Temporal light: shadow flame
DESIGN DOCUMENT

By TimeSpaceWarrior (steven schweninger jr) for the 2024 Pirate Software Game Jam

Introduction

Game Summary Pitch

This is a spinoff game of the Temporal Light series. This takes place in a parallel universe in which light unintentionally did severe damage to wolf city killing many characters from jem of twilight. The main protagonist peryil burnfeather is the daughter of cedric burnfeather and ember burnfeather. As she investigates her father's death.

Inspiration

Temporal Light: Jem of Twilight (2023) **and Temporal Light: Light's Adventure** (2023): this is the basis for most of the characters and the magic mechanics. Here are links to the game's wiki:Jem of Twilight. And here is the link for the main documentation for the series, Temporal Light Series. For specifics this universe is timeline 60 in the game's multiverse. This time around I am experimenting with tilemap huds

Temporal Light Series inspiration. Major inspirations:

Initial Inspiration:(2012)

Pokemon mystery dungeon-explorers of sky, and **final fantasy 4 and 12**: these were the primary inspirations that inspired me. The pokemon one is the primary inspiration of the two. I liked that style of game but what always bugged me was the strict turn based action.

After 2017:

Undertale and **cave story** took a big inspiration especially in the combat systems. But also the themes. Timelines 58- 74 are loosely

based on the good endings of these games but in the far future. In which most if not all characters have long since passed on. (I also added events just in case to ensure this)

  Minor inspirations(there are more but these come up more than once/twice but not really enough to be a major inspiration)

  Star wars and star trek: this for thematic background. And some basis for the personalities of some characters, however it is more from the top section

  Sonic (series): again thematic background

Player Experience

This will be a primarily a platformer in which peryil uses magic potions to get around the drawbacks of being a [humanoid phoenix](). There are sections of combat in which peryil uses projectile magic of the form she currently is using. There are dialogs between and during some levels

Platform

The game is made in [GB studio](). In which makes a gameboy roms as well as a browser version.
There may be a pc release at a later date.

Development Software

- [GB studio]() for the main engine
- [Aseprite]() for graphics and UI
- [Muse score]() 3 and 4 for initial music
- [openMPT]() to convert the midi file into one that can be used by gb studio

- [hUGE Tracker](#) to fine tune the music to be easily editable by gb studio.
- [Tiled](#) to make the maps
- [Bfxr](#) to make the sound effects
- [Audacity](#) to edit sound effects

Genre

Singleplayer, platformer, fantasy, sci-fi, adventure

Target Audience

This game is meant for people who like the temporal light series. It also is good for those who like platformers

Concept

Gameplay overview

The player controls peryil burnfeather a humanoid phoenix in which she can fly and use fire magic by default but cannot be completely submerged without damage to herself. Nor can she grab much as the artificial hand she has very little grip strength

This is peryil (normal platformer version)

This is also peryil in water dragon phoenix hybrid form

This is also peryil in the fox phoenix form

Theme Interpretation (shadows and alchemy)

Alchemy is a large part of this game which changes peryil into different races to access many parts of the game's worlds. How she does it is through potions and magical berries

Shadows is a part of the game on the story element side of things. As you progress you find out cedric wasn't the best person and killed many people then using his position of the solar council to blame others. As well as what happened to light.

Form breakdown

Phoenix form

This form is peryil's base form. She will revert back to this form for dialogues unless required to be in a specific form

Abilities this form gives: highest flight and can fire off fireballs as the projectile. Lava immunity
Drawbacks- full size (can't fit in small ducts). Not immune to water(if underwater it will damage her once per second). Slow swim speed

Water Dragon form

This is the first form peryil gains.(outside her base form) she gains the ability to stay underwater for extended periods of time before requiring air (planned for 5 minutes). She can swim up almost as good as the phoenix's form is for flying. This is made by combining a dragon's brew with one of her feathers ground up into a paste and putting flavored water to combine it as well as make the taste better.(normally has a taste of metal and garbage)
Abilities this form gives: the ability to swim underwater without damage, as well as fast swim. And it is heavy which can use weighted plates.
Drawbacks: full size (can't fit in small ducts), low jump/flight power. Heavy, low resistance to lava (almost as damaging as water is to the phoenix form)
This is unlocked after level 2

