Mass Flux

DESIGN DOCUMENT

By Aizin for the 2022 Pirate Software Game Jam

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## 

## Introduction

### Game Summary Pitch

Summary Fill in.

### Inspiration

**Game Name**

**Game Name**

### 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

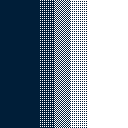
| **Mechanic** | **Animated Mockup**  ***(Art not necessarily final)*** |
| --- | --- |
| **Walls** a  A stopping force to prevent a player too large to access a certain area. Otherwise to simply restrict movement. |  |
| **Spikes** a  When a player cell walks on top of a spike, that cell will die and further simplify the player mass. |  |
| **Holes** a  The player mass can walk freely over a hole as long as at least one cell is on a floor tile. If the entire mass is over the hole, the entire player mass dies. |  |
| **Fruit** a  If a player cell moves over a fruit, it will eat the fruit and generate a new cell on the ***opposite side***of the mass it is a part of. |  |

### Secondary Mechanics

| **Mechanic** | **Animated Mockup**  ***(Art not necessarily final)*** |
| --- | --- |
| **Independence** a  If two player masses happen to separate, they will still move synchronously but interact with the environment independently. If then connected again, the two masses will join to act as one. |  |
| **Set Spikes** a  When a player cell walks on top of a set spike, ***after moving off*** of it, it will then become a regular spike trap |  |

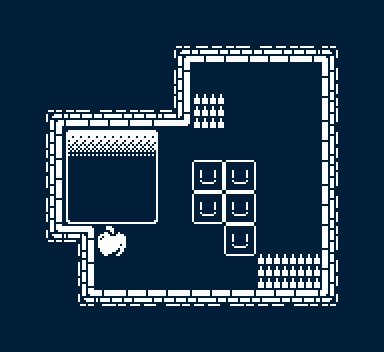
## Art

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

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

| Undo | Other | Not started | At any point, the player may undo their move, any movement, creation, or destruction of a player cell is reversed |
| --- | --- | --- | --- |
| Extra levels | Other | Not started |  |
| Settings Menu | Coding | Finished | Volume slider, fullscreen toggle |