

# **Spiritwalker (working title)**

## **GAME DESIGN DOCUMENT**

for the 33 games collab game jam from 3rd - 20th of November  
2025

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# Pokemon Go



meets  
Undertale combat mechanics



# **Introduction**

## **Game Summary Pitch**

The player enjoys a stroll through their neighbourhood. As they look at their phone, they see their neighbourhood transformed into a stylized 3D world. As they walk, the PC walks with them, but in this world, the region of Arden, there are treasures to find everywhere and monsters to collect. We center the game about how the monster feel and how it feels to treat them with respect. How they will visit you on their own free will and have interesting things to do themselves. An option for a "dark path" like in Undertale is possible. You would play the game as you would normally play a pokemon go game. Attack and injure the monster and shove them in storage.

LoA is a location based mobile game. It encourages the player to leave their house and go on a walk. When they look at their phone they see a google street view like map of their neighbourhood and their player character (PC) walks when they do.

On the map, there are monsters to battle and befriend and items to collect. Fill up your monsterdex with all the friends you've met on the way. Some even might visit you at home or need your help!

# **Inspiration**

## **Pokemon Go: location based mobile game**

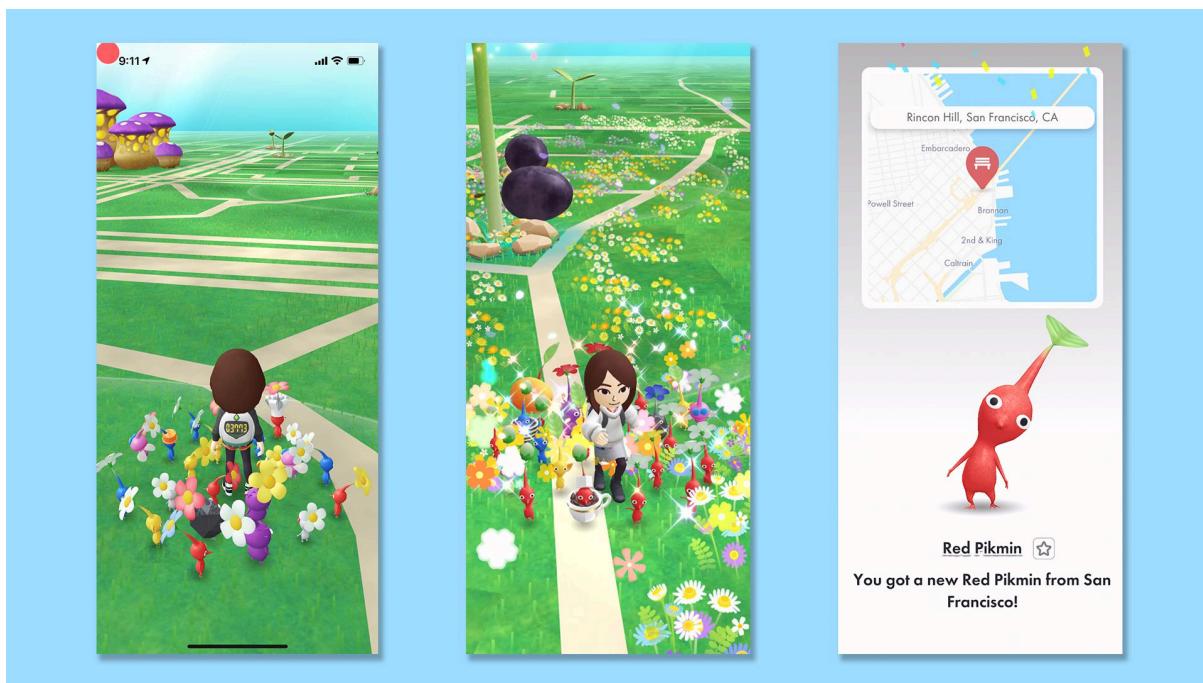
Go on a walk and get rewarded for every step you take! Collect items, meet new monsters and get special rewards for exploring new roads you haven't travelled before!

This is a great game for everyone who likes to collect cute monsters and get a bit of exercise!



## Pikmin Bloom: the player can ignore their phone while out for a walk

In this game the player can concentrate on their outside activity or meet friends to get the steps in. Let cute little critters work for you and engage with them when you feel like it.



## Undertale: monsters are full of personality and do have their own motivations

Very few monsters are impressed by getting punched in the face. Most appreciate a more subtle approach, and want you to engage with them in a manner that is tailored to their personality. Some monsters just need a hug.



