Dusk Refiner

DESIGN DOCUMENT

By Iron5 for Pirate Software Game Jam

[**Introduction 2**](#_shm85ku81o6b)

[Game Summary Pitch 2](#_cs1x44f4u87l)

[Inspiration 2](#_lbh33z51d5yr)

[Platform 2](#_jbgbd05p9r45)

[Development Software 3](#_qki4yp1hr52t)

[Genre 3](#_e2dtzid2e6zz)

[Target Audience 3](#_jbmf5pbr5wnw)

[**Concept 3**](#_u6qp025jqn5k)

[Gameplay overview 3](#_bthowosf56oe)

[Theme Interpretation (Shadows and Alchemy) 3](#_syu9g7w3n7m6)

[Primary Mechanics 4](#_jcjh7x82c5yt)

[**Art 4**](#_fd7k7ms9xahz)

[**Audio 4**](#_ntz103b9on00)

[**Game Experience 4**](#_22omlnwl6y5o)

[UI 4](#_iuk39sf32irh)

[Controls 4](#_t6olaicbthga)

## 

## **Introduction**

### **Game Summary Pitch**

Dusk Refiner is a 3d horror game about harvesting shadows from a procedurally generated maze and refining them into upgrades and tools.

### **Inspiration**

**Mike Klubnika**

The art direction, worldbuilding and feelings of player agency are inspired by the games of Mike Klubnika, specifically his unsorted horror series.

**Lethal Company**

Lethal Company provides the main inspiration for the procedural mazes and the main gameplay loop. (But without the multiplayer because I’m not good enough for that yet)

### **Platform**

The game will be developed for general PC platforms (Windows, Mac, Linux) with potential for a VR port.

### **Development Software**

* Godot 4.2 (Main engine / coding environment)
* Blender (3D modeling)
* GIMP (Texture art / misc graphics)
* Audacity (Sound)

### **Genre**

Singleplayer, First-Person 3D, horror, dungeon crawler / roguelike

### **Target Audience**

The horror theme and lack of clear gameplay direction / instructions means this is marketed for experienced gamers who liked games like Iron Lung.

## **Concept**

### **Gameplay overview**

The player will enter a procedurally generated maze with a flashlight and hunt for “shadows” (negative light sources) and collect them to bring back to their alchemy table where they can refine the darkness into tools and upgrades.

### **Theme Interpretation (Shadows and Alchemy)**

**Shadows:** The player is searching through a dark maze to find persistent shadows which they then collect *dusk essence* from to refine.

**Alchemy:** The alchemy is with the player taking the *dusk essence* they collected and then refine down to create upgrades and tools.

### **Primary Mechanics**

**Collecting *Dusk Essence*:** This is the main gameplay loop. You walk around a maze with a flashlight looking for shadows and then collect them with your handheld refiner.

**Synthesizing Upgrades:** After you’ve collected an amount of Dusk Essence you’ll find your way back to the main base of operations which has an Alchemy Table which the player can use Dusk Essence to synthesize tools and upgrades with

**Unseen Monsters:**

## **Art**

## **Audio**

To create a scary and mysterious atmosphere instead of traditional background music there will just be miscellaneous ambience. Sounds of machinery and wind will be the main focus. In the safe room / main base there will be a radio playing music to create a warming atmosphere when out of the maze.

## **Game Experience**

### **UI**

### **Controls**