Cocktail Wizard / Spirit Soother

DESIGN DOCUMENT

Pirate Software Game Jam

**Introduction**

**Game Summary Pitch**

Summary Fill in.

**Inspiration**

**Cocktail wizard**

**Player Experience**

Fill in.

**Platform**

The game is developed for HTML5 web-browser based play.

**Development Software**

* GameMaker IDE Version: 2024.6.0.157 Steam
* Aseprite for graphics and UI
* FamiStudio and Anvil Studio for all music and SFX

**Genre**

To be decided

**Target Audience**

Without heavy or complicated ideas, and intuitive-to-grasp mechanics, this game is marketed to at least **casual game players** CONT. Fill in

**Concept**

**Gameplay overview**

Fill in.

**Theme Interpretation (Sacrifice Is Strength)**

**Fill In**

Fill In. ***Resummarize Fill In.***

**Primary Mechanics**

**Secondary Mechanics**

**Art**

**Theme Interpretation**

Fill In.

**Design**

Fill In

*\*Not an actual puzzle/level, merely a full example of the tileset and art style\**

**Audio**

**Music**

Fill In

**Sound Effects**

Fill In

**Game Experience**

**UI**

Fill In

**Controls**

**Keyboard**

Arrow keys / WASD  
**Mouse**

Left Click

**Development Timeline**

**MINIMUM VIABLE PRODUCT**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **#** | **Assignment** | **Type** | **Status** | **Finish By** | **Notes** |
| 1 | Design Document |  |  | Jul 31, 2024 |  |
| 2 | Create player and wall assets |  |  | Jul 31, 2024 | Prototype for GDD is done |
| 3 | Main menu theme |  |  | Jul 31, 2024 | Can be really short, player won’t be on main menu for long |
| 4 | UI / Main menu |  |  | Jul 31, 2024 | Button UI, screen transition, title screen |
| 5 | Level theme |  |  | Jul 31, 2024 | Should be more substantial and not annoying |
| 6 | Simple player movement |  |  | Jul 31, 2024 | Move single cells around and collide with walls |
| 7 | Complex player movement |  |  | Jul 31, 2024 | Multi cell masses act together to collide with walls |
| 8 | Spikes and holes with player interactions |  |  | Jul 31, 2024 | Implement spike and holes mechanics |
| 9 | Fruit interaction |  |  | Jul 31, 2024 |  |
| 10 | Special effects |  |  | Jul 31, 2024 | Dust particles during movement |
| 11 | Player animation |  |  | Jul 31, 2024 | Idle blinks, movement polish |
| 12 | Sound effects |  |  | Jul 31, 2024 | Player movement, UI interaction |
| 13 | Pause menu |  |  | Jul 31, 2024 | Access to the main menu or resetting the level |
| 14 | Level select menu |  |  | Jul 31, 2024 |  |
| 15 | Level design (1-7) |  |  | Jul 31, 2024 | Create levels 1 through 7 |
| 16 | Level design (8-15) |  |  | Jul 31, 2024 | Create levels 7 through 15 |
| 17 | Any extra polish |  |  | Jul 31, 2024 |  |
| 18 | SUBMIT |  |  | Jul 31, 2024 | Create Itch Page and upload |

**BEYOND (if ahead of schedule / extra time)**

|  |  |  |  |
| --- | --- | --- | --- |
| Undo |  |  | At any point, the player may undo their move, any movement, creation, or destruction of a player cell is reversed |
| Extra levels |  |  |  |
| Settings Menu |  |  | Volume slider, fullscreen toggle |

4:3 aspect ratio

Fighting shadows during the night

Top-down view, bullet hell/survivor style Start with basic ability Instead of HP night cycle uses a "pass out bar". When it fills up you pass out and finish the night part of the game. When enemies hurt you they raise your pass-out bar. 2/3 types of enemies. Small shadows are just obstacles and bigger ones that you collect after defeating. When you defeat big enemy shadows you collect their "spirits"—a few different types of spirits to collect.

**Enemies**

1. Small shadows (melee). Run towards the player. Raise pass-out bar if they touch you.

Move speed = 2/3 player move speed

HP = 5

Melee damage = 1

2. Small shadows (ranged). Run towards the player until they are in range to shoot then stop. Shoot shadow orbs (1) at the player. Raise the pass-out bar if they touch you or hit you with the orb.

Move speed = 1/2 player speed

HP = 3

Melee damage = 1

Ranged damage = 1

(move towards the player but stop to shoot)

(shoot 1 orb toward the player at speed = 3/4 player speed)

(use ranged attack 1 time every 3 sec)

3. Big shadow (generic). Run toward the player and shoot shadow orbs(2/3) at the same time. Drain the pass-out bar if they touch you or hit you with orbs. Medium HP. Drop generic spirits when killed.

