player always has four cards at their disposal.
 - Playtesting has shown that 5 cards gives too many options while 3 cards seems to limit the play especially later in the game.
- When a player plays a card, a new card is automatically drawn for them.
 - This was initially not the case, however due to the faster speeds at which you have to play cards later in the game, drawing cards yourself broke that “tempo”.
- When a card is played successfully, it is placed into the discard pile. Once there are no more cards in the draw pile, the discard pile is shuffled and creates a new draw pile.
- At the end of each wave (or when playing a specific card), the player gets to choose 2 out of 5 random cards. Two of these cards are always a defensive and an offensive card, the rest are randomized. When the cards are picked, they are added into the DRAW pile and the draw pile gets shuffled.
- The player can pay for cards with ATP, which is generated overtime to a maximum of 10 ATP. One ATP takes 2 seconds to generate.

The chapters below each focus on the mechanics and art behind each of the cards.

5.6.1 Macrophage Shield



- Adds 3 shields to a cell. Two of these are necessary to fully shield up a cell.
- Lowest cost card as it is really strong against toxins, however becomes useless if there is a virus plague.

5.6.2 Mitosis



- Spawns an e-cell at a random location.
- This card is one use only and the spawn chance is the lowest of the rest of the cards as it gives the player a “new” life.

5.6.3 Antimicrobial Peptides



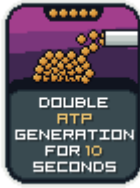
- Spawns a peptide (bullet like unit) which travels to the closest bacteria and damages it for half its health.
- The peptides move faster than toxins and do more damage but follow the same logic.
- The card is lower cost and is the main early way to deal with bacteria.

5.6.4 Antiviral Deployment



- When a virus infects a cell, this card can be used to do half its health as damage (2).
- Only way to damage viruses.
- Matches the cost of the peptides as it serves the same purpose.

5.6.5 ATP Boost



- Costs 5 ATP but doubles ATP generation (so 1 per second) for 10 seconds.
- Decent way to get a bit more tempo, only way to modify generation.

5.6.6 Bacterial Wipe



- Deals 2 damage (half health) to all bacteria
- Strong card but costs 5, mainly useful in the late game when combined with Toxin Clean Up and ATP Boost

5.6.7 Pick A Card



- Lets the player draw two more cards.
- Is high cost but can be useful if there are cards missing in the deck. However can have diminishing returns as the player doesn't want their deck to be too large.

5.6.8 Replication Blocker



- Prevents the next reproduction of the virus when damaging a cell.
- Good if the damage to the cell is not important to the player but they want to prevent the spread.

5.6.9 Toxin Clean Up



- Removes all currently active toxins from the game.
- Higher cost card but very good later game to build up more tempo and get cells out of trouble when there is a lot of bacteria.

5.6.10 ATP Visuals

The ATP generation is indicated in the bottom right of the UI and matches the cost indication of the cards:



5.7 Gameloop

The game loop is designed around these mechanics:

- The player spawns with 3 cells they have to defend.
- After 3 seconds, the bacteria start spawning. The spawning of these bacteria is incremental with each wave.
- When the timer ends (indicated on the bottom left) or when the player destroys all bacteria, the wave ends and the player can pick two cards.
- After picking, new bacteria spawn.
- The viruses have a chance to spawn, this increases with each wave.
- The wave time goes up by 2 seconds for each wave to account for more units on the board.
- Each unit kills gives the player a score.
- The game is endless but the scaling does cap at certain amounts. The player plays until all e-cells die. The deck will become inevitably unmanageable due to the lack of skipping picking cards (by design) which will eventually cause a loss.

5.8 Audio Design

Audio design is limited, the following effects and music exist:

- Very short menu music loop.
- Main game music loop.
- Bacteria damage sound.
- Cell damage sound.
- Conditions not met to play card sound.
- Draw card sound.

The music was created in FLStudio and the sound effects are original recordings modified in audacity.

5.9 Tutorial Design

The tutorial is a walk through explaining the game in a “dialog” type of way. It would have been better if this was interactive.

