Babvania Design Document

# Story

The main character Holly is a girl who gains magical powers at the start of the game, but they come with a cost. She stumbles upon a magical book, and upon reading it, finds that she has gained some small magical powers, but in exchange, she is no longer able to use a toilet. Oh, and she’s also transported to a magical land where everything is baby-themed.

# Characters

Holly is a girl just out of high school, getting ready for college when she finds a book she hadn’t remembered buying mixed in with her textbooks. Opening it up, she finds what look like detailed instructions for casting magic, but when she looks up from the book, she finds herself wearing just a t-shirt and a pull-up in the world of the game. She’s hesitant and nervous the whole way, but her only option to leave this world is to explore it further and learn all of the magic she can.

# Level Design

The entirety of the game takes place in an ABDL-themed magical realm, with individual sections each based around a different theme. These themes include:

* An oversized playroom-theme, complete with giant climbable alphabet blocks and toy-themed enemies

# Gameplay

The gameplay is reminiscent of classic 2D Metroid games. The player will explore diverse environments, combat enemies with mostly projectile-based weaponry, and gain new powerups allowing them to explore further. The player’s weaponry is mostly in the form of magic spells.

Powerups may either be in the form of learned spells or gained equipment depending on the item.

There is a bladder/bowel system in play. The player receives a temporary damage/speed increasing “relief” buff upon use of their diaper which is replaced by a movement speed/damage decreasing debuff afterwards. An automatically refilling “sprint” ability allows players to move at full speed temporarily even with a full diaper, though it can be used for less time the fuller the player’s diaper.

## Powerups

* Double Jump (spell)
* Pull-Ups -> Diapers -> Overnight Diapers (to help with bladder/bowel system)
* Clothing of various types which offers cosmetic and mechanical differences

# Art

# Sound Design

# Interface

In addition to standard platforming controls, there is a “potty button” that enables a player to manually get a temporary buff from using their diaper. If the player waits too long, Holly will automatically wet or mess herself, temporarily but shortly removing control from the player. If the player causes Holly to have an accident instead of relieving herself before then, the buff only lasts for half of the normal duration.