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| Crippled Rat Game Development Studio |
| The Alchemist |
| Design Document |

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| Chris Barill  1/18/2016 |

## Game Overview

A two-dimensional, action adventure game focused on an apprentice alchemist that lives in a quiet mountain village. The master alchemist dies suddenly just before his apprentice completes his training, and the apprentice must finish learning alone and take up the responsibility of alchemy in the area. The player, controlling the apprentice, begins the game in a tutorial mode in which the master is still alive and tasks the player with finding ingredients and mixing his first concoction. The player applies concoctions to enhance his ability to collect ingredients to create more powerful potions. The game will contain many different ingredients with even more possible combinations. The player will be limited to only three potion buffs at any given time, but each will grant the player at least one special ability or power. Some powers are actively used by the player while others are passive. The player may also be able to equip weapons and armor, and some potions can be applied to equipment for minor improvements, both permanent and temporary.

## Lenses

### Lens #1: The Lens of Essential Experience

[Type text]

### Lens #2: The Lens of Surprise

[Type text]

### Lens #3: The Lens of Fun

[Type text]

### Lens #4: The Lens of Curiosity

[Type text]

### Lens #5: The Lens of Endogenous Value

[Type text]

### Lens #6: The Lens of Problem Solving

[Type text]

### Lens #7: The Lens of the Elemental Tetrad

[Type text]

### Lens #8: The Lens of Holographic Design

[Type text]

### Lens #9: The Lens of Unification

[Type text]

### Lens #10: The Lens of Resonance

[Type text]

### Lens #11: The Lens of Infinite Inspiration

[Type text]

### Lens #12: The Lens of the Problem Statement

[Type text]

### Lens #13: The Lens of the Eight Filters

[Type text]

### Lens #14: The Lens of Risk Mitigation

[Type text]

### Lens #15: The Lens of the Toy

[Type text]

### Lens #16: The Lens of the Player

[Type text]

### Lens #17: The Lens of Pleasure

[Type text]

### Lens #18: The Lens of Flow

[Type text]

### Lens #19: The Lens of Needs

[Type text]

### Lens #20: The Lens of Judgment

[Type text]

### Lens #21: The Lens of Functional Space

[Type text]

### Lens #22: The Lens of Dynamic State

[Type text]

### Lens #23: The Lens of Emergence

[Type text]

### Lens #24: The Lens of Action

[Type text]

### Lens #25: The Lens of Goals

[Type text]

### Lens #26: The Lens of Rules

[Type text]

### Lens #27: The Lens of Skill

[Type text]

### Lens #28: The Lens of Expected Value

[Type text]

### Lens #29: The Lens of Chance

[Type text]

### Lens #30: The Lens of Fairness

[Type text]

### Lens #31: The Lens of Challenge

[Type text]

### Lens #32: The Lens of Meaningful Choice

[Type text]

### Lens #33: The Lens of Triangularity

[Type text]

### Lens #34: The Lens of Skill vs. Chance

[Type text]

### Lens #35: The Lens of Head and Hands

[Type text]

### Lens #36: The Lens of Competition

[Type text]

### Lens #37: The Lens of Cooperation

[Type text]

### Lens #38: The Lens of Competition vs. Cooperation

[Type text]

### Lens #39: The Lens of Time

[Type text]

### Lens #40: The Lens of Reward

[Type text]

### Lens #41: The Lens of Punishment

[Type text]

### Lens #42: The Lens of Simplicity/Complexity

[Type text]

### Lens #43: The Lens of Elegance

[Type text]

### Lens #44: The Lens of Character

[Type text]

### Lens #45: The Lens of Imagination

[Type text]

### Lens #46: The Lens of Economy

[Type text]

### Lens #47: The Lens of Balance

[Type text]

### Lens #48: The Lens of Accessibility

[Type text]

### Lens #49: The Lens of Visible Progress

[Type text]

### Lens #50: The Lens of Parallelism

[Type text]

### Lens #51: The Lens of the Pyramid

[Type text]

### Lens #52: The Lens of the Puzzle

[Type text]

### Lens #53: The Lens of Control

[Type text]

### Lens #54: The Lens of Physical Interface

[Type text]

