



Overload

DESIGN DOCUMENT

By Team It's-a Me, Joe-i-o for the 2024 Fox Hollow Jam

Introduction	2
Game Summary	2
Inspiration	2
Player Experience	2
Platform	3
Development Software	3
Genre	3
Target Audience	3
Concept	3
Gameplay overview	3
Theme Interpretation (Overload - Miller's Law)	4
Primary Mechanics	4
Secondary Mechanics	5
Art	6
Theme Interpretation	6
Design	6
Audio	7



Music	7
Sound Effects	7
Game Experience	7
UI	7
Controls	7
Development Timeline	8

Introduction

Game Summary Pitch

A dexterity roguelike. Guide the superhero Overload through a harrowing series of encounters with his greatest foe! Symbols will fall from the top of the screen and exit the bottom. Any symbol clicked, takes an effect. Beware, you only have a certain amount of time before your turn ends and the enemy takes their revenge.

Inspiration

Slay the Spire
Cursorblade
Match 3
Luck Be a Landlord
Dungeon Clawler



Player Experience

Each fight will comprise of turns where the player gets x amounts of seconds to click on as many falling symbols as they can. At the end of the timer, the turn ends, and the villain takes their effect which is telegraphed ala Slay the Spire (STS).

The symbols will include raw damage, defense, charging up your superpower, and using your superpower when it is charged.

The superpower must be charged up by energy before it is able to be used or it will fizzle when clicked.

The player must evaluate the actions of the enemy and navigate a large pool of symbols constantly falling and moving in order to execute how they desire.

After each villain is defeated, they will gain a Power-Up that enhances their abilities passively similar to Relics from STS.

After defeating 3 villains, the game will end...for now....

Platform

Windows PC

Development Software

Godot

Aseprite/Libresprite/Pixel Studio

Figma

Genre

Dexterity



Roguelike

Target Emotions

- **Goals:** Extended high tension with a strong catharsis-deneumont at the end
- **Attitudes:** Adrenaline junky, Twitch, Sadistic (in a way), delayed gratification, Feel empowered
- **Behaviors:** Patient as long as a carrot is being dangled, Repetition-based

Concept

Gameplay overview

Each fight will comprise of turns where the player gets x amounts of seconds to click on as many falling symbols as they can. At the end of the timer, the turn ends, and the villain takes their effect which is telegraphed ala Slay the Spire (STS).

The symbols will include raw damage, defense, charging up your superpower, and using your superpower when it is charged.

The superpower must be charged up by energy before it is able to be used or it will fizzle when clicked.

The player must evaluate the actions of the enemy and navigate a large pool of symbols constantly falling and moving in order to execute how they desire.



After each villain is defeated, they will gain a Power-Up that enhances their abilities passively similar to Relics from STS.

After defeating 3 villains, the game will end...for now....

Theme Interpretation

Super hero adventures following an electrically charged protagonist, Miller's Law will combine with Hick's and Fitts' Laws to create high tension moments where the player has to be evaluating a large field of input in the form of the symbols that are only temporarily on the screen.

Primary Mechanics

Clicking on falling objects

Secondary Mechanics

RPG

Art

Theme Interpretation

Pixel art comic book style. It would be great to visually jam this thing full of VFX to match the Overload theme, but I am bad at that right now so it probably won't happen.



Design

Pixel art comic book style

Audio

Music

High tempo chiptunes would be great if able to be sourced on WeLoveIndies. Otherwise, I'll find a high tempo modern and simple melody to be the theme song for Overload's adventures.