Fox phoenix form

This is the second form peryil gains. She does shrink in size and her appearance is a hybrid of a brown fox and her normal phoenix form(normal for fox-berries). This is achieved with ground up fox-berries(they taste like dewberries but sweater). Sugar and gold flakes are added to stabilize the transformation as this form can be semi-permanent (until the time elapses which can be anywhere from 5 minutes to a month and will override other transformations) without the stabilization.
Abilities this form gives: the ability to go in small places that full or oversized forms cannot, the ability go into poisonous sludge and can last 5 minutes before taking damage

Drawbacks: low weight, she cannot interact with non-telepathic characters as this translates her speech into that of a fox. While this form has better immunity than the phoenix form she still takes damage when submerged in water once every 2 seconds. She has a higher jump but cannot fly as well as her other forms.
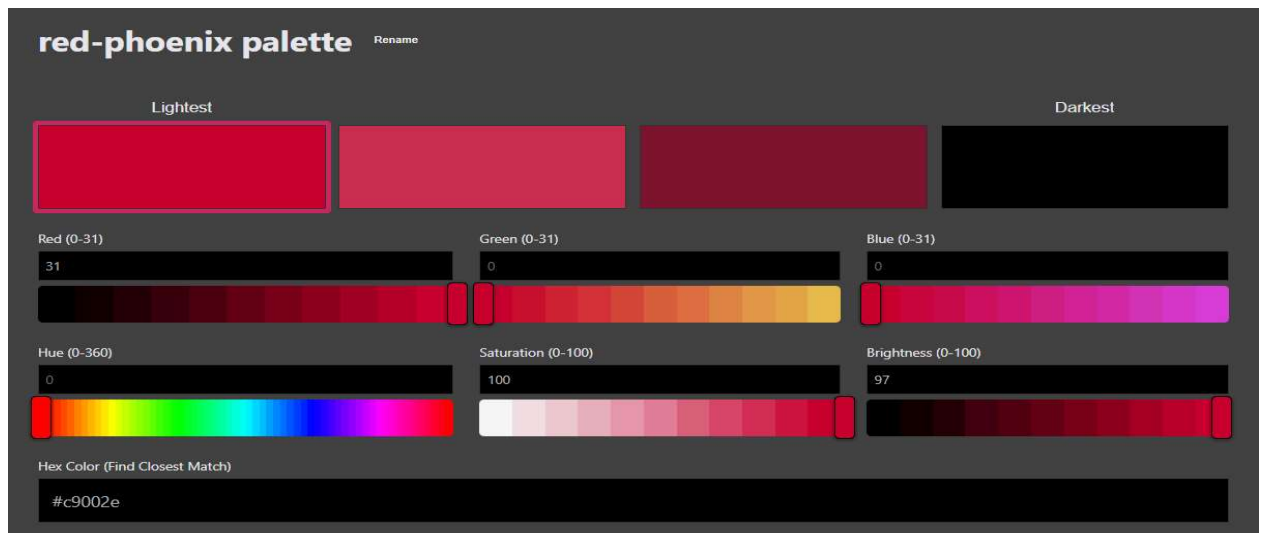This is unlocked after level 3.

Art

Theming

This is using a dark variation of the areas from jem of twilight. It will use gameboy color color palettes which means 8: 4 color background palettes which are colored in groups of 8x8px segments. And 8: 3 color palettes which are also colored in groups of 8x8px segments. Below is a list of palettes for peryil (these will be background palettes but gb studio puts the 3rd color to be the same as the 2nd)
Below are the primary color palettes for peryil. The first 3 are peryil and the last few are the palettes for her forms

