[TITLE]

DESIGN DOCUMENT

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## 

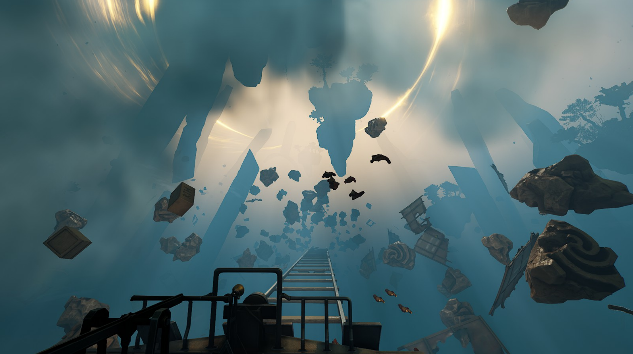
## Introduction

### Game Summary Pitch

What is this game about? Is there a twist? What’s the most recognizable part of the game? // ELEVATOR PITCH

### Inspiration

**Void Train**

Baba is You is the main inspiration towards the style and mood of the game. Especially graphics-wise to fit the 2-bit graphical prompt, the **minimalist art style** will hold useful to act as a base. Otherwise, the gameplay also further provides inspiration towards level design as an abstract puzzle game.

### Player Experience

The player is given a deserted uninhabited **island**, and is given random effect cards each **round**, such as rain or tree saplings. The player can experiment with the **interactions** different effects have on a tile. The more life he **creates** this way, the higher the habitability meter. Some cards will require a certain habitability score to be played. Likewise, if the player **destroys** life by his actions, the meter decreases.

### Platform

The game is developed to be released on windows PC

### Development Software

* Unity 2022.3.45f1 for designing & programming
* [? // Example: Aseprite] for graphics and UI
* (FL Studio 12 for all music and SFX)

### Genre

Singleplayer, cozy, casual, nature

### Target Audience

This game is marketed to **casual players** who enjoy exploration, love to learn new things via experimentation and who like to see how their immediate actions can affect nature.

## Concept

### Gameplay overview

The players starts out on a small moving platform in a void that he’s physically connected to. He can roam around the proximity of the platform to gather resources and explore. There are a variety of stationary objects the player can craft to expand the platform.

The platform slows down the more items/buildings/weight is put on and speeds up vice versa. Upgrading the engine also increases the maximum speed / maximum encumbrance of the platform. The player has to decide at all times on how much ballast he wants the platform to carry and thus how fast it is moving.

While progressing through the space, big storm fronts slowly move towards the platform. Once inside, the platform gets damaged by enemies/strong winds, but also more valuable resources can be found. Inside the storm, debris and obstacles are potentially damaging the platform, so the player has to get rid of them or steer around them.

Start of the game:

Platform is broken down, player has to fix the engine to start going.

Story:

Friend got lost in the storm -> contacts player (an old veteran) to help him -> player starts repairing his old void vehicle and tries to find him

### 

### Theme Interpretation

**‘Calm before the storm’ interpretation –**

Player gathers resources in a calm environment whilst steering towards a storm front.

### Primary Mechanics

| **Mechanic** |
| --- |
| **Obstacles** a   * broken train track * fire * rocks on the tracks * glue/web (slowing down platform) |
| **Stationary Objects on the platform** a   * Engine (Upgrade: move faster, higher encumbrance before stopping) * Chain station (Upgrade: reach further) * Lever to turn on / off engine * Gravity gun / tractor ray to pull objects & obstacles (requires expensive fuel) (Upgrade: ) * Shield * Storage |
| **Player Weapon\_\_\_**   * Hitscan gun (laser/bullet) |
| **Resources\_\_\_**   * Gears * Scraps * Wood * Ore-coal |
| **Enemies\_\_\_**   * Worm creature following the player (then the platform) |
| **Environment Assets\_\_\_**   * Chunks of rocks * Trees * Debris (parts of walls, bricks) * Storm |
|  |

## Art

### Design

The game will follow an isometric pixel art style with roughly a resolution of 32x32. The color palette makes use of rather saturated colors to support the **cozy** and **casual** approach of the gameplay. Since the gameplay mainly focuses on changing the environment, the art will be the most important and probably also most time consuming aspect of the development.

## Audio

### Music

To fit the relaxing theme, the music will be kept very simplistic and subtle.

### Sound Effects

Sound effects will play an important role in polishing the game. Every action the player takes will result in the addition or removal of natural environmental sound effects (e.g. birds chirping). For UI and interaction feedback, some clicking and plopping sounds will be used.

## Game Experience

### UI

To create a visual contrast to the game world, the UI will be made in a high resolution.

### Controls

**Mouse**

Drag & Drop cards

Select tiles by clicking

## Development Timeline

**MINIMUM VIABLE PRODUCT**

| **#** | **Assignment** | **Type** | **Status** | **Finish By** | **Notes** |
| --- | --- | --- | --- | --- | --- |
| 1 | Design Document | Other | Finished | Jan 20, 2024 |  |
| 2 | Create tile assets | Art | In progress | Jan 23, 2024 |  |
| 3 | Main menu theme | Audio | Not started | Jan 26, 2024 | Can be really short, player won’t be on main menu for long |
| 4 | UI / Main menu | Coding | Not started | Jan 25, 2024 | Button UI, screen transition, title screen |
| 5 | Level theme | Audio | Not started | Jan 25, 2024 |  |
| 6 | Player tile selection & simple pathfinding | Coding | Finished | Jan 23, 202420, 2024 |  |
| 7 | Effect Cards (Create/Destroy Tile, Weather effect (Rain, wind), seedling) | Coding | Not started | Jan 24,  2024 | Multi cell masses act together to collide with walls |
| 8 | Turn System | Coding | Not started | Jan 23, 2024 | Play card each turn, draw Card each turn, show effects between turns |
| 9 | Score System | Coding | Not started | Jan 24, 2024 | + creating life  - destroying life |
| 10 | Special effects UI, Post-Processing | Art | Not started | Jan 26, 2024 | Dust particles during movement |
| 11 | Effect Animations | Art | Not started | Jan 26, 2024 | Idle blinks, movement polish |
| 12 | Sound effects | Audio | Not started | Jan 26, 2024 | Player movement, UI interaction |
| 13 | Pause menu | Coding | Not started | Jan 26, 2024 | Access to the main menu or resetting the level |
| 14 | Level design | Other | In progress | Jun 27, 2022 |  |
| 15 | Any extra polish | Other | Not started | Jan 26, 2024 |  |
| 16 | SUBMIT | Other | Not started | Jan 26, 2024 | Create Itch Page and upload |