Move speed = 3/4 player speed

HP = 10

Melee damage = 3

Ranged damage = 2

(move towards the player and shoot 3 orbs at the same time)

(use ranged attack 1 time every 4 sec)

drops 1/5 dose of generic spirits when killed ( need to kill 5 to have 1 dose of generic spirits to use for cocktail making during the day).

4. Big shadow (special). Run towards the player and use special abilities at the same time. The type of special ability depends on the type of shadow. Arcane lines in front of the shadow drain the pass-out bar if they hit the player. Light circles drain the pass-out bar if they hit the player. High HP. Drop special spirits, depending on the type, when killed.

Potentially have fire, frost, and lightning special shadows depending on the amount of work we have. That would also make them drop the special spirits which would make the cocktail-making part even more complicated.

Light shadow

Move speed = 2/3 player speed

HP = 15

Melee damage = 2

Ranged damage = 4

(moves towards the player and stops a bit to shoot the big light beam towards the player moving at 2/3 player speed)

(uses ranged attack 1 time every 6 sec)

drops 1/3 dose of light spirits when killed

Arcane shadow

Move speed = 3/4 player speed

HP = 20

Melee damage = 3

Special damage = 5

(moves towards the player and creates a zone of damage around itself)

(uses AoE attack 1 time every 7 sec)

drops 1/3 dose of arcane spirits when killed**Alternate idea**

Make enemies based on alcoholic beverages. Have them drop spirits based on the type of drink they were and all of them have different effects.

1. Rum shadow

2. vodka shadow

3. tequila shadow

4. whiskey shadow

5. Apricot liqueur shadow

6. Cherry brandy shadow

Depending on how often the big shadows spawn make it so that you only collect a bit of spirit from each one so that you need to kill more to collect enough for 1 dose to use during the day.

**Abilities**

Basic //Chosen

1. Lightning line attack. Shoots in front. It does damage to the first enemy hit.

Base damage = 1

Base cooldown = 2 sec

2. Small ice circle. Creates a small circle of ice around the player. It does damage to all enemies it hits. (And slows them down?)

Base damage = 2

Base cooldown = 5 sec

slow all enemies hit by 50% for 2 sec

3. Fire cone. Creates a small cone of fire in front of the player. It does damage to all enemies it hits.

Base damage = 3

Base cooldown = 3 sec

You start the night cycle by picking 1 ability to have that night (unless you can pick more based on your cocktail bonuses)

Advanced // Spirits need to be mixed

1. Light beam. A thick beam of light shoots out (similar to lightning but bigger AoE and damages all enemies hit instead of just 1)

Base damage = 4

Base cooldown = 7sec

2. Arcane explosion. An explosion in a circle at the mouse cursor that does damage to every enemy hit.

Base damage = 5

Base cooldown = 10 sec

3. Shadow dash? The player dashes forward a short distance. Immune to damage during that time? Long cooldown.

**Brewing cocktails during the day**

First-person view looking at a cocktail shaker while deciding what ingredients to put in. Start each day with a small amount of money. Use the money to buy basic cocktail ingredients. Then use the ingredients you have + the spirits you collected during the night cycle to brew cocktails. Depending on what you use you make a different cocktail with benefits for your next night cycle. Alternatively, you can sell the cocktails and have more money for the next day cycle. So there is a choice to make where you decide if you want to be stronger for the next night cycle or have more money for the next day cycle. Each spirit you add to the cocktail enhances the effects of basic ingredients but adds more alcohol %. For each cocktail you decide to drink for your next night cycle, you start with the pass-out bar higher, depending on how much alcohol % the cocktail had.

Cocktail brewing mechanic

2 types of basic ingredients you can buy. Juices and additives. Juices increase the number of additives you can use in your cocktail. Each cocktail can have a maximum of 3 different juices. Each juice also increases the number of spirits you can add by 1.

Juices

Juices

1. Orange juice. Increases the number of additives you can use by 1.

2. Blueberry juice. Increases the number of additives you can use by 1.

3. Lime juice. Increases the number of additives you can use by 2.

4. Strawberry juice. Increases the number of additives you can use by 2.

5. Tonic water. Increases the number of additives you can use by 3.

6. Pineapple juice. Increases the number of additives you can use by 3.

Additives

1. Ginger. Fire damage-related buffs. Increases the fire cone size by 1/5 and reduces the cooldown of the ability by 0.5 sec

2. Hot peppers. Fire damage-related buffs. Increases the size of the fire cone by 1/5 and increases the damage it deals by 1.

3. Cucumber. Frost-related buffs. Increases the size of the frost circle by 1/5 and reduce the cooldown by 0.5 sec

4. Mint. Frost-related buffs. Increases the damage of the frost circle by 1 and increases the slow duration by 1 sec.

5. Olives. Lightning-related buffs. Increases the damage of the lightning beam by 1,

6. Elderflower. Lightning-related buffs. Makes the lightning beam pierce through enemies and increases its size by 1/5 .

7. Honey. Generic buffs. Increase the player's move speed by 1/4 and increase the pass-out bar maximum by 3.

8. Grenadine. Generic buffs. Increase all damage the player deals by 1.

9. Tomato. Reduces the amount of alc% each spirit adds by 4%.

Spirits

For each juice as the base of the cocktail, you can add 1 dose of spirits. As a baseline, each dose of spirits doubles the effects of a random additive. Then each spirit does something unique as well.

