Duty of the Shaman GDD

A GDD for Fox Hollow Game Jam 2 submission

Table of Contents

[Introduction 1](#_Toc171181645)

[Summary 1](#_Toc171181646)

[Inspirations 2](#_Toc171181647)

[Genre 2](#_Toc171181648)

[Theme 2](#_Toc171181649)

[Target Audience 2](#_Toc171181650)

[Platform 2](#_Toc171181651)

[*Development Software (optional)* 2](#_Toc171181652)

[Gameplay 2](#_Toc171181653)

[Core Loop 2](#_Toc171181654)

[Art 2](#_Toc171181655)

[Style 2](#_Toc171181656)

[VFX 3](#_Toc171181657)

[Audio 3](#_Toc171181658)

[Style 3](#_Toc171181659)

[Sound Effects 3](#_Toc171181660)

[UI 3](#_Toc171181661)

[Style 3](#_Toc171181662)

[Screens 3](#_Toc171181663)

# Introduction

## Summary

A short prehistoric Button Masher. Take the role of a shaman in a small tribe during a prehistoric era, rapidly press buttons in sequence and in time to complete the rituals for the good of the tribe.

## Inspirations

Quick time events in games like Until Dawn, Heavy Rain, The Walking Dead (Telltale Series). Rhythm games.

## Genre

Button Masher

## Theme

Primordial as in the game is set in prehistoric times in a small tribe. Input Randomness as in the buttons for rituals are randomized each time.

## Target Audience

Demographics: All ages

## Platform

Web

## *Development Software (optional)*

* Godot
* Aseprite

# Gameplay

## Core Loop

Press Buttons in Time -> Repeat.

# Art

## Style

2D Pixel Art

## VFX

* Bonfire animation
* Tribesmen ritual animations
* Ritual affects environment
  + Moon turns red
  + Creatures(dinos) congregate around the ritual location

# Audio

## Style

## Sound Effects

* Drum sounds
* Humming
* Chanting

# UI

## Style

The buttons will appear from the fire

## Screens

