

Pirate Software Jam 15 Game Design Document

Ideas

Immersive Sim with powers inspired by Alchemy
Abilities come from flasks that can be thrown or drank
Hide in the shadows to steal treasures using alchemical potions

“They have taken much from us.
Their immortality is stolen.
You must retrieve the philosopher's stone”

Theme / Fantasy / Feeling / Memorable Moments

Shadows and Alchemy
Immersive Sim - Hide in the Shadows using Alchemical potions

Why this is important / Innovation

Lack of health bars make innovative strategy more important

Thesis

What has the market told us?

Mosa Lina has show a desire for simple immersive sims

What is the opportunity?

Simplifying Dishonored, Making 3D Mosa Lina

How will we differentiate?

Cartoon voxel style

“Game” is “specific genre” for “specific player” that give them “something unique”

For a player that wants a simpler, lighter version of an immersive sim

Game Overview

Title

Imbibe

Genre

Immersive Sim

Core Theme and Mechanic

Shadows and Alchemy, Throw potions with abilities

Unique Selling Points

Goofy immersive sim without traditional combat

Description

Use alchemical powers to manipulate the environment

Platform

Web browser

Monetization

Free

Perspective

Goofy immersive sim

Audience

Fans of cartoonish immersive sims, Dishonored fans

Player Motivations

Creativity, Strategy, Skill

Inspirations

Dishonored, Prey 2017, Mooncrash, Thief, Mosa Lina

Development Software

Unity, Piskel, Magika Voxel

Gameplay

Characters

Player character, one generic enemy type

Guards

Chase the player when in sight

Shoot the player when they cannot be reached

Patrol the warehouse

Search for the player after chasing

Items

Alchemical flasks with different abilities

Coins - 1, 5, 10

Potions

Air - Pushes objects away

Earth - Locks objects in place

Fire - Lights objects on fire

Water - Objects float

Shadow - Removes lights and causes fear

Light - Glows and flashbang

Gold - Turn objects gold, Upgrades coins

Aether - Turn objects transparent, Remove collisions

Environment

Warehouse full of treasure and guards

Goals

Pick up The Philosopher's Stone and escape, Nab a lot of treasure

User Skills

Move around in first person

Jump

Throw flask

Pick up objects

Progression

Grab treasure and escape

User Interface

Menu List

Main menu

Options menu

Pause menu

Tutorial

Results

Controls

WASD, Space, Left Click, Right Click, E

Art

Characters

Player character

Guards

Environment

Warehouse

Crates

User Interface

Minimal

Tooltips

Sound

Music

No music for dramatic effect and simplicity

Find music maybe

Effects

Guard callouts

- Chasing - Oi
- Searching - Hmm
- Patrolling -
- Shooting - Pew

Glass breaking

Footsteps

Item pickup - Yay

Stunned - Ow

Button sound

Marketing and Funding

No funding

Posting on social media

Schedule

2 weeks

World

Central Characters

Player - Shadow alchemist

Guards - Immortal after stealing the philosopher's stone

Plot and Objective

The philosopher's stone was stolen. Sneak around the the warehouse, recover it, and escape

World Locations

Warehouse

Environment

Warehouse

Concept art

Level

Level Summary

Find the philosopher's stone in the warehouse and escape

Level Plot

Get the goal and escape

Level Characters

Player and guards

Level Environment

Crates lying around the warehouse

Level Art

Concrete walls, create

Level Gameplay

Pick up and throw potions, Pick up coins, Run from guards

Ideas

Soul - Temp

Spirit - Mana

Body - Health

Enemies don't have health and must be dealt with in a different way

Quaffing potions gives abilities

Seven Units of Measurement

- Length
- Time
- Light
- Density
- Size
- Temperature
- Electricity

Fun Abilities

- Teleport
- Kick
- Grapple
- Charm
-

Air - Length

- Place vortex on surface that pushes objects away

Earth - Density

- Create Stasis field

Fire - Light

- Light objects on fire

Water - Size

- Selected object floats

Aether - Selected object becomes ethereal

- No gravity, no collisions, transparent

Gold - Turn objects into gold

- Self use - Become gold

Light - Flashbang (Stun Enemy)

- Self use - Glow

Air - Wind

- Blast - Push enemies away
- Vortex - Pull enemies in

Earth - Density, Mass

- Metal Skin - Increase Max Body, Decrease jump height
- Transparent Skin - Decrease Max Body, Increase jump height

Fire - Temperature, Speed?

- Fire Skin - Increase Light, Increase Speed
- Ice Skin - Decrease Light, Decrease Speed

Water - Size, Scale

- Shrink -

Aether - Become a Ghost, Remove Collisions

Soul - Temp

Spirit - Mana

Body - Health

Sulfur or soul, the principle of combustibility: ∇ ()

Mercury or spirit, the principle of fusibility and volatility: ∇ ()

Salt or body, the principle of non-combustibility and non-volatility: $\ominus$ ()

[https://en.wikipedia.org/wiki/Magnum_opus_\(alchemy\)](https://en.wikipedia.org/wiki/Magnum_opus_(alchemy))

https://en.wikipedia.org/wiki/Classical_element

Genres I haven't made

Immersive Sim, Stealth, Rhythm, Metroidvania, Adventure, Programming, Construction, 4X,
AutoBattler, MOBA, RTS, Photography, Social Deduction

Stealth - Dishonored, Thief, Bioshock

Roguelike Stealth?

Spider Simulator