peryil eye color palette Rename

Lightest   Darkest

Red (0-31)
0

Green (0-31)
0

Blue (0-31)
0

Hue (0-360)
0

Saturation (0-100)
0

Brightness (0-100)
0

Hex Color (Find Closest Match)
#000000

peryil outfit palette Rename

Lightest   Darkest

Red (0-31)
2

Green (0-31)
6

Blue (0-31)
31

Hue (0-360)
231

Saturation (0-100)
93

Brightness (0-100)
97

Hex Color (Find Closest Match)
#2262b3

fox phoenix palette Rename

Lightest   Darkest

Red (0-31)
12

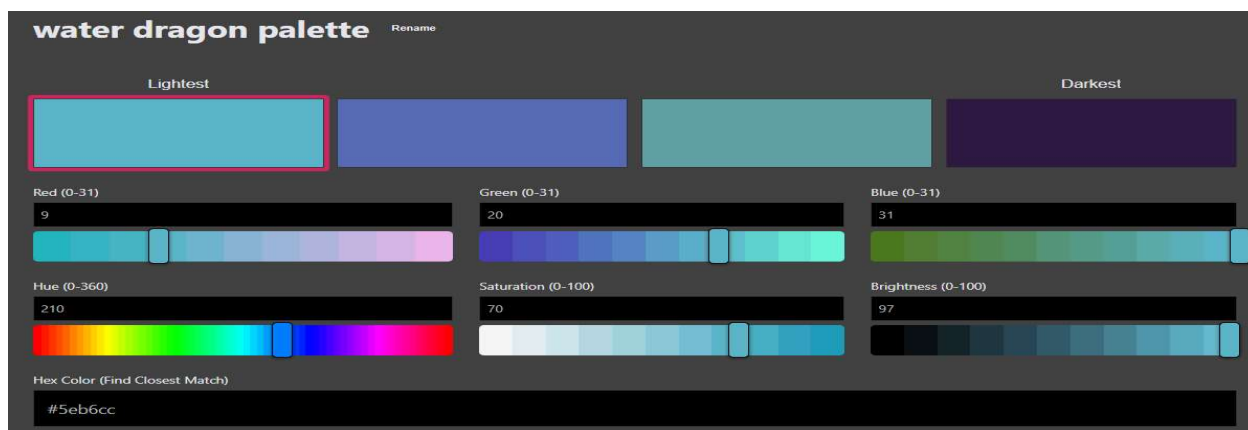Green (0-31)
15

Blue (0-31)
0

Hue (0-360)
72

Saturation (0-100)
100

Brightness (0-100)
47

Hex Color (Find Closest Match)
#5d5a21

Audio

Music

The music uses a retro tracker rather than standard methods of music production. GB studio uses a 4 instrument channel system that is subdivided as follows 2 Duty channel which is mostly the melody theme. Then 1 wave channel which acts as bass. The last section is the noise channel which acts as percussion. Below are the steps on how I make the music.

Music will be first made in muse score. This will be used when exporting to pc at a later date. Then will be exported to midi which is opened with openMPT which converts the music into a format that GB studio can use. This is exported as a .mod file which can be compiled by GB studio but not modified. This is what huge tracker is for it converts the file into a .uge file which both this software as well as GB studio can edit. Huge tracker can also export for .mp3 directly

Sound Effects

The sound effects are made with BFXR which is designed for chiptune sound effects. And is a common sound effect editor. Then they are compressed and edited using audacity

Game Experience

UI

The ui will be entirely pixel art. And the color palette of the dialog box will change based on who is talking. As well as a 16x16px portrait image of the character.

Hazards

When level 3 comes out the hazard system will be changed to make it easier for the .gb to determine the hazards before the update there is no difference for the non colored gameboy versions.(original gameboy only) Below is a 16x16px primer on the hazards (will have a transition that indicates a hazard)
Water is a 2px wide square checkered pattern and toxic waste is a 1px version. Lava is a solid color. And poison has long stripes. In the colored versions which include the browser versions they will also be colored to match

Water
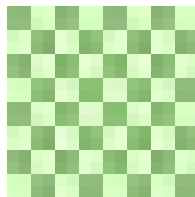
Lava

Poison
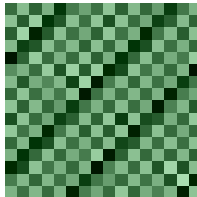
Toxic waste
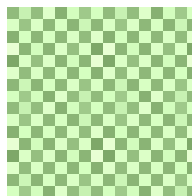
For chapter 3 and later a path test will be added which means it is possible to reach the end area without/minimal damage
If there is a projectile to test there is one with and one without

Controls

Gameboy
D-pad to move peryil
A to jump as well as interacting with environment
B to run as well as use fireballs
Start to pause
Select to change form (it will cycle through the forms)

Keyboard bindings on browser/pc versions
Dpad- wasd/ arrow keys
A: alt, z, j
B: control, k,x
Start: Enter, escape
Select: shift, tab