### Lens #55: The Lens of Virtual Interface

[Type text]

### Lens #56: The Lens of Transparency

[Type text]

### Lens #57: The Lens of Feedback

[Type text]

### Lens #58: The Lens of Juiciness

[Type text]

### Lens #59: The Lens of Channels and Dimensions

[Type text]

### Lens #60: The Lens of Modes

[Type text]

### Lens #61: The Lens of the Interest Curve

[Type text]

### Lens #62: The Lens of Inherent Interest

[Type text]

### Lens #63: The Lens of Beauty

[Type text]

### Lens #64: The Lens of Projection

[Type text]

### Lens #65: The Lens of the Story Machine

[Type text]

### Lens #66: The Lens of the Obstacle

[Type text]

### Lens #67: The Lens of Simplicity and Transcendence

[Type text]

### Lens #68: The Lens of the Hero’s Journey

[Type text]

### Lens #69: The Lens of the Weirdest Thing

[Type text]

### Lens #70: The Lens of Story

[Type text]

### Lens #71: The Lens of Freedom

[Type text]

### Lens #72: The Lens of Indirect Control

[Type text]

### Lens #73: The Lens of Collusion

[Type text]

### Lens #74: The Lens of the World

[Type text]

### Lens #75: The Lens of the Avatar

[Type text]

### Lens #76: The Lens of Character Function

[Type text]

### Lens #77: The Lens of Character Traits

[Type text]

### Lens #78: The Lens of the Interpersonal Circumplex

[Type text]

### Lens #79: The Lens of the Character Web

[Type text]

### Lens #80: The Lens of Status

[Type text]

### Lens #81: The Lens of Character Transformation

[Type text]

### Lens #82: The Lens of Inner Contradiction

[Type text]

### Lens #83: The Lens of The Nameless Quality

[Type text]

### Lens #84: The Lens of Friendship

[Type text]

### Lens #85: The Lens of Expression

[Type text]

### Lens #86: The Lens of Community

[Type text]

### Lens #87: The Lens of Griefing

[Type text]

### Lens #88: The Lens of Love

[Type text]

### Lens #89: The Lens of the Team

[Type text]

### Lens #90: The Lens of Documentation

[Type text]

### Lens #91: The Lens of Playtesting

[Type text]

### Lens #92: The Lens of Technology

[Type text]

### Lens #93: The Lens of the Crystal Ball

[Type text]

### Lens #94: The Lens of the Client

[Type text]

### Lens #95: The Lens of the Pitch

[Type text]

### Lens #96: The Lens of Profit

[Type text]

### Lens #97: The Lens of Transformation

[Type text]

### Lens #98: The Lens of Responsibility

[Type text]

### Lens #99: The Lens of the Raven

[Type text]

### Lens #100: The Lens of Your Secret Purpose

[Type text]

## System for Player Interaction

The player will control the main character using keyboard input. The ‘W’ key will move the character toward the top of the screen, the ‘A’ key will move the character toward the left edge of the screen, the ‘D’ key will move the character toward the right edge of the screen, and the ‘S’ key will move the character toward the bottom of the screen. The ‘E’ key will interact with objects in the playing area. Interaction with most objects in the game world will elicit a response, including: non-player character dialogue, lootable object inventory, and main character observations.

## System for Game World Construction

The game world will consist of a set of tiles placed randomly to create different zones. Some zones will be pre-constructed as necessary to assist with the player’s progression through the game. Each zone will have a designated Difficulty Rating. This rating will be compared with the strength, or progress level, of the main character in order to indicate Challenge Level of an area to the player. The Challenge Levels will be indicated by color tinting of the zone, with red tinting indicating a significant challenge, and blue tinting indicating an easy area. Non-combat zones, such as towns and merchant areas, and areas of difficulty equal to the player’s ability will have no tinting.

## System of Player Abilities

#### Active Ability Examples

* Stone Hands: allows the player to use hands as a weapon
* Agility: allows the player to roll/slide
* Firebreath: allows the player to breathe fire/spit fireballs

#### Passive Ability Examples

* Stone Hands: allows the player to carry hot things
* Agility: increases the players chance to dodge attacks/reduces damage taken
* Cold Protection: protects the player against cold/ice damage