# **Ninja Slime One DESIGN DOCUMENT**

## Table of Contents:

**Introduction**

**Game Summary**

**Inspiration**

**Player Experience**

**Platform**

**Development Software**

**Genre**

**Target Audience**

**Concept**

**Gameplay Overview**

**Theme Interpretation (Shadows and Alchemy)**

**Primary Mechanics**

**Secondary Mechanics**

**Art**

**Design**

**Audio**

**Game Experience**

**UI**

**Controls**

**Development Timeline**

## Game Summary:

### Ninja Slime One is an action-adventure RPG where players control Tamaneko, a skilled ninja capable of defeating enemies with precise, stealthy strikes. The game is set in a small area within Xanrea, where players navigate through challenges to ultimately defeat the enemy boss, Big Blue Bob. The game focuses on skill-based gameplay, requiring players to master Tamaneko's abilities to survive and succeed. With a pixel art style and no in-game sound, the game offers a unique visual experience.

### InspirationThe game draws inspiration from classic action-adventure RPGs and stealth games. The minimalist pixel art style and focus on skillful combat create a nostalgic yet engaging experience.

### Player ExperiencePlayers will engage in fast-paced, skill-based combat, using stealth and precision to overcome challenges. The game emphasizes quick reflexes and mastery of mechanics rather than tactical planning. The ultimate goal is to defeat Big Blue Bob, the enemy slime boss.

## Platform:

The game is developed for both Web and Windows platforms, making it accessible to a wide audience.

## Development Software:

- Godot 4: Used for all aspects of game development, including programming and game logic.  
- Aseprite: For creating and editing pixel art graphics and UI elements.

## Genre:

Action-adventure RPG with a focus on skill-based gameplay.

## Target Audience:

The game targets players who enjoy fast-paced, skillful combat and precision gameplay. It appeals to both casual gamers looking for a challenge and hardcore gamers seeking to test their reflexes and abilities.

## Gameplay Overview:

### In Ninja Slime One, players control Tamaneko, who can perform deadly stealth attacks and navigate through levels filled with enemies and obstacles. The game features a simple yet engaging combat system, with players needing to master timing and positioning to avoid taking damage and achieve victory.

### Theme Interpretation (Shadows and Alchemy)The game's theme, Shadows and Alchemy, is embodied through Tamaneko's stealth abilities and the crafting system. Players navigate the shadows to strike enemies unseen, leveraging the element of surprise to overcome foes. Alchemy is represented through the crafting system, where players collect items and ingredients to create potions and other useful items. This combination of stealth and crafting adds depth to the gameplay, allowing players to approach challenges in creative ways.

## Primary Mechanics:

- Stealth and Combat: Tamaneko can perform stealthy attacks to eliminate enemies quickly. Combat requires precise timing and positioning.  
- Item Collection and Crafting: Players can collect items to craft potions and other useful tools to aid in their journey.  
- Stamina Management: Actions like dashing and sneaking consume stamina, which regenerates slowly, adding an element of resource management

**Secondary** **Mechanics:**

- Exploration: The game world is compact but filled with hidden items and lore, encouraging exploration.

Art

Theme InterpretationThe game's pixel art style uses a limited color palette to evoke a retro aesthetic. The visuals are designed to be clear and easy to understand, with a focus on highlighting important gameplay elements.

Design:

The design focuses on clarity and simplicity, ensuring that players can quickly understand their surroundings and make informed decisions. The art style supports the game's fast-paced nature, keeping visual distractions to a minimum.

Audio Music:

There is no in-game music, allowing players to focus on the gameplay and visuals. This decision enhances the sense of tension and concentration required for skillful play.

### UI:

### The user interface is minimalist, with a focus on providing necessary information without clutter. The UI elements are designed to be clear and easy to read, matching the game's pixel art style.

Controls:

Keyboard: WASD for movement, with additional keys for actions like attacking, sneaking, and using items.

## Development Timeline

### MINIMUM VIABLE PRODUCT (MVP)1. Design Document: Finalize and refine the game design document. 2. Character and Environment Assets: Implement Tamaneko's sprite and environmental assets, purchased from itch.io. 3. Core Mechanics Implementation: Develop movement, combat, and stealth mechanics. 4. Item System: Implement item collection and crafting systems. 5. UI and UX Design: Develop a user-friendly interface. 6. Initial Level Design: Create the first set of levels to introduce gameplay mechanics. 7. Testing and Feedback: Conduct internal testing to refine mechanics and balance the game. 8. Polish and Refinement: Final adjustments to graphics, mechanics, and UI. 9. Final Testing: Ensure the game is stable and free of critical bugs. 10. Launch Preparation: Prepare for release on Web and Windows platforms.