

Color Alchemist

DESIGN DOCUMENT

By Jarflux for the 2024 Pirate Software Game Jam

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COLOR ALCHEMIST

Introduction

Game Summary Pitch

Color Alchemist is a potion mixing simulator where you interact with base color potions to make new colors.

Inspiration

Potion Craft

Potion craft allows the user to create potions using a minigame where ingredients are used to traverse a potion map. The map also contains new potion effects to be discovered. Potions can be sold to customers to generate money. The final goal is to combine potions knowledge to create a philosopher stone.



Player Experience

In a single screen we see the inside of an alchemy store where the user has access to potion mixing, a view on the customer request and money status. The user needs to acquire knowledge on how to mix colors and match colors with expected magical effects. If correct, sell the potions to purchase unlockables.

Platform

The game is developed to be released as a browser game.

Development Software

- Godot 4 for programming
- Piskel for creating graphics

Genre

Singleplayer, puzzle, casual

Target Audience

Without heavy or complicated ideas, and intuitive-to-grasp mechanics, this game is marketed to at least **casual game players** who are up for puzzling challenges as well as more veteran players up for solving complicated problems.

Concept

Gameplay overview

In a single screen we see the inside of an alchemy store where the user has access to **potion mixing**, a view on the customer request and money status. The user needs to acquire knowledge on how to mix colors and **match colors** with expected magical effects. If correct, **sell the potions to purchase unlockables**.

Theme Interpretation (Shadows and Alchemy)

[‘Alchemy’ interpretation](#) - Experiment with mixing components to gain knowlegde get new results.

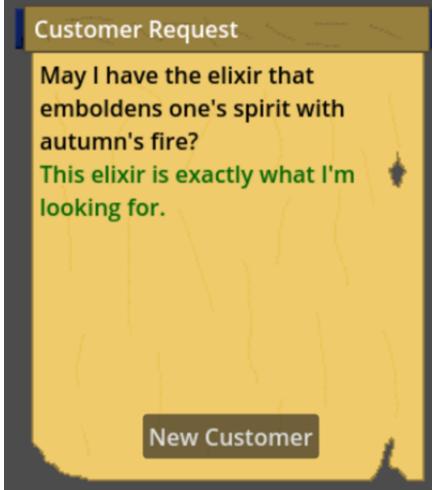
[‘Shadows’ interpretation](#) - Darkness without colors.

Within the context of a color mixing game, I ended up with a color alchemy game. Letting a bit of game lore dictate as to why I only need to mix colors. I want to add a day/night system where at night you can mix shadow potions where the whole game is in grayscale colors so mixing is more difficult.

Primary Mechanics

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
<p>Mix Colors</p> <p>Use base colors to mix them and come up with new colors</p>	 
<p>Sell Potion</p> <p>Match a color with a customer request to sell it for profit.</p>	
<p>Purchase Unlocks</p> <p>Use earned money to unlock more features</p>	

Secondary Mechanics

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
<p>Reset Cauldron</p> <hr/> <p>Reset the current mix to restart from scratch.</p>	
<p>New Customer</p> <hr/> <p>If a player is stuck on a customer there is the option to skip to the next one.</p>	
<p>Shadow Potions</p> <hr/> <p>During night time the shop is dark and colors are gone. Mixing needs to be done in grayscale.</p>	

Art

Theme Interpretation

I will use a dark background theme in combination with very colorful potions and mixing ingredients to make them pop.

Design

A very minimalistic approach will go into the design of the game, heavily relying on reusing the same assets with different colors. Still trying to keep it clean and smooth.

Audio

Music

To add to the overall theme and vibe of the game, there will be medieval/magical/dungeon kind of songs playing in the background.

Sound Effects

To add more flare and polish to the experience, a multitude of environmental sound effects will give weight and feedback to the player's actions. Homemade foley sound will be recorded in combination with sounds found in free sound packs.

Game Experience

UI

On top of the rigid pixel art constituting the rest of the art, a more smooth, higher definition style will be incorporated in the UI.

Controls

Mouse Clicking

Development Timeline

#	Assignment	Type	Status	Finish By
1	Design Document	Other ▾	Finished ▾	Jul 30, 2024
2	Color mixing assets	Art ▾	Finished ▾	Jul 21, 2024
3	Color mixing logic	Coding ▾	Finished ▾	Jul 21, 2024
4	Main menu logic	Coding ▾	Finished ▾	Jul 22, 2024
5	Main menu visual	Art ▾	Finished ▾	Jul 22, 2024
6	Customer Request	Coding ▾	Finished ▾	Jul 24, 2024
7	Customer Request Visual	Art ▾	Finished ▾	Jul 24, 2024
8	Alchemy Book assets	Art ▾	Finished ▾	Jul 27, 2024
9	Alchemy book logic	Coding ▾	Finished ▾	Jul 27, 2024
10	Background music	Audio ▾	Finished ▾	Jul 27, 2024
11	Some flask animations	Art ▾	Finished ▾	Jul 27, 2024
12	Sound effects	Audio ▾	Finished ▾	Jul 27, 2024
13	Sound settings	Coding ▾	Finished ▾	Jul 27, 2024
14	White Color Unlock	Coding ▾	Finished ▾	Jul 27, 2024
15	Sell potion improvements	Coding ▾	Finished ▾	Jul 28, 2024
16	Day/night Cycle	Art ▾	Non-MVP ▾	
17	Shadow potion crafting	Coding ▾	Non-MVP ▾	
18	Special events	Other ▾	Non-MVP ▾	
19	Export and submit on itch.io	Other ▾	Finished ▾	Jul 30, 2024

