Mass Flux

DESIGN DOCUMENT

By Aizin for the 2022 Pirate Software Game Jam



**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 |  |  | 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. Rise pass-out bar if they touch you. Low HP.

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

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.

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.

**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

1. Lightning line attack. Shoots in front. It does damage to the first enemy hit. (Potentially all enemies in a line, depending on the code complexity).Lower damage but faster cooldown.

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?) Medium damage but longer cooldown.

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

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

Advanced

1. Light beam. A medium-range beam of light rotates around the player and deals damage to enemies hit. Longer cooldown.

2. Arcane Blast. Line (or circle) in front of the player that does damage to every enemy hit. longer cooldown.

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

**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

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.

2. Hot peppers. Fire damage related buffs.

3. Elderflower. Frost related buffs

4. Mint. Frost related buffs.

5. Olives. Lightning related buffs.

6. Coffee. Lightning related buffs

7. Honey. Generic buffs

8. Grenadine. Generic buffs

Drinking at least 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

Orange juice - 10

Blueberry juice - 10

Lime juice - 20

Strawberry juice - 20

Tonic water - 40

Pineapple juice - 40

Ginger - 30

Hot peppers - 50

Elderflower - 30

Mint - 50

Olives - 30

Coffee - 50

Honey - 20

Grenadine - 50