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other ▾	Finished ▾	Jul 21,…	Will still update
2	Create project	Coding ▾	Finished ▾	Jul 18,…	
3	Create flight system	Coding ▾	Finished ▾	Jul 18,…	Behaves similar to flappy bird in action
4	Create palettes for peryil	Art ▾	Finished ▾	Jul 18,…	
5	Import peryil sprite sheet	Art ▾	Finished ▾	Jul 18,…	Imported ember's sprite from jem of twilight
6	Modify peryil sprite sheet to add forms as well as flight states	Art ▾	Finished ▾	Jul 19,…	Added some walking tiles. The water dragon is a mildly modified version of jem's sprite. And the fox-phoenix form is a modified version of peryil's main sprite sheet but shrunk down by about half
7	Create first level background	Art ▾	Finished ▾	Jul 22,…	
8	Create/import first level music	Audio ▾	Finished ▾	Jul 22,…	
9	Add collision for first level as well as any dialog sections	Coding ▾	Finished ▾	Jul 22,…	

#	Assignment	Type	Status	Finish By	Notes
10	Compile first level rom	Other ▾	Finished ▾	Jul 22,…	
11	Edit css code to match game's themes	Coding ▾	Finished ▾	Jul 22,…	This is also art
12	Create second level background	Art ▾	Finished ▾	Jul 23,…	
13	Create/import second level music	Audio ▾	Finished ▾	Jul 23,…	
14	Add collision for second level as well as any dialog sections	Coding ▾	Finished ▾	Jul 23,…	
15	Compile second level rom	Other ▾	Finished ▾	Jul 23,…	
16	Create third level background	Art ▾	Finished ▾	Jul 29,…	
17	Create/import third level music	Audio ▾	Finished ▾	Jul 29,…	
18	Add collision for third level as well as any dialog sections	Coding ▾	Finished ▾	Jul 29,…	
19	Compile third level rom	Other ▾	Finished ▾	Jul 29,…	

BEYOND (if ahead of schedule / extra time)

Create 4th level background	Art ▾	Finished ▾	Jul 30,…	
Add collision for 4th	Coding ▾	Finished ▾	Jul 31,…	

level as well as any dialog sections				
Create/import 4th level music	Audio ▾	Finished ▾	Jul 30,…	Just before midnight
Compile 4th level rom	Other ▾	Finished ▾	Jul 31,…	This is done upon completion of the above sections
Create 5th level background	Art ▾	Not started ▾	🗓 Date	
Add collision for 5th level as well as any dialog sections	Coding ▾	Not started ▾	🗓 Date	
Create/import 5th level music	Audio ▾	Not started ▾	🗓 Date	
Compile 5th level rom	Other ▾	Not started ▾	🗓 Date	This is done upon completion of the above sections
Create 6th level background	Art ▾	Not started ▾	🗓 Date	
Add collision for 6th level as well as any dialog sections	Coding ▾	Not started ▾	🗓 Date	
Create/import 6th level music	Audio ▾	Not started ▾	🗓 Date	
Compile 6th level rom	Other ▾	Not started ▾	🗓 Date	This is done upon completion of the above sections

Universe information

This game is in an alternate universe of the main series universe. If there is a "How does this character deviate from the major universe version" section means that the main series universe has this character as a major character.
Universe Id number: 60
Main universe deviates from: 64
For context the higher the major universe number the more different the laws of physics are from our universe. Main universes are by base 2.

Major Character studies

Name: peryil burnfeather
Race: humanoid phoenix
Occupation: starship designer
Age: 12(phoenixes technically are adults at age 10 but is basically like a teenager in legal status)
Primary inspiration: this character is a mix of all the major inspirations. And is the 10th character I made for the series.
How does this character deviate from the major universe version: she was never rejected by her father. And her mother died while she was still in an egg which partially is why she was never rejected. Is it guilt or is it due to grief it is up for interpretation. This means that her father was able to correct her natural magic back to fire. But also means she was sheltered from others meaning she may not see right from wrong until it is too late. She also never met crystal/light/blight until the events of this game.
Personality: generally easy going but she can get stubborn on some things especially when it comes to family

Name: steam wingglider
Race: water dragon
Occupation: former alchemist

Age: 21

Primary inspiration: this character I fully made up for this game but I used a common nervous helper archetype. I did take a little inspiration from the theme for the game jam for his occupation.

Personality: generally nervous around women, But is fine with Blight for some unknown reason. This also is what led to his girlfriend leaving him before the events of the game and was on those islands as a last resort. But cares for those he has been around with and gives kindness.