1. Generic Spirits. adds 10% alc . Increases all the damage you deal by 1 and reduces all cooldowns by 0.5. Increases the selling price of the cocktail by 40.

2. Light spirits. adds 15% alc. Enables the player to pick the light spell to use during the night. Increases the sell price of the cocktail by 55.

3. Arcane spirits. adds 17% alc. Enables the player to pick the arcane spell to use for the night. Increases the sell price of the cocktail by 70.

Each % of alc a cocktail has fills up the pass-out bar by 1 at the start of the night. (Base pass-out bar is 100)

Drinking 2 cocktails allows you to use 2 basic abilities during the night. Drinking 3 cocktails allows you to use 3 basic abilities during the night.

**Shopping**

At the start of each day get some money to buy ingredients. (100) Each juice and additive you use adds half of its buy value to the cocktail value. Each spirit you use increases the value further.

Pricing

1. Orange juice - 10

2. Blueberry juice - 10

3. Lime juice - 20

4. Strawberry juice - 20

5. Tonic water - 40

6. Pineapple juice - 40

7. Ginger - 30

8. Hot peppers - 50

9. Elderflower - 30

10. Mint - 50

11. Olives - 30

12. Coffee - 50

13. Honey - 20

14. Grenadine - 50

15. Tomato - 70

**Intro “cutscene”**

Fade from black

Background - town at night

train stopping sound plays

Main character (on the right) (static art)

“Finally… Could have been here faster with a horse.”

Person stepping out of train sound (few steps)

“Uhh.. Why is it so dark in this town?”

Train leaving sound

“Hmm. That was a short stop.”

Walking sounds

“Where is everyone? I know its late but I’ve never seen a town this… desolate… I really picked a place to start over.”

Low growls sound

“Huh? What was that?”

Growls grow louder

“What the?!”

The first night fight starts (gameplay)

**2nd cutscene after the first pass out**

Fade from black

Background - Shop inside

Shop theme music playing quietly

Shopkeeper (on the left) (static art)

“Hey, you are finally awake”.(Let me know if you think this is too much XD)

Main character (on the right)

“Ugh. My head. Where am I?”

SK

“In my shop. I found you passed out outside. What were you doing outside at night?”

MC

“I arrived in the town on the night train. But then I got attacked by some kind of shadows… What were those things?”

SK

“Shadows of the past…”

MC

“What?...”

SK

“Nah I'm messing with you. Some necromancer passed through town a few months ago. He got pissed at the mayor cuz he didn't want to let him stay. So he cursed the town or something. Now these shadow spirits haunt the place at night.”

MC

“Spirits you say…”

SK

“Any chance you can help us with the shadow spirits problem?”

MC

“Why do you think I could help?

SK

“Because you are a wizard?”

MC

“How did you know that?”

SK

“I saw you through the window. You put up a good fight against the shadows.”

MC

“Not good enough it seems. I hoped to keep my powers a secret for some time…”

SK

“Why? It's cool. Why are you here anyway?”

MC

“I’m here to reopen the bar.”

SK

“Oh yeah. It closed a few weeks ago. Right after… the owner got killed by the shadows.”

MC

“Great.”

SK

“Yeah, they really seem to hate that place. I don't know why.”

MC

“Oh even better. Anyway, I should get going.”

SK

“Okay. Get some rest. I’ll make sure the mayor stops by the bar. He will want to talk to you.”

MC

“Tnx. I do have to talk to him.”

SK

“Oh and stop by again after you settle in. I sold stuff to the previous bar owner. You might find something you need too.”

MC

“Sure. I’ll keep that in mind”

Fade to black

**3rd cutscene but just instant continuing after the shop scene**

Background - Bar inside

Bar theme music plays quietly, door opening sound, footsteps.

Main character (on the right)

“Hmm. This place isn't all that bad. A bit of cleaning and I'll have this place running in no time.”

Footsteps sound

“The equipment is in rough shape tho, good thing I brought my own. No alcohol left over. looks like I will have to visit the shop again after all.”

Knock on the door sound, door opening sound.

Mayor (on the left)

“Hello there. You are our new wizard right?”

MC

“New bartender mainly. But yes I am a wizard too. I see the news spreads fast here”

Mayor

“Yeah NAME tends to be talkative. Now… you think you can help the town with our problem?

MC

“I’ll do my best to clean up and open the bar as fast as possible. We can't have thirsty people around.”

Mayor

“Not that problem. The shadow spirits haunting the town at night problem!”

MC

“Right. I'll see what I can do.”

Mayor

“Great. Here is a little something to help you get started with the bar. There will be more each day but I expect results on the shadow front.

Fade to black