Game Design Document

a. Game Overview
Title : Instability (Subject To Change)
Genre : Grid-Based Chaos Factory Management / Puzzle-Action
Tone : Stressful, comedic
Elevator Pitch : Instability is a chaos logistics game where the player operates a malfunctioning inventory in which nothing behaves like a normal tool. Traits such as fire, ice, and sentience roam freely across the grid, resisting control. Players must chase and intercept these unstable anomalies, absorb them into items, and fulfill orders before the system accumulates too many failures and shuts down.

b. Core Pillars
1. Betrayal of Expectation
The game follows rules, but not what players would usually expect
2. Damage Control, Not Mastery
The player is never fully in control. Success comes from limiting the failure
3. Readable Chaos
All chaos is predictable in hindsight

c. Core Loop
1. The game requests a specific base item combined with a required trait
2. The player spawns a base item onto the grid
3. Required traits (fire, ice, ghost) roam the grid autonomously. The player must chase and maneuver items to intercept them
4. Once an item absorbs the correct trait, it must be delivered to the target zone in form of portals scattered on the grid
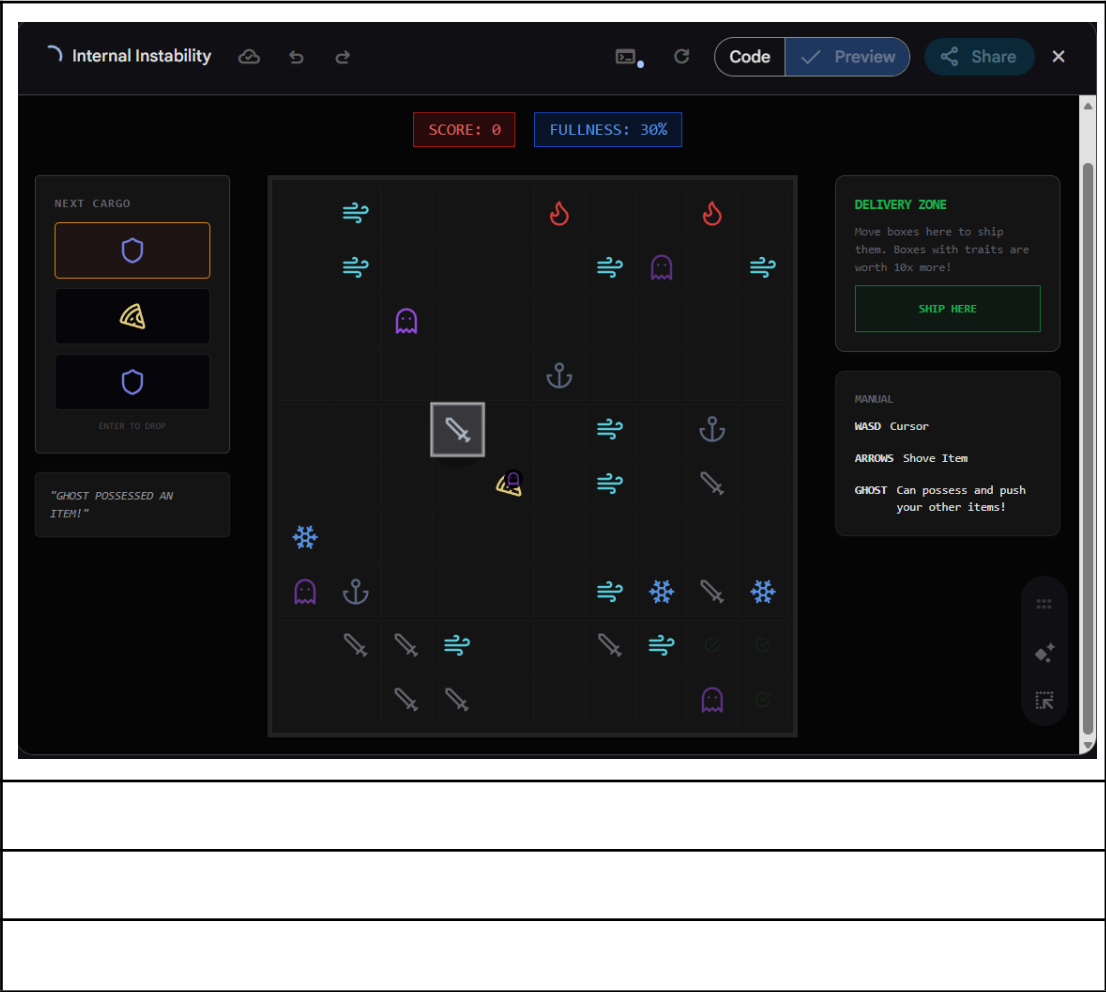
d. Win/Lose Conditions
1. Win Condition :
   - No defined "win". The objective is to survive as long as possible by avoiding too many failed orders

2. Lose Condition :
   - The game ends when you fail too many orders, causing you to lose too many reputation and die

e. References

Game Systems

a. Controls
- WASD : Selector cursor
- Arrow Keys : Move item in selected direction
- Enter :
    - On empty tile: spawn next base item
    - On delivery tile with item: submit order

b. Items
- Knife
- Bread
- Water bottles

c. Item Interactions
- Items move one tile per push
- When an item collides with a trait, it absorbs that trait and inherits its behaviour
- Item Traits :
    - Fire : Can only be held for 5s
    - Ice : Slides in straight lines until stopped by a wall or item
    - Sentient : Moves autonomously (randomly)

d. Ghost Interactions
- **Base Ghost**
    - Default, causes item to become haunted when items get near it
- **Fire Ghost**
    - Default movement, has fire trait. Has a 3x3 fire aura that makes items
- **Fast Enemy**
    - Same as fire ghost, but 3x3 ice aura.

e. Orders and Failure
- Order arrives continuously and expire if not fulfilled
- Fulfilled orders will grant reputation, while failed orders will deduct your reputation
- The game ends when your reputation falls under a specific threshold

f. Interfaces
Lorem ipsum