## Player Experience

The player feels rewarded every time they leave their home. The relaxed and casual game mechanic allows the player to passively collect most of the content they pass while they walk. If the PC walks past new monsters, they will follow the player or visit them later at their home base.

This way they never feel pressured to look at the screen while in traffic or socialising.

The combat is a casual mechanic to collect monsters. Just hard enough to give a feeling of accomplishment when the monster is added to the collection.

## Platform

The game is developed to be released for android on [itch.io](https://itch.io)

Stretch goals: release on the google playstore and apple store for iPhone. Release on open source platforms like App lounge

## **Development Software**

- Godot 4.5 LTS
- Blender

## **Genre**

Singleplayer, casual, rpg, adventure

## **Target Audience**

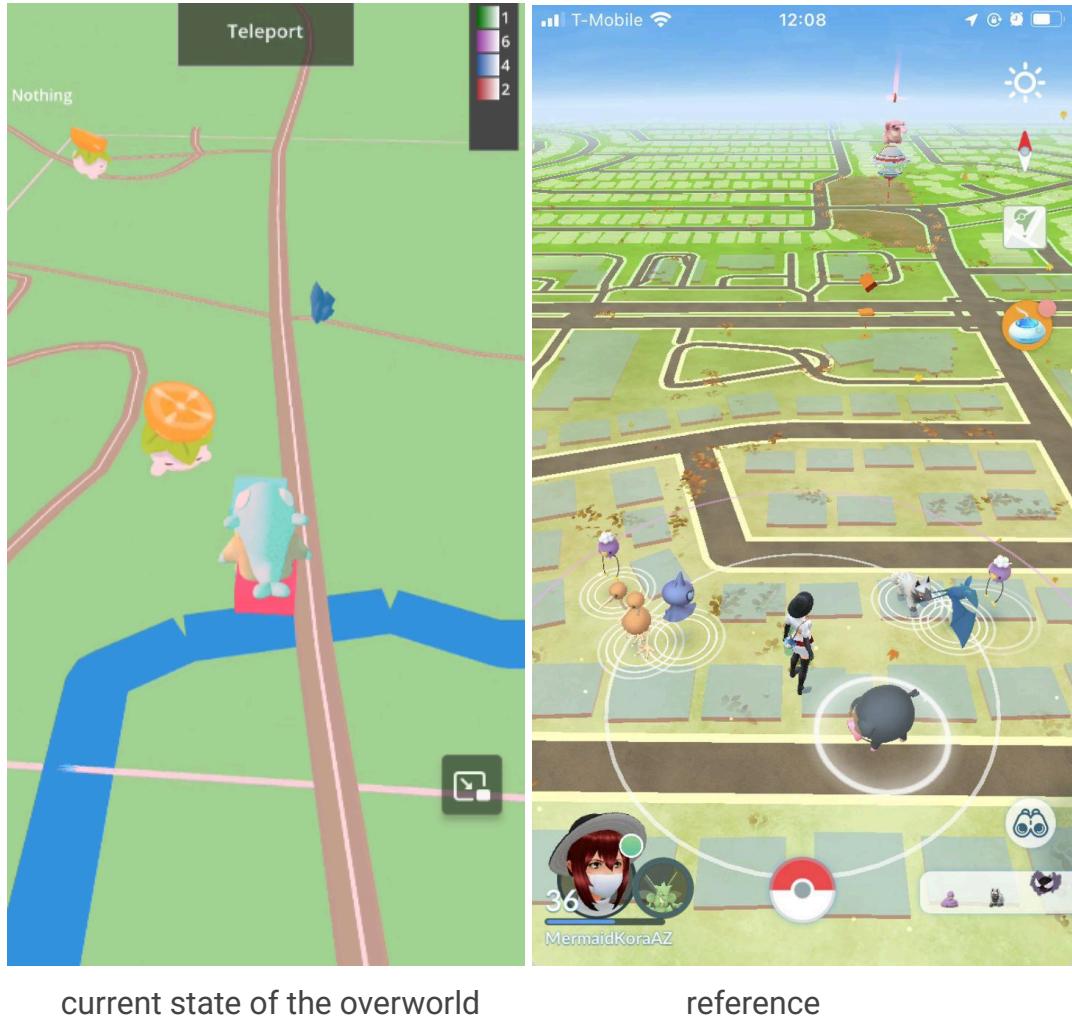
This game is marketed to casual players who like to collect creatures, items, accessories and other rewards. Also players who either want to be more active or already leave their home often (e.g for work)

## **Concept**

### **Gameplay overview**

The player enjoys a stroll through their neighbourhood. As they look at their phone, they see their neighbourhood transformed into a stylized 3D world. When they walk, the PC walks with them, but in this world, there are treasures to find everywhere and monsters to collect.

