# Game design document

## Title

The Legend of Ján Itör.

## Game Identity / Mantra:

You play Ján Itör the janitor of the dungeon and your job is to clean up behind the adventurer who messes it up.

## Design Pillars:

- Humor: Instead of the typical dungeon crawler, you are watching the adventurer aimlessly destroying everything he sees and making a mess.
- It's spreading: Slime is spreading when the adventurer fights against slime creatures and walks over the slime puddle.
- Nostalgia: Old school zelda style pixel art to remember you of a time where games were simple and fun.

## Mechanics & Features:

- The adventurer walks around and attacks or loots things while you are there. He will attack you too if he sees you, but you can't fight back, so there is a stealth element to it.
- The game uses a mop mechanic to clean. You carry around a bucket with water. Interacting with the bucket fills your water meter. Use the water meter to clean up. Moving over the slime stain will clean it up as long as you have water in your water meter.
- There is a special mop state you can enter by holding down a button, which allows you to move and clean faster, but using it requires more water.
- You also refill looted chests and refill torches that burned out.
- You can carry around stuff to hide it from the adventurer or place it to attract the adventurer to it.
- You can pet the slimes!
- There is a time limit and the goal is to get a high score.

## Input:

- WASD / D-Pad to move
- LMB / A / Cross to interact with objects (fill the mop with water, repair stuff, enter door)
- RMB / B / Circle to carry something
- Shift / X / Square to use more water in order to walk and clean faster

## Art Style:

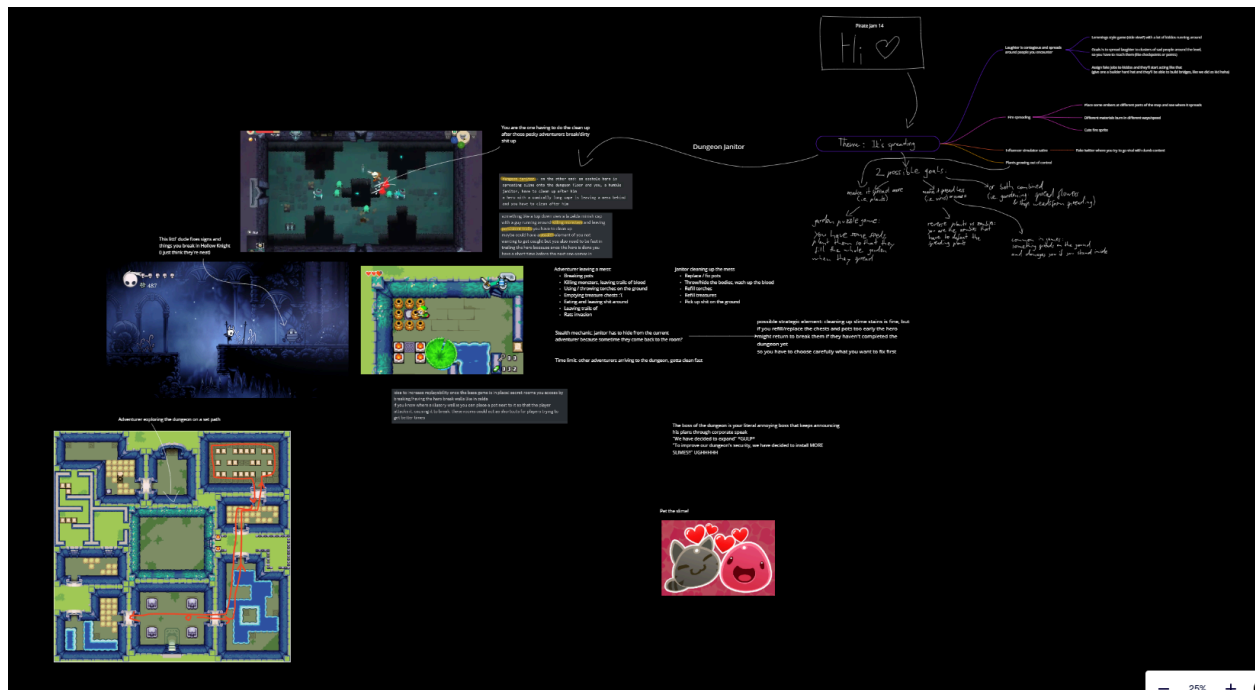The artstyle is pixel art with a similar style like Zelda the Minish Cap.
It uses the color palette mulfok32:
Zelda:



Mood board:



## Development Roadmap / Launch Criteria:

**Platform:** Windows
**Audience:** Anyone that likes dungeon crawlers and wants to see it from a different perspective