During the making of the tutorial, the large amount of text in the chosen font used for the cards and UI started to become hard to read and as such a different font (**Monogram**) is used for the tutorial to make it more accessible.

Reflecting on this, the whole game could have been made in this font as it is monospaced and thus automatically more accessible.

6 Known Bugs and Improvements

The following two chapters list some known issues and major improvements which were not met during this jam.

6.1 Bugs

1. Sometimes when a new cell is spawned with the Mitosis card, it instantly dies again.
 - a. It is possible that this happens when it gets hit by a toxin before the health is initialized properly.
2. In a rare instance, the bacteria don't seem to produce toxin for a full wave.
 - a. This was observed once, reason unknown.

6.2 Improvements

1. Obviously the amount of cards is low and this game could only thrive if that increases, combined with card cost / effect / spawn rate balancing. Some ideas:
 - a. Instantly getting rid of a virus.
 - b. Slow down virus damage cycle.
 - c. Slow down toxin production.
 - d. A placeable shield which can damage / block toxins and viruses.
 - e. Give a viral shield to a cell which fully protects it against one infection instance.
 - f. Investment card which after X amount of time returns double that ATP back.
 - g. Card which lets you throw away a card from your discard pile.
 - h. Multiply score gained for X amount of time.
2. The wave scaling is dumb, it is hard coded and the game could greatly benefit from better scaling.
3. The game needs more variety in pathogens, right now only the bacteria are real consistent threats.

4. The viruses are too strong and thus can't be used too much. It might be better to remove the damage dealing from them and only let them take out shields as a help for the bacterias to damage the cells.
5. There is no level design, it is just an open space. Some levels could add obstacles and make for more interesting pathing and decision making scenarios.
6. Visuals need a great improvement, there is a lot of juice lacking.

7 Reflection

This chapter reflects on the game-jam, this chapter is purely for personal reflection and does not contribute towards the game whatsoever, feel free to skip it.

7.1 Obstacles faced

The major obstacle I faced during this game-jam was the time spawn combined with a large workload at my day job. I am an electrical engineer by day and thus use my brain a lot, on most days it was really hard to get home and force myself to work on this game for another few hours. Most of the days this was fun, some were harder.

It got especially hard as I got severely sick for 5 days and did almost nothing on the jam for 4 of those. The sickness started on Wednesday of the first week and I wasn't able to do anything up until Sunday. This didn't only put a huge time debt on the game and the plans I had but also on the motivation I had for it as I was going strong up until then.

In hindsight, there wasn't much to be done to prevent the sickness but it was a large obstacle which I had to push through to finish the game and make it somewhat playable.

7.2 Lessons learned

Even though the sickness could not have been prevented I think I learned something from the obstacle I faced.

In these longer jams (anything longer than 3-4 days), even if the scope of your idea seems plausible, it is good to assume you will only have 50% of the time you think you will have.

This does a few things:

- Helps with cases like these, where time debt couldn't have been prevented. After the sickness I significantly scoped down and managed to finish the game on time however if I had done this from the start, it could have saved me another half a day of scoping down and a bunch of stress.
- If you manage to actually complete the things you were set to complete in 50% of the time, you have 50% left to add to the scope afterwards to (hopefully) already a submittable game!

7.3 Improvements for the next game jam

For the next jam I would like to implement the lesson learned, scope down even more, start with something basic and submittable and then expand upon it.

For this game-jam, my goal was to make a more clear tutorial than in my previous attempt and also make some art for the first time as last time I stuck with simple shapes and a bunch of fancy post processing.

Additionally, I want to analyse the feedback people will leave on the game and set up 1-2 goals to focus on next time.

8 Credits

As shown below, everything but the fonts in this game are custom made for this game jam and made by the creator of the game. The fonts are both suitable for commercial use as per the rules of the jam.

- **Playtesting**
 - Sauskio
 - Pimmol
- **Game Design and Direction**
 - Sercon
- **Audio Design**
 - Sercon
- **Art**
 - Sercon
- **Coding**
 - Sercon
- **Fonts**
 - [5x5 pixel font \(100% free\)](#)
 - [Monogram](#)