Better Butter Game

A game for the 14th Pirate Software Game Jam

Introduction

Better Butter Game is a puzzle action game about killing butter enemies to spread them over the play area (a toast). The objective of the game is to paint the entire toast with butter before the time runs out or before you die.

Inspiration

The game is inspired by survivor games such as Vampire Survivors, Holocure and 20 minutes till dawn. The game presents the player with hordes of enemies that appear periodically in different patterns. The enemies drop simple upgrades that the player can pick up.

Player experience

The game consists of one screen with a time limit where the player will have their movement bound to an area where the toast is. The player will start the game very weak and will face hordes of enemies that get stronger as the player does. The player must learn to control the enemies' position so they can die in unpainted areas.

Platform

The game is developed to be released on Windows PC.

Development Software

- Godot 4.1.1
- FMOD Studio
- Aseprite
- Adobe Photoshop

Genre

Single player, action, puzzle

Target Audience

The game is targeted to all audiences who enjoy simple short action games.

Concept

Gameplay

The player controls an avocado that kills walking knobs of butter of different sizes. The size of the butter determines their behavior and the size of the stain they leave when they die. The player gets a kick they can use to reposition the enemies. The kick can be charged up for big repositioning or tapped for small repositionings.
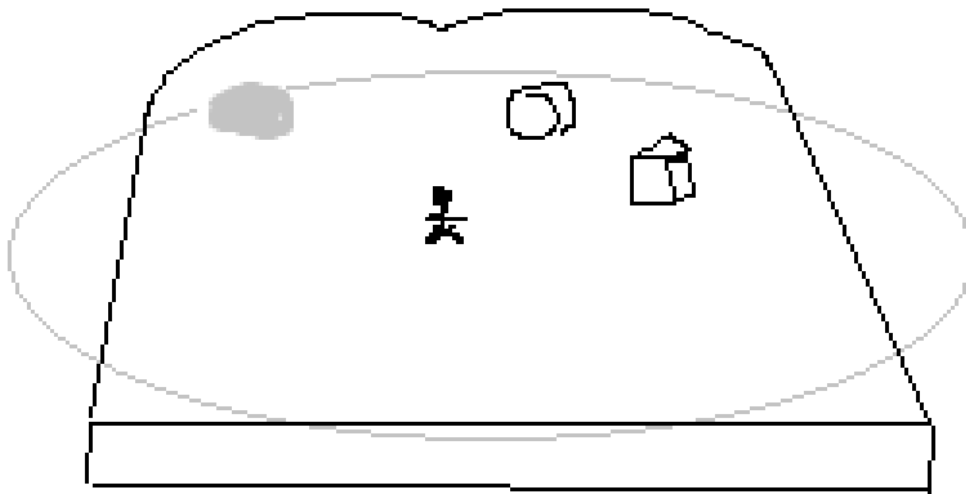
Mechanics

- Attack

  The player can use Mouse1 to attack any enemies that come within range. Enemies that are hit suffer a little bit of knockback and stop moving.

- Kick

  You can kick enemies using Mouse2. It does very little damage but it has more knockback than the regular attack. Consumes stamina. You can just press it to do a little bit of knockback with very little cooldown. If you hold Mouse2 you stop moving and begin a charge. While charging you're unable to move. Charging increases the size and knockback of the kick as well as the stamina requirement. At full charge you also do more damage, enemies are

momentarily unable to leave the toast and the hitbox changes its shape to a triangle.

- Butter

Enemies leave butter stains when they die. To win the game you must cover the entire toast with butter.

- Power Ups

Enemies leave power ups on death every x number of deaths. This power ups cycle between damage, attack speed, movement speed.

- Enemy Spawns

Enemies spawn at variable intervals. This interval gets smaller as the game goes on. Enemies have fixed spawn patterns that are randomly selected when it's time to spawn an enemy. Some spawn patterns are only unlocked as time goes on.

- Enemies

Enemies are mostly butter characters. They do damage to the player on touch and get knocked back when they get attacked. The enemy types are:
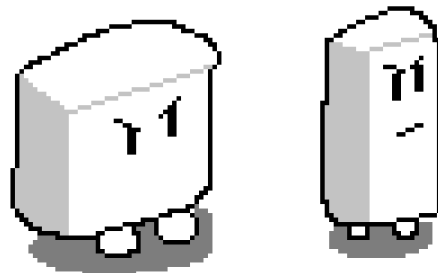
  - Small butter: A little nib of butter, fast, little health, follows the enemy, leaves little butter behind.
  - Normal butter: A knob of butter. Normal move speed. Goes from one side of the screen to the other. Leaves butter on death.
  - Napkin: A napkin. Goes from one side of the screen to the other. Very little health. Clears butter on its way.
  - Chonk butter: Leaves a lot of butter on death, lot of health, moves slowly, follows the player, resistant to knockback.

- Time limit:

There's a fixed time limit. As it goes down enemies get slightly stronger and also appear more frequently.

Art

Colorful pixel art style reminiscent of the 32 bit era with cute character designs.

Audio

For the audio we use modern sounds instead of crunchy retro compressed sounds. an audio system will be created with FMODStudio.

Music

A style of old cartoon swing with lots of wind and string instruments.

SFX

SFX are simple high fidelity SFX made by a professional Audio Artist

Game Experience

UI

The UI is made up of 32 bit textures. The color scheme is fairly minimalistic, but high contrast.

Controls

- Keyboard
    - WASD/Movement Keys
    - Mouse movement to look
    - Mouse 1 to attack
    - Mouse 2 to kick
    - Esc for menu