

Alchemist's Shadow

DESIGN DOCUMENT

By the 3 Amigos for the 15th Pirate Software Game Jam

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Logistics

Game Jam Details

We are joining the 15th Pirate Software Game Jam which is running between July 17th 2pm through to July 31st 2pm.

Team

Josiah (i.e. our one and only programmer) will be out of the country between the 17th and 19th. There will be a +2 hour time difference, so the likely first time we can get together for our first team discussion will be the evening on the 17th.

Kofi will be our resident artist, Rene may be able to assist with UI depending on availability and Jordan will be pretty much organizational stuff as well as what can be generally assisted with.

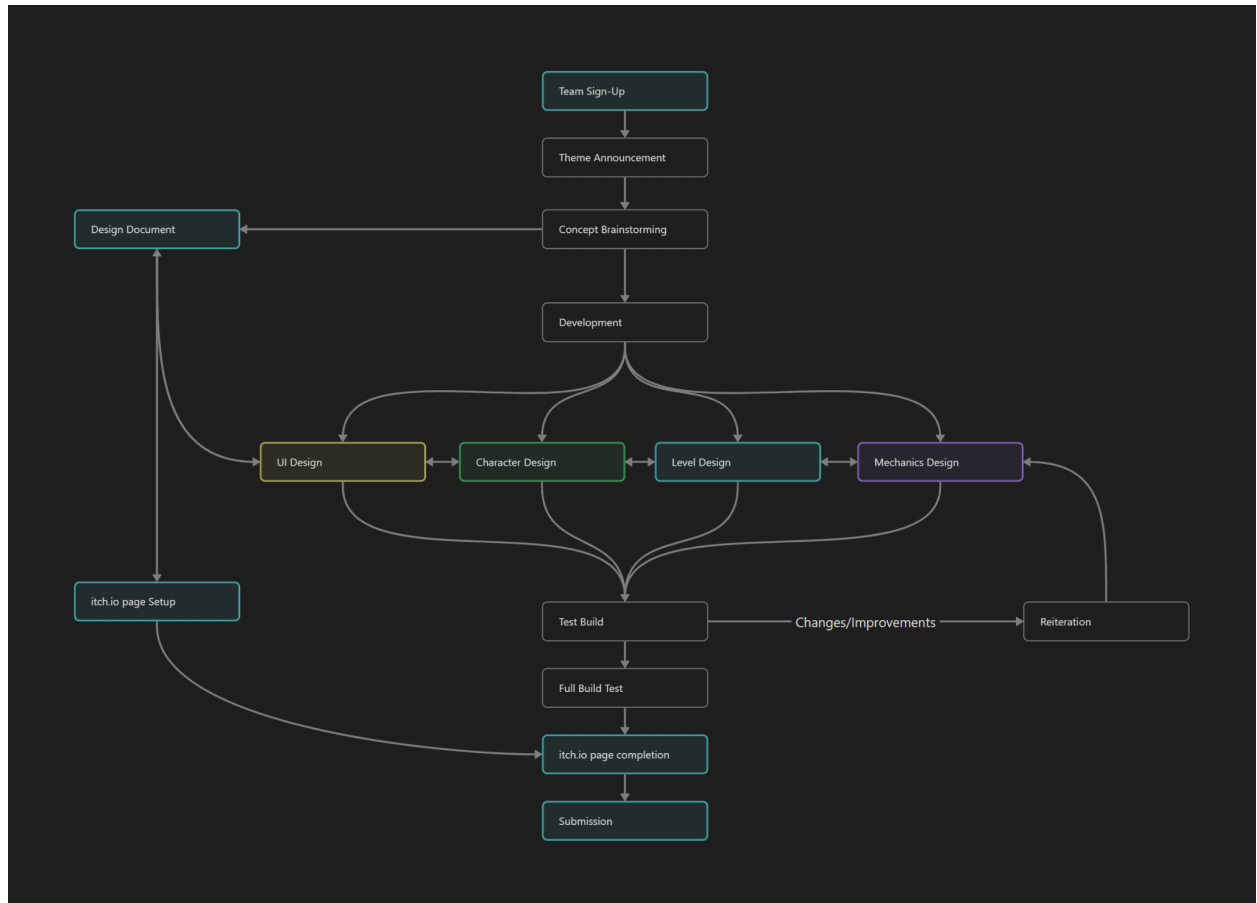
Theme

The theme was decided on July 17th by vote, deciding on 'Shadows' and 'Alchemy'

Alchemy can be about, Transformation, Creating Materials, combining things, ciphers and encryption

Shadows can be about light and shadows, secret societies.

Development Workflow



Introduction

Game Summary Pitch

A tower defense game where players must protect their alchemical lab from waves of shadow creatures. Use alchemical traps and potions to defend the lab.

Inspiration

Gem Craft

Gemcraft is a tower defense game where you place towers and inset jewels of varying elements to defeat waves of increasingly difficult enemies. You can combine jewels to create different effects and place defenses to route, damage or effect enemies.



