Game Design Document

Le Fléau

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# Introduction

## Game Summary Pitch

### Inspiration

The Alchemist, Aka, Sun Haven

### Player Experience

The premise of this story is to be one of a coven of witches helping to stop a curse sweeping across the land from a dispute with a neighbouring country

### Platform

This game is to be developed for Windows PC

### Development Software

Gamemaker Studio for Dev

Aesprite for Graphics/UI

FamiStudio for music/sfx

### Genre

Fantasy/supernatural single player

### Target Audience

For people who like to put time into games with a long-term story and series of goals

# Concept

### Gameplay overview

The player is in control of a green which, using her skills as a which, doing spells, creating alchemical solutions and communing with the earth to help heal it from the troubles that it seems to be having.

### Primary Mechanics

Gathering of required materials. (Indoor greenhouse)

Creating of Alchemical solutions (potions)

Creating spells.

### Secondary Mechanics

Riddle Solving

Retrieving new spells and alchemical supplies/recipes

# Art

### Theme Interpretation

“It’s Spreading” – this case I have gone literal by having a curse spread across the land, it will have been caused by magic and can be halted and reversed by magic, but it will keep spreading if left unchecked.

### Design

For the purposes of the 14th Pirate Software Game jam, I’m going for a Star Haven/Stardew Valley esque pixel design, after the game jam I will re-review this, however it will likely stay a pixel game until any of my art skills improve.

# Audio

### Music

Chiptune, taking some cues from Undertale, Star Haven and Stardew Valley

### Sound Effects

Taking inspiration from Undertale with use of chiptune/NES style effects.

# Game Experience

### UI

To begin with, a simple UI will be used, the game will automatically start upon first launch, will need to figure out a save state/menu at some point.

### Controls

#### Keyboard

Yes, some level of keyboard shortcuts will be implemented with a point and click main movement

#### Gamepad

Gamepad support will come in the future after the Game Jam

# Development Timeline

## Demo Version

| **#** | **Assignment** | **Type** | **Status** | **Completed Date** | **Notes** |
| --- | --- | --- | --- | --- | --- |
| 1 | Design Document | Other | Started |  | Solo Project, not expecting much good |
| 2 | First couple of Orders | Development | Not started |  |  |
| 3 | Basic Spellwork | Development | Not Started |  |  |
| 4 | Menu Theme | Music | Not started |  |  |
| 5 | Main Menu/UI | Development | Not Started |  |  |
| 6 | Player and “house” assets | Art | Not started |  |  |
| 7 | Save State | Development | Not started |  |  |
| 8 | Simple player movement | Development | Not started |  |  |
| 9 | Complex player movement | Development | Not started |  |  |
| 10 | Basic story assets | Art | Not started |  |  |
| 11 | SFx | Art | Not started |  |  |
| 12 | Sound Effects | Music | Not started |  |  |
| 13 | Pause Menu | Development | Not Started |  | Incl. Save and Exit |

**BEYOND (Full Release)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **#** | **Assignment** | **Type** | **Status** | **Finish By** | **Notes** |
| 1 | Better Pause Menu | Development | Not started |  | Include things like a volume slider, full screen toggle etc |
| 2 | Further expand the story | Art | Not started |  |  |
| 3 | More orders | Development | Not started |  |  |
| 4 | Better SFX/Sound | Art/Music | Not started |  |  |
| 5 | Greenhouse and Gardening addition | All | Not Started |  |  |