Chasing Shadow

Introduction

Their is a shadow running from you, must catch up and confront him before the time runs out. Using potions and skills to dodge enemies as you go. Once you catch up to the shadow you will get to see who wins, the light or shadow.

Inspiration

Platformer games like Super Mario, Donkey Kong.

Player Experience and Design

A quickly paced platformer in black and white. Very simple graphics with a basic HUD. There will be 5 levels then a boss fight. Each level is a checkpoint.

Genre

Single player platformer

Development Software

Godot 4.2.2

Concept

Gameplay Overview

You are the light, chasing the shadow through the game levels. At the start of each level you get to see the route the shadow follows and you must reach the end in the set time. Your route can differ in order to gain buffs and bonuses.

Theme

Game jam theme is "Shadows and Alchemy". The way the game is incorporating the theme is the light chasing the shadow and the buffs and potions that can be found around the world.

Mechanics

Platformer

This is a side prospective platformer, with the ability to up and down, back and forward. There will be ledges to traverse on and area's the player can fall.

Enemies

Enemies will patrol small areas and act as obstacles for the player, they can be avoided or killed.

Chests and Keys

Chests grant buffs to the player via potions. These can be opened by finding a specific key for the chest and unlocking it.

Player

Player has health, enemies will hurt this health (some potions may as well.) Killing enemies will grant health back for the player. If the player falls to their death, hits 0 health the game goes back to the last checkpoint.

Shadow

Once you reach the shadow, It will be a boss style fight where you fight to the end. Once the shadow is defeated you win.

Art

Palette

Looking to make a mostly Black / White style game with some grey to make things stand out.

Design

Very straight forward design with stick figure style guys for the light and the shadow. enemies will be something simple like maybe a skeleton.

Audio

Music

Some upbeat background music to incite challenge.

Sound Effects

Basic Hit sounds, jump sounds, enemies sounds.

Game Experience

UI

Minimal UI, Health in Top left, Buffs in top right.
Boss health bottom middle once we reach him.

Controls

- Keyboard
    - WASD + Space
    - Shift / Mouse 1 for attack
    - F for Interact

Criteria for Submission

Feature of Function	Type	Status	Notes
Design Document	#Other	WIP	
Basic Player	#Engine		Need a character with basic animations and controllers
Basic Level	#Engine		

Feature of Function	Type	Status	Notes
Main Menu	#Engine		
Pause Menu	#Engine		
Game Assets - Player	#Art		
Game Assets - Shadow	#Art		
Game Assets - Levels	#Art		
Game Assets - UI	#Art		
Game Assets - Audio	#Art		
Game Loop	#Engine		Timer for each level, Health for player, Save check points and buffs.
Shadow Chase	#Engine		Shadow runs the path and the player gets to watch before ever map start