Tenebris
DESIGN DOCUMENT
By Daeos for the Pirate Software Game Jam 15
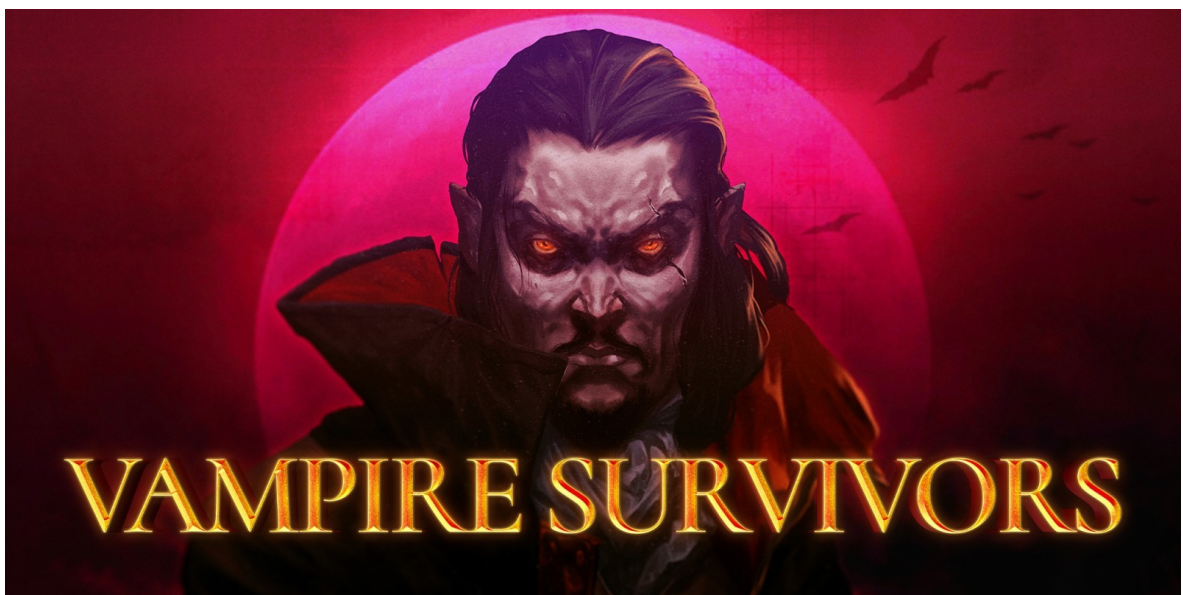
Introduction

Game Summary Pitch

Tenebris is a 2D browser game in which a protector of light tries to defend the last remaining spark from the restless attack of the shadows.

Inspiration

Vampire survivors

Vampire Survivors is an action roguelike where you fend off **endless waves** of monsters, upgrading weapons and abilities to **survive as long as possible**.

Iron snout

Iron Snout is a fast-paced beat-'em-up game where you control a pig fighting off waves of wolves using **quick reflexes** and combo attacks.

Player Experience

The player must use quick reflexes to avoid persistent shadows that pursue them. These shadows can only be defeated through **precise alchemical combinations**. Mastering the art of these combinations is key to improving and overcoming the growing challenges.

Platform

The game is developed to be released on windows PC

Development Software

- Phaser framework

Genre

Singleplayer, platformer, quick paced, arcade

Target Audience

With its arcade-style design, the game appeals to **competitive people**. Those who play could easily get a grip of the controls. Its **intuitive controls** allow new players, even those who are not familiarized with gaming, to quickly master the mechanics and get deeply engaged.

Concept

Gameplay overview

The player controls the main character: "**Tenebris**". He is the last light holder that exists in the world. **Jumping** from platform to platform, our character has to avoid shadows, while **targeting** them to defeat them. The task isn't as easy as it sounds because only certain alchemy can kill those shadows.

Theme Interpretation (Shadows and Alchemy)

'Shadows and Alchemy' interpretation – The last spark of light rests in Tenebris' hands. A dynamic alchemist prepared to defend it against the evil shadows.

You play as "Tenerbis", the last guardian of the world's last spark. Armed with alchemical powers, he must stop the relentless shadows that try to shut off the last light. The game integrates the theme by adding **shadowy adversaries** and **alchemical mechanics**, challenging you to use your skills in order to restore balance.

Primary Mechanics

Mechanic
Auto-attack
A continuous attack coming from the player. It can't be stopped.
Walking
Moving in the world from left to right.
Jumping
Accessing in-air platforms, allows the player to explore the world.

Secondary Mechanics

Mechanic
PowerUps
Helping the player with his mission. The power-ups are meant to be short boosts of power that make you get out of dangerous situations.
Pass-through platforms
Allow for more freedom of movement.

Art

Theme Interpretation

The color palette was chosen to give the game a classic pixel-art feel. Warm colors create a welcoming atmosphere, contrasting with the game's **inherent difficulty**. Most of the theme will be represented through lighting. Restricted visibility creates a sense of claustrophobia, making players more cautious of their surroundings .

Design

A minimalistic pixel-art approach that creates a world that feels empty. The characters are designed to be easily distinguishable, with unique features that set them apart from one another. Power-ups are designed to enhance gameplay. Each power-up is visually distinct and clearly communicated through its design.

Audio

Music

For the music, I've chosen a free asset created by "Abstraction."
(https://abstractionmusic.com) The soundtrack complements the pixel art
scenery, improving the overall atmosphere with its retro-inspired sound.

Sound Effects

A variety of environmental sound effects will enhance the experience by
adding depth and responsiveness to the player's actions, contributing to a more
immersive experience.

Game Experience

UI

The UI is simplistic. You have the score (number of kills / stars) in top-left
of the screen. In the middle-top the selected alchemy will be shown.

Controls

Keyboard

WASD / SPACE - movement
Q-E-LMB-RMB – alchemy

Development Timeline

<u>MINIMUM VIABLE PRODUCT</u>

#	Assignment	Type	Status	Finish By	Notes
1	Design Document			Jul 30, 2024	
2	Create placeholders for player, enemy and walls			Jul 18, 2024	Prototype for basic mechanics
3	Basic movement, platformer and shooting mechanics, unpolished			Jul 19, 2024	
4	Spell selection mechanic			Jul 20, 2024	Decide on key inputs and how to lock the selection
5	Enemy armor – spell interaction			Jul 21, 2024	
6	Create a basic tileset, imagine the world in a sketch			Jul 21, 2024	
7	Update the code to include the tilesets.			Jul 21, 2024	
8	Enemy waves			Jul 22, 2024	
9	Power-ups			Jul 23, 2024	
10	Continue working on power-ups			Jul 24, 2024	
11	Design the characters, polish the tileset.			Jul 25, 2024	

#	Assignment	Type	Status	Finish By	Notes
12	Level design			Jul 25, 2024	
13	Fix code and visual bugs			Jul 26, 2024	
14	Polish UI and mechanics			Jul 26, 2024	
15	Add some special effects			Jun 27, 2024	
16	Sound effects			Jul 28, 2024	
17	Design menu / End game screen			Jun 28, 2024	
18	Implement menu / end game screen			Jun 28, 2024	
19	Polish sound effects / Polish drawings			Jun 29, 2024	
20	Optimizing gameplay			Jun 30, 2024	
21	Add lighting			Jun 30, 2022	
22	SUBMIT			Jun 31, 2022	

BEYOND (if ahead of schedule / extra time)

Add ground enemies			Enemies that use smarter AI, moving on ground
Day/Night cycle			Day could be easier and night could be harsh