Drekplaats DESIGN DOCUMENT

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Introduction	2
Game Summary Pitch	2
Inspiration	2
Player Experience	3
Platform	4
Development Software	4
Genre	4
Target Audience	4
Concept	4
Gameplay overview	4
Theme Interpretation (It's Spreading)	5
Primary Mechanics in VN scenes	5
Secondary Mechanics in Map scene	6
Writing	7
Grandpa	7
Dural	7
Art	8
Theme Interpretation	8
Design	8
Audio	9
Music	9
Sound Effects	9
Game Experience	9
III	9

Controls 9
Milestones 10



Introduction

Game Summary Pitch

Drekplaats is about escaping the ocean's tide, a metaphor for deeply settled negative psychology. For a limited amount of time, map traversal leads to discovering more about yourself and what to do but spending too long will instead lead you to drown.

Inspiration

Slay the Spire

Slay the Spire combines deckbuilding battles with unique items and posits critical decision points in room based events. The player traverses 45+ floors where their foe awaits in a branching map where you can plan routes to maximize or minimize fights, treasure, and



random events.

The Void (Tension)

The Void (russian, Tension) takes place in a place devoid of its succor and is on a path of self destruction. Among them are 9 brothers and 9 sisters who have their own goals to gain from the player by means of manipulation, misinformation, and even hostile assault. No matter what ending you get, it is ambiguous what the correct thing is to do, and purposefully so.



Rain World

Rain World takes place in a hostile environment that rewards hibernating during torrential rainstorms. The lore of the game is realized incredibly slowly through pearl items that you must carry one at a time across an entire biome for a week's duration. Survival is about avoiding prolonged conflict and observing behavior.



Player Experience

The primary scene will be the visual novel area and the secondary scene will be the map scene. The player will receive the game's narrative, character interactions, and lite survival elements in the visual novel area. The secondary map scene decides the order of the events. Also, you're a ferret in a world that is constantly raining, if the encroaching ocean wasn't scary enough.

Platform

The game is developed to be released on Windows and HTML5.

Development Software

- Gamemaker Studio 2 == YoYo Games == Licensed
- Yarn == Todor Imreorov (blurymind) == MIT
- Crochet == FaultyFunctions == MIT
- Chatterbox == JujuAdams == MIT

Genre

Visual Novel, Singleplayer, Puzzle, Casual

Target Audience

The mechanics are easy to grasp but the narrative is intended for a more mature audience who understand that some bitches just lie.

Overall, it is aimed at casual players who enjoy other visual novels.

Concept

Gameplay overview

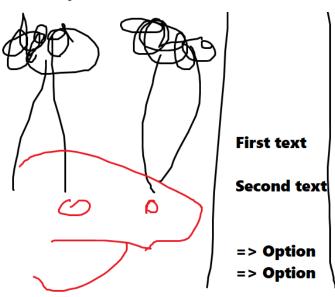
The player has to juggle some survival aspects including a time limit and hunger. The player will expend time to complete certain actions and to move across the map. At the end of 28 days, if the player has not successfully reached an ending, the rain will flood and destroy the world, losing the game.

Theme Interpretation (It's Spreading)

'It' interpretation - The ocean gives the impression that it is closing in on the player. There is a timer, but it is not from the ocean. Rather, the ocean gives the illusion that your choices are unidirectional, instead of two directional.

Within the context of the map scene, the ocean will limit the places you can go. It will seem to encroach eastwards, but the actual direction of flow depends on how close the player is to the water. The ocean seeks a middleground where its visible on the map but will rush a fleeing player, and be repelled by an approaching player.

Primary Mechanics in VN scenes



Mechanic

Large Tree

A campsite to rest and to recover from fatal events. May reward the player on a repeat visit with additional supplies if the map is depleted.

Encounter

Mechanic

For better or for worse, the player will get some insight and possibly lose or gain something.

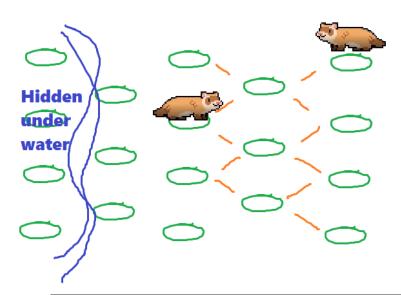
Minigames

The player can take a skill challenge to gain additional resources or unique items to appease other NPCs. (Currently none planned.)