Potion Craft

Potion Craft is an alchemist simulator where you practice the craft of potion making by discerning the needs/requirements of different customers and then crafting a potion to satisfy them. You grow and trade for different reagents, experimenting and learning potions for different effects.



Player Experience

A single screen with a path that enemies will follow and slots for the player to place defenses. The player will have to manage waves of enemies will spawn and follow the path to the exit.

Platform

The game is developed to be released on windows PC

Development Software

- Unity for programming
- Aseprite for graphics and UI

Genre

Singleplayer, Tower Defence

Target Audience

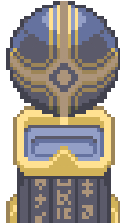
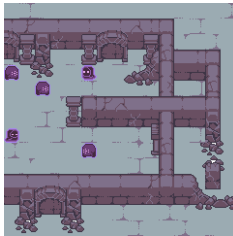
Casual players who are into defense games, resource management.

Concept

Gameplay overview

The player controls a mass of player cells, each with **individual status**, but **moves as a collective**. Individual cells may die or be created which influences the total shape of the mass. By navigating through each level, the player must **strategically manipulate the shape** of the mass to be able to pass around or through obstacles to reach the goal.

Primary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<u>Elemental Towers</u> Towers of different elements and effects to damage or otherwise slow/move etc enemies	
<u>Shadows</u> Shadows will spawn and make their way down to the alchemist, damaging him until his HP reaches 0	

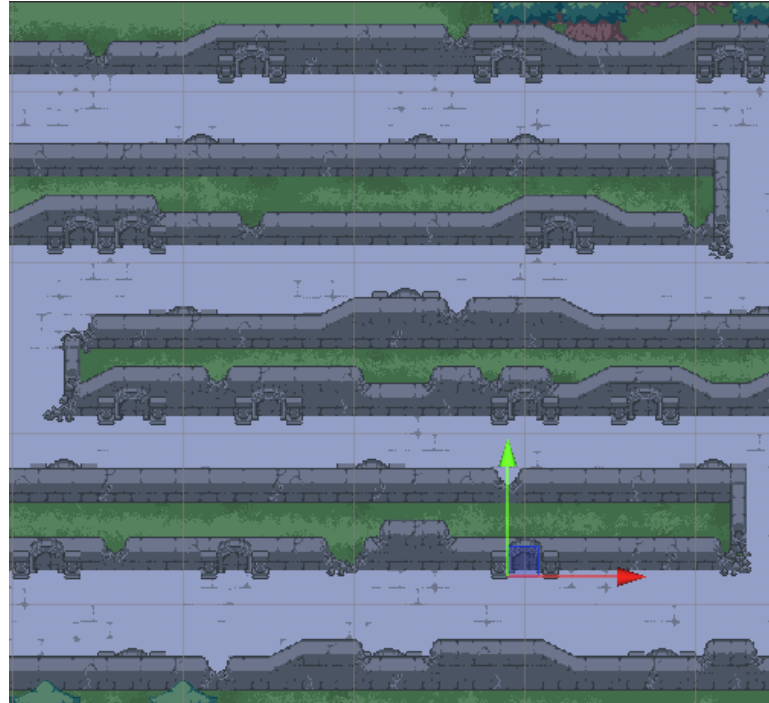
Secondary (stretch goal) Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
<u>Shadow Grow</u> As the stage progresses, the spawning shadow pool extends towards the location of the alchemist. The player can try to earn additional materials, but at a risk of being overrun	
<u>Potion Crafting</u> The player can craft potions for various effects to directly influence the waves of enemies or the towers.	

Art

Design

Depicting ruins and alchemical labs, there are twisting routes and rubble for the player to utilize.



Not an actual puzzle/level, merely a full example of the tileset and art style

Audio

Music

We want to have a track that sits nicely in the background

Sound Effects

Unique sound effects for the different towers and enemies so the player can discern what is happening on the map without directly paying attention.

Game Experience

UI

Simple interface allowing the user to select and place towers on a grid on the map

Controls

Mouse movement and clicking

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jul 31,...	
2	Create player and wall assets	Art ▾	Finished ▾	Jul 30,...	Prototype for GDD is done
3	Main menu theme	Audio ▾	In progress ▾	Jul 30,...	Can be really short, player won't be on main menu for long
4	UI / Main menu	Coding ▾	Finished ▾	Jul 31,...	Button UI, screen transition, title screen
5	Level theme	Audio ▾	In progress ▾	Jul 30,...	Should be more substantial and not annoying
6	Simple player interface	Coding ▾	Finished ▾	Jun 23...	Move single cells around and collide with walls
7	Enemy Pathing	Coding ▾	Finished ▾	31 Jul ...	
8	Sound effects	Audio ▾	In progress ▾	Jun 24...	Player movement, UI interaction

#	Assignment	Type	Status	Finish By	Notes
9	Pause menu	Coding ▾	In progress ▾	Jul 31,...	Access to the main menu or resetting the level
10	Any extra polish	Other ▾	Finished ▾	Jul 31,...	
11	SUBMIT	Other ▾	Finished ▾	Jul 31,...	Create Itch Page and upload