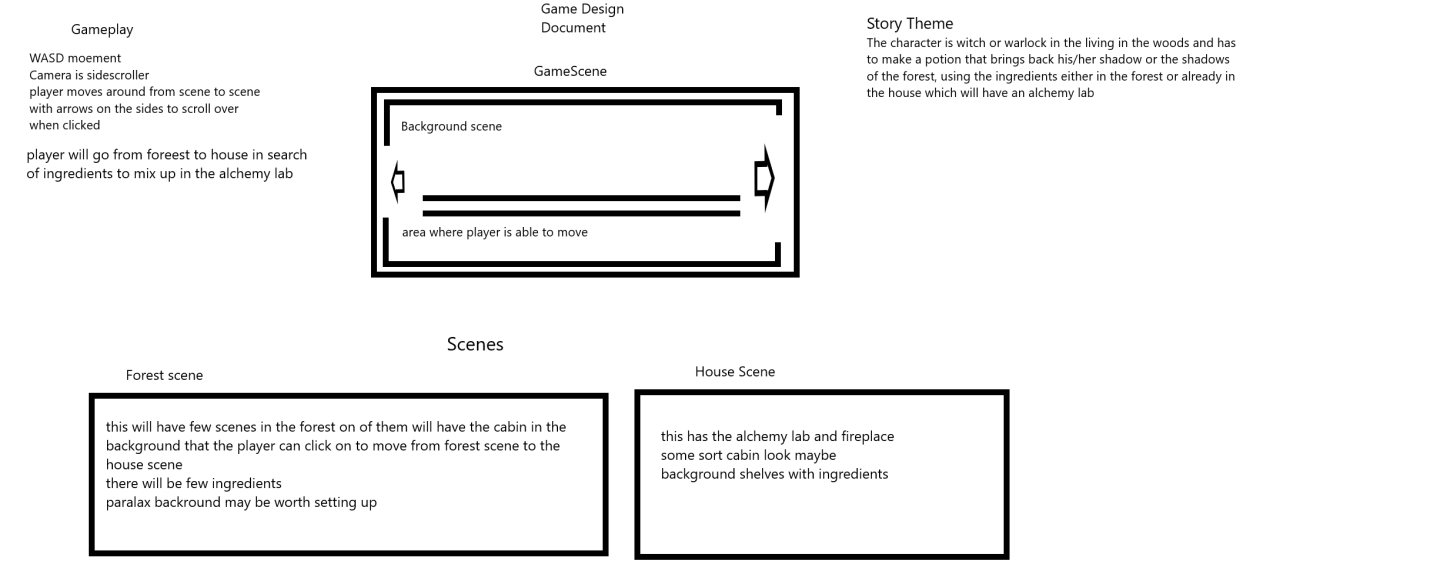
Game Design document for shadows and alchemy



I am going to be making the moorlands as the theme instead of the forests, I want to have occasional rain.

Inside the house there is going to be player restricted to the stage area, I want to have a couldren where the ingredients are going to be mixed and maybe a pointlight on the fire below.

Outside is going to be parallax background with sky and thick clouds, the player will be able to move have just a bit of room to move left or right a bit and gather ingredients to mix in the couldran inside the house, for a potion to change him from being a shadow

Going to have a cave to have the mushrooms to be able to be picked.

Going to make cluuds that come by maybe some rain or thunder sounds