### **The Overworld**



current state of the overworld

reference

If the player walks within a 5 meter radius of a monster, the monster attacks and combat is triggered.

## The Combat

If the player isn't on their phone at the moment, or if the player chooses to, the combat is delayed (so the player isn't punished if they are focused on socialising outside).

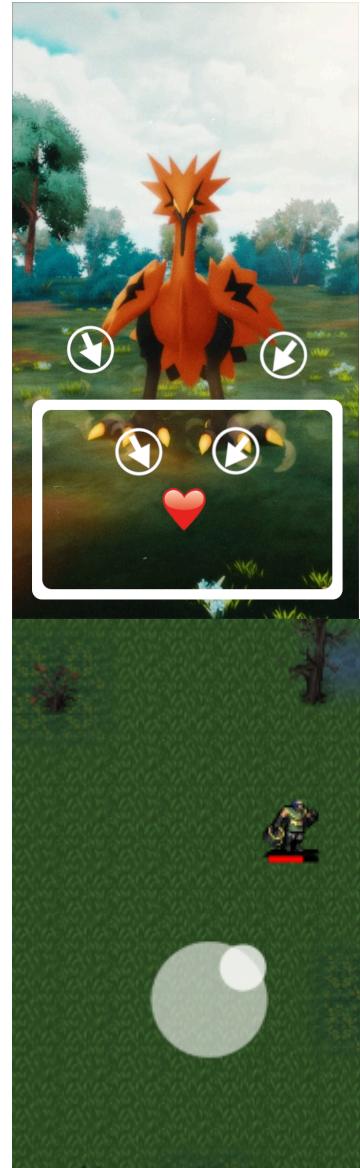
The delayed monster will either follow the player or decide to visit them later at the player's home base. When the player returns to their phone, they can choose to trigger the delayed combat.

Turn based 2D combat. The monster attacks are a bullet hell. The player doesn't attack, but has actions to choose from. If the player chooses the correct action 2-3 times, the monster turns friendly.

Please watch this [Undertale combat](#) to get an overview over our combat mechanic.

## Monster attack

- Bullet hell
- the 3D model of the monster and the environment are decoration
- The combat happens in 2D within the rectangle
- The PC (heart icon) dodges the monster attacks
- The player moves by swiping their finger (compare [Vampire survivors](#), image on the bottom)
- The monster attack pattern is short, 3 finger swipes suffice to dodge all attacks
- If the player gets hit 3 times, they return to overworld and the monster is gone & the monster is added to the player's monsterdex as seen



## Player actions

- Player chooses from a set of actions: Observe, Attack, Ignore, Flee, Pet, Approach, Offer Treat.
- Depending on the monster's personality, different actions appear on screen
- Every time the player chooses the action that befits the monster's personality, the monster's attack become less severe

- Some wrong actions cause the monster attacks to become more aggressive (more or longer attack patterns)
- The win condition is met when the player chose the correct action 2 times,  
the monster is befriended and combat ends.  
Based on personality the monster can also engage combat  
and the player must obtain their respect for the win condition to be fulfilled.
- The monster is added to the player's monsterdex as *friend*



## The Art

### Design

simple and easy to navigate while walking outside (screen glare).

Colour palette: to be decided

Moodboard



## The Monsters character art by Ski



Monsters can have different personalities/moods which is reflected in their colour scheme and/or idle animations.

The current proposals are cheerful, energetic, sad, lethargic, angry, relaxed.

This way we have 6 variations per monster. This is subject to change, please write your ideas on the colour scheme here:

### **The Protagonist**

character art by Theo



## **Audio**

### **Music**

The main music track that plays during overworld is up-beat to fit the light-hearted atmosphere. The combat music is faster paced.

## **Sound Effects**

Sound effects for overworld:

- monster got triggered(!) and runs towards player
- combat starts
- Overworld menu navigation (button click)

Sound effects for combat:

- player receives damage
- player chose correct action that turns monster friendlier
- player chose action that turns monster unfriendly
- Combat menu navigation (button click)

## **Game Experience**

### **UI**

Simple and easy to navigate while walking outside (screen glare).

Colour palette: to be decided

To be discussed changes for the eventual “genocidal” run mode.

### **Controls**

#### **gesture navigation**

- swipe for combat movement
- left swipe to return to overworld/parent menu