Fruit

A guaranteed source of resources to replace eaten apples/eggs and used supplies. The player will gain at least 1 food and potentially choose between additional food or supplies.

Secondary Mechanics in Map scene



Mechanic

Random Startup

The map nodes will be randomized at all nodes except the leftmost node and the rightmost node. The player begins in the exact center.

Ocean

Mechanic

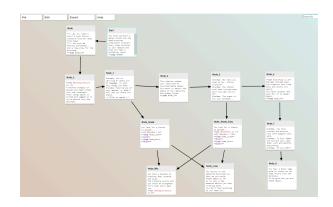
The ocean will try to stay approximately 2 tiles away from the player.

Discoveries

When a player walks on a map node marked as unknown, they will discover what creature lives there and the map icon will update forever.

Writing

The writer uses Crochet to create Yarn files. The GMS game uses Yarn files to develop scripting and narrative. The Yarn files are interpreted by the Chatterbox library. Afterwards, scripting variables and code interop through the Chatterbox API.



Grandpa

A seemingly belligerent encounter at first meeting. Their trauma makes them lash out at new faces, but they warm up to you if you treat them kindly. They hint the player at how the ocean mechanics work and how to find the alternative ending.

Dural

A cheerful spirit that initially helps you but gradually becomes more forlorn and they physically wither away. It adds stress and the player does not learn why this happens, much akin to the uncertainty that comes in real life.

Art

The game engine is set to use the resolution of the gods: it is 640x480. Game screen assets have a 30px border to allow screen shake. Therefore, novel scenes use 700x540 backgrounds, the map scene uses a 1980x540 background, and encounters are expected to use a maximum of 400x400 dimensions.

The relative x coordinates for the map screen is as follows:

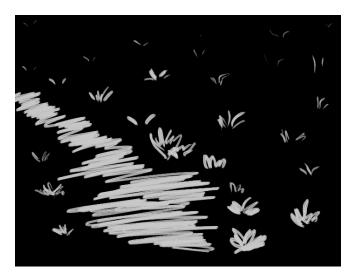
- 990 is the center of the map
- Tiles are separated by 100px 150px
- The ocean is 400px wide, with usually 200-300px visible
- The left edge ends at 90 + 100n TBA
- The right edge ends at 1890 100n TBA

Theme Interpretation

You can see the ocean physically spreading as well as the rain encroaching onto the land, spreading duress and bathing the world.

Design

All elements are hand drawn with a focus on speed. While the visual novel scenes are minimalistic and largely monotone, there is contrast between the seemingly ordinary colors on the map scene. This is intended to create stress while making it possible to



produce enough content within the deadline.

Audio

Music

The music is largely ambient electronic music meant to accentuate the atmosphere and aims for a retro style.

Sound Effects

Currently unimplemented, but little clicks and taps will accentuate the visual novel scene to make the reader more engaged.

Game Experience

UI

The chatbox that contains the game's narrative will scroll on the right side of the screen as it accepts input, like the Twitter app (rip Twitter). Currently, it accepts up to 4 branches and a default continue button.

A chatbox background was made to aid dyslexic people so that they can still read the text and currently the proportions are 5:4:1 where the text takes up 4/10 of the screen.

Controls

Keyboard

Mouse and keyboard, Spacebar, 1234

Gamepad

Not supported yet

Milestones

Our progress over time

#	Assignment	Туре	Status	Finish By	Notes
1	Create idea, design specification, and gather tools	Coding •	Finished •	Jan 13	
2	Finished a successful prototype of the visual novel game	Coding •	Finished •	Jan 14	Verified data interop between Yarn to GMS with first story
3	Created the first HTML5 build and uploaded to itch.io	Coding •	Finished •	Jan 16	Uses vertical chat prototype
4	Cleaned up and drafted the initial GDD	Design •	Finished •	Jan 16	
5	Created all of the background art for the novel and map scenes	Art •	Finished •	Jan 17	
6	Produced the music draft for the game	Art •	Finished •	Jan 18	Thanks VRNE!
7	Map scene released with a finished model, refactor begins	Coding •	Finished •	Jan 22	New build uploaded to itch as v2, ocean mechanic WIP
8	Updated the GDD to cross changes made in the map scene	Design •	Finished •	Jan 23	