

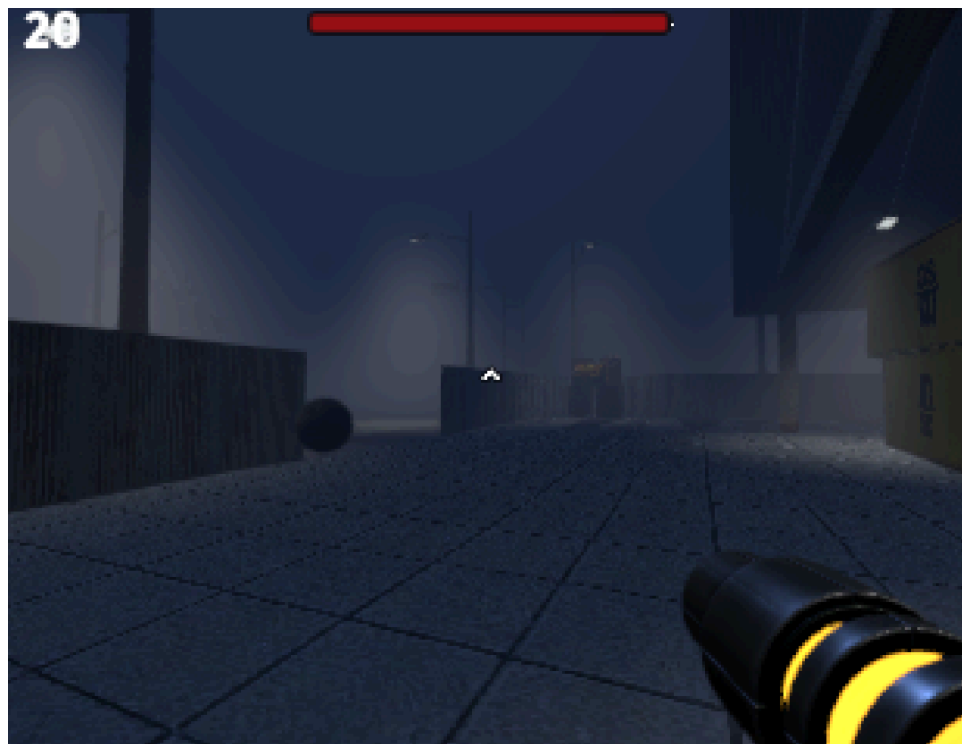
# SILENT PROTOCOL

## DESIGN DOCUMENT

By Benji, Kyiok for the 2025 Pirate Software Game Jam

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# Introduction

## Game Summary Pitch

Silent protocol is an arcade fast fps where you shoot as many enemies as you can.

## Inspiration

### Silent Hill

Silent protocol uses volumetric fog, low poly assets, jittering and other graphical aspects well known on old Ps1 games and overall the PSX aesthetic.

## Player Experience

In a single layer map, the player will move around and try to survive floating orbs that follow him and try to shoot them. The player must survive the longest time he can with his health up.

## Platform

The game is developed to be released on windows PC

## Development Software

- Godot 4.3 for programming
- Blender for graphics and UI
- Ableton live 11 for all music and SFX

## Genre

Singleplayer, arcade, casual

## Target Audience

Without heavy or complicated ideas, and intuitive-to-grasp mechanics, this game is marketed to at least **casual game players** who are up for a good fps arcade game.

## Concept

### Theme Interpretation (You are the weapon)

We thought that being a weapon, our role was basically to destroy, and what better way is there than to make a first person shooter game. The doom guy, V1 from Ultrakill, all these killing machines are basically weapons after all, so we also made one like them.

### Primary Mechanics

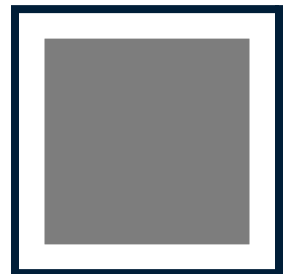
Mechanic
<p><u>Run</u></p> <p>Pressing shift makes you go faster than the base walk speed</p>
<p><u>Slide</u></p> <p>Pressing Ctrl while running makes you slide which shortly improves your speed and lower your hitbox</p>
<p><u>Jump</u></p> <p>The player mass can jump</p>

Mechanic
around the scene
<u>Double jump</u> A second time.

## Art

### Theme Interpretation

We used a very somber and dark palette trying to replicate old mysterious game from the psx era, using multiple cc free assets from github such as very urban and decorated buildings, road, trees, all of which in a very low resolution set to viewport and shaders to replicate this feeling.



## Audio

### Music & Sound Effects

To add to the overall “ambient” theme and vibe of the game we made a breakcore track and used cc free sfx that we modified on ableton to give an old, compressed vibe.

### Controls

#### Keyboard

Arrow keys / WASD & Mouse

## Special Thanks

We are beginners and we progressed a lot during this project and had a lot of fun. Thanks to the Godot engine discord and the pirate software discord for their help, for theo Gueranger helping us a lot with github settings and conflict management that we had no clue of, thanks to all the people we borrowed free assets from and finally thanks to the pirate software for organizing this game jam.