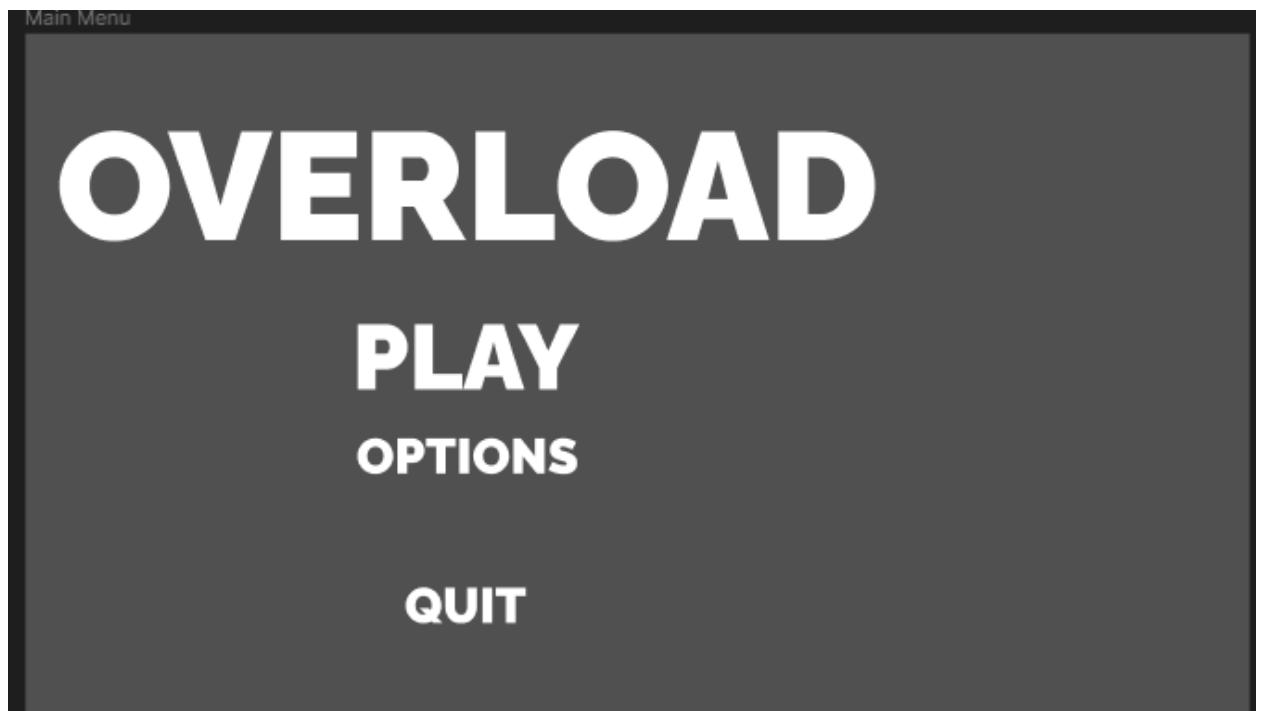
Sound Effects

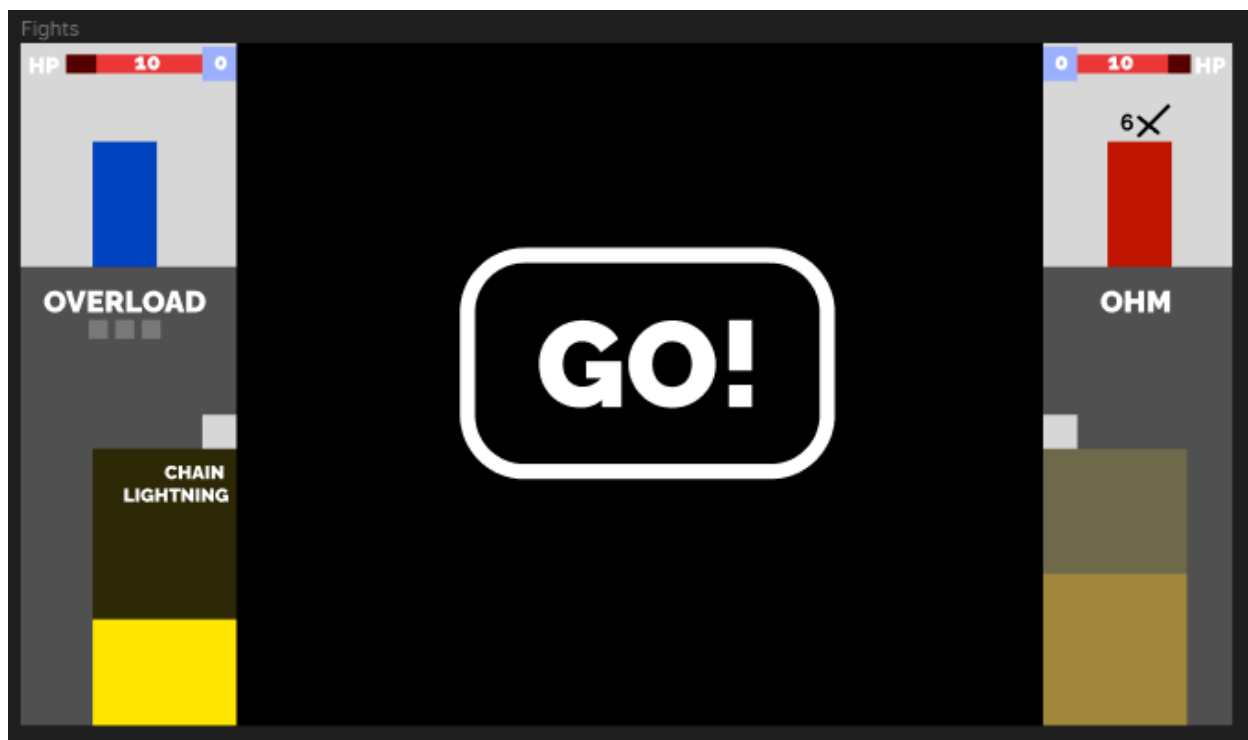
Should be punchy with lots of electricity present. A punch should have some sort of spark for example.

