

# Iliterate

## Design Document

Liech 2024 – Pirate Software Game Jam 07.24

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### Development Plan

# Spoiler Warning

This Game is intended as a Puzzle Game that leans heavily on Knowledge and Reasoning. Reading this document before playing will spoil the “fun”!

Otherwise: If you're stuck or impatient, you can find the course of the game here

## Introduction

## Game Summary

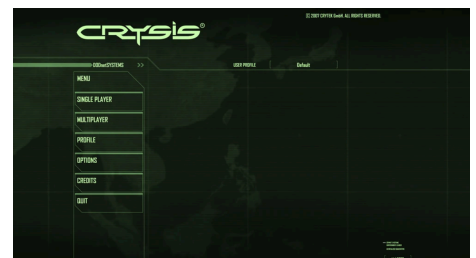
This Game is a Menu based Puzzle game leaning into surreal logic. There is a real Game, but the challenge is to configure it correctly so it is possible to play.

## Inspiration

### Modern AAA Game Menus

Menus of “modern” games like Crysis, Bioshock and Cyberpunk2077 or Assassins Creed are complicated intricate puzzles.

Although the puzzles are badly designed. No one tells you what V-Sync is or how to get a better frame rate.



### Pony Island

Pony Island subverts Player expectations towards Game & Menu Mechanics. Leaning heavy towards glitching and fixing bugs with “programming”.

The main way you are guided through the game is by hindering you to play the normal game.



### Point and Click Adventures

Edna & Harvey: The Breakout, Monkey Island

Wild logical leaps that only make sense if you immerse yourself into the world.

## **Gamechanger**

Game Show where the rules change per episode and they are rarely explained completely. Often a simple game has more rules than explained. It subverts the expectations of its contestants.

# **Player Experience**

In a classical Game Menu, that has seemingly nonsensical restrictions the player is required to navigate and find ways to do things on pages that are usually not allowed there.

It should be a short 10 Minute experience, where missing Knowledge is the only obstacle.

Puzzle Games that use obscure logic and not just core mechanics are hard to pull off and it is unlikely that this succeeds. They are easily overlooked because of the expectation of Game Jam Jank Bugs. The reasoning “The Developer made an unfinished product” is far easier than wide mental leaps. I can do nothing about that, but I can make it feel polished enough to earn some trust.

# **Platform**

The game is developed to be released on itch.io on a Web Browser.

Keyboard and Mouse are required.

# **Development Software**

- Godot
- Gimp - Art
- Audacity – Audio Recording
- LMMS – Audio Post Processing

# **Genre**

- Puzzle
- Point & Click (Adventure)
- Singleplayer

# Target Audience

The idea of a puzzle that hides its game mechanics and does not center around a center mechanic is an obscure one. It might be hard to grasp for a casual audience. Understanding the subversion of a Main Menu requires the player to have a profound amount of Gaming Literacy.

## Concept

## Gameplay overview

The player navigates through a Game Main Menu and does mundane preparation things to be able to play “the game”. Changing the language, setting Key bindings, tweaking Graphic Options for a fluid experience.

Examples:

- The game starts in a foreign language.
- Bad V-Sync has real Gameplay consequences and make you Character fall to death

## Theme Interpretation

Theme	Interpretation
Shadow	The realm of dreams and nightmares
Alchemy	Figuring out the rules of an unknown world

My Interpretation is reasoning with dream logic. The Theme is “translated” to:

“Escaping the Fever dream”

The Dream is an amalgamation of “your” day and “your” past. Your fictional day consists of the following activities:

- Trying to play World Of Warcraft 3, but ultimately failing to do so
- Playing a cute Dating Sim
- Your cat had a lot of zoomies

These are condensed in the experience of trying to run a AAA Game. Tweaking Graphics, fighting Terms & Services etc.

# Mechanics

This game relies heavily on one offs like the “Missing V-Sync is real” in the game. The player falls to death because of it. Turning it on helps.”

In a longer game the mechanics could see repeated use.

## Changing Localization

The Menu behaves differently for different cultures.

Examples:

- Buttons that are not willing to react in English can be dated in UwU
- In Cat Sign Language Buttons are not pressed but tossed down to the ground.  
Broken Buttons may change the meaning “Start Game” becomes “Start” and “Game”.

## Snap

It is popular to allow the user to make Screenshots and save them later. To make this more accessible you can just use Strg C + Strg V. Somehow the Buttons inside the Pictures are still working and affect the current Menu.

- Changing the Language where you should not be able to
- Use Buttons in Scenes where you should not be able to
- Sequence Breaking

## Start Game

The “Game” is the primary way for the player to understand what he is supposed to do. Leading through character creation, graphic glitches etc.

# Assets

## Theme Interpretation

A Feverdream can constantly change between a good dream and a nightmare. Noise heavy shaders are nightmares and colorful child drawings represent good dreams.


## Design


This is primarily decided by the one “Child Drawing” Art style I am capable of.
















Due to no skills in Audio & Music the Music Assets will be used and the Sounds created by voice recording.

# Development Plan

Never really used Godot before. You can't plan with learning speed, so I don't.

: Day Job Limits my Game Jam Time

: Nothing but socializing limits my Game Jam Time

Date	Plan	What happened
17.07 	Ideas	Ideas
18.07 	Detailed plan and Working Godot	Game Scene Plan, Painting Assets
19.07 	Everything	Painting Assets, Voice Filter, Fish Voice, Trigger Warning Scene
20.07 	Everything	Scene Management; Snap; Memories; Ubiscene
21.07 	Everything	Cat Sign Language; Physic <-> Snap interaction
22.07 	Everything	Refactor; Breakables; Dialog System
23.07 	Everything	Dialogs
24.07 	Everything	Dialogs
25.07 	Everything	Actual Game
26.07 	Polish	Actual Game
27.07 	No Work	Missing Dialogs; Presentation
28.07 	Polish	
29.07 	Polish	
30.07 	Submit & Itch Side	
31.07 	No Work	

