Pirate Games Jam Game Design Doc

# Chimera Gardens

Theme: Shadows and Alchemy

Core Themes:

Combining creatures together through alchemy to create stronger beasts – Alchemy

Shadows – General Dark alchemy and culty themes

Main Features

* Combining parts to be reflected in sprite and gameplay
* Top down movement – turn based battles (pokemon style)

Story:

Graphics: Whatever I can manage

* Probably very basic pixel art
* See baba is you

Music: What I can find - TBD