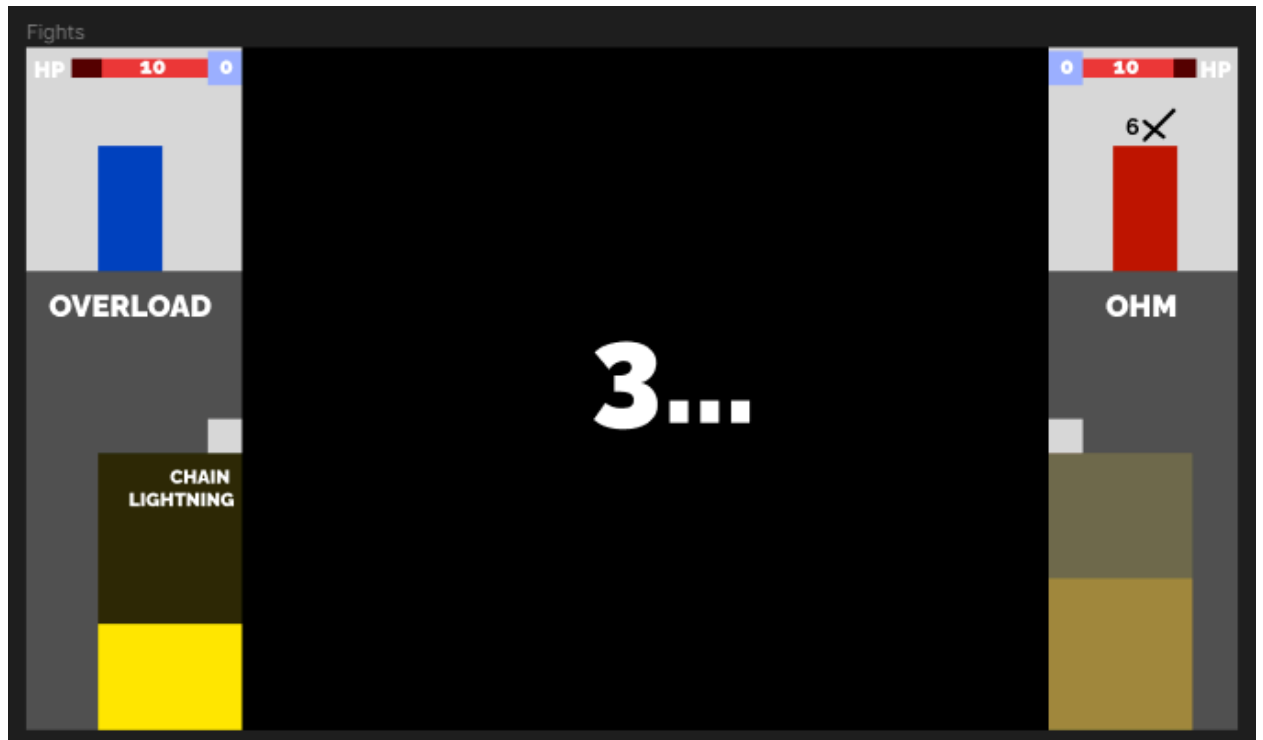


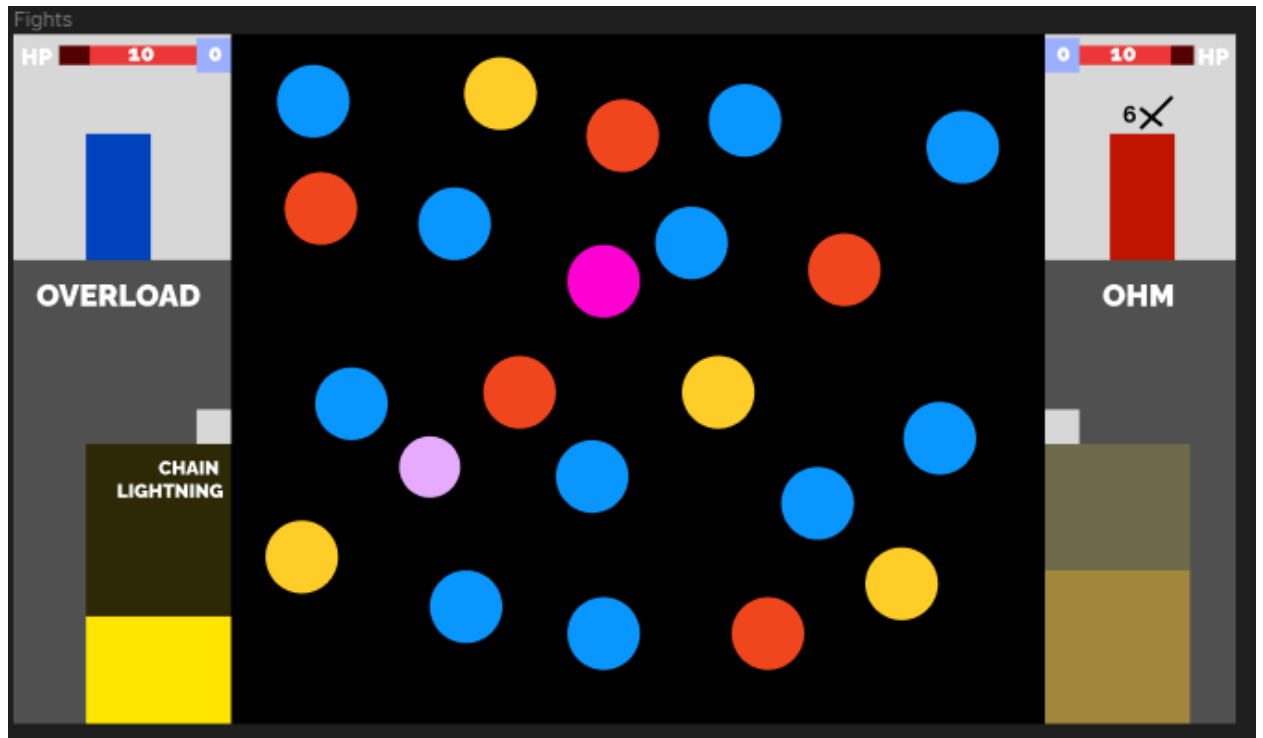
Game Experience

UI













Fights


POWER-UPS



LIGHTNING ROD
EVERY 3 BRAWL CLICKED
GENERATES 1 ENERGY

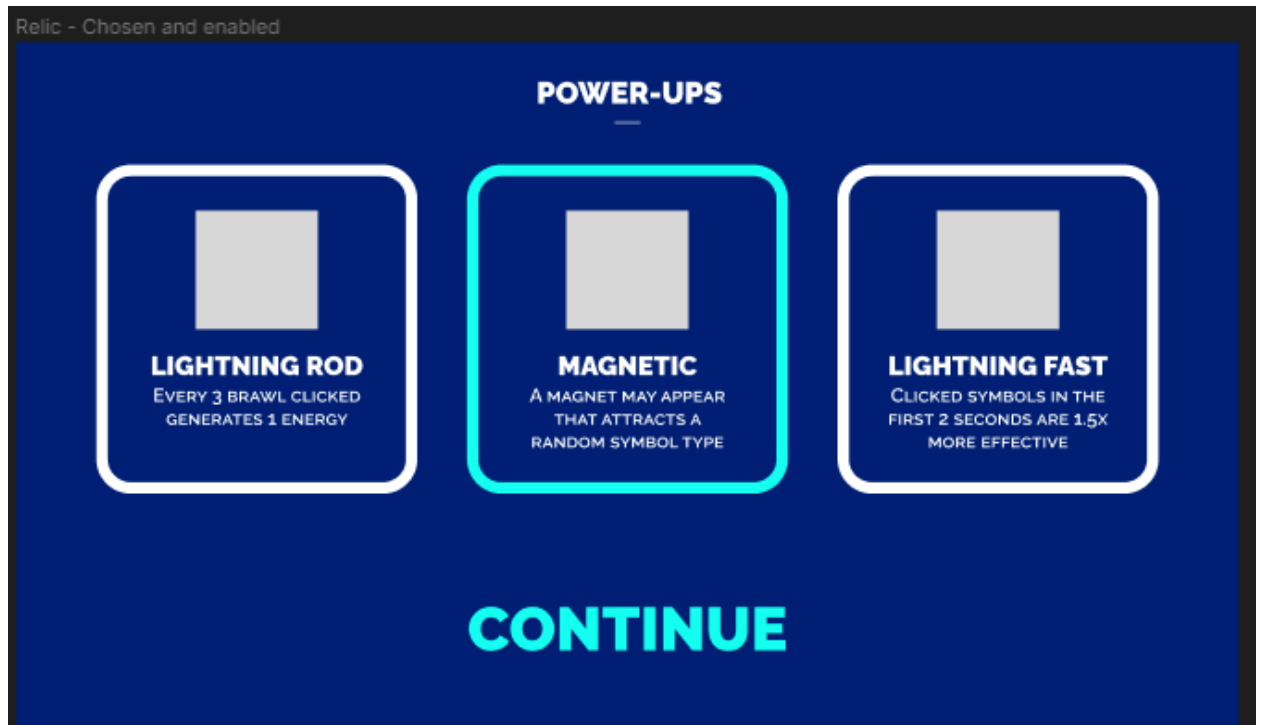


MAGNETIC
A MAGNET MAY APPEAR
THAT ATTRACTS A
RANDOM SYMBOL TYPE



LIGHTNING FAST
CLICKED SYMBOLS IN THE
FIRST 2 SECONDS ARE 1.5X
MORE EFFECTIVE

CONTINUE



Controls

Mouse

Mouse Click, Mouse Move

Keyboard

None

Gamepad

None



Development Timeline

MINIMUM VIABLE PRODUCT

- First third = Gameplay (MVP)
 - Wednesday deadline
- Second third = Usability
 - Tutorials
 - Refining the UI flows
 - Learnable & playable
- Third...third... = Polish
 - Visuals
 - VFX
 - Final audio
 - Focusing on feel



**Thank you for playing my game! I hope you find it as interesting as I did
while making it!**

-Team "It's-a-me, Joe-i-o"