Influencer

DESIGN DOCUMENT

By frostblooded for the 2024 Pirate Software Game Jam
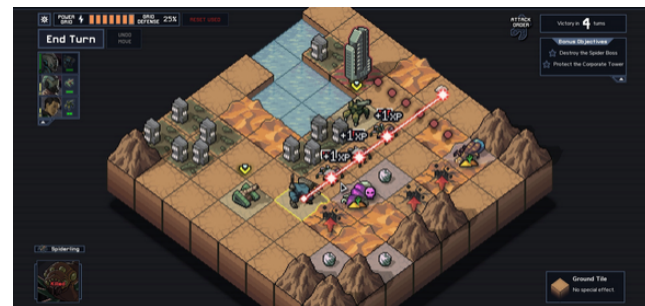

Introduction

Game Summary Pitch

Influencer is a game in which you control the tides of battle. As part of a shadow organization, influence the war between factions in your favor.

Inspiration

Into the Breach

Into the Breach is a tactical game that gives you information about what will be the actions of the enemies before they happen.

Crafty

Crafty is a game about combining elements. When you combine two elements together, it produces a new one. However, there is the special "Magic Goo" item that begins to create magical results.

Player Experience

The player must progress through several levels of battles. In each battle there are two sides and the player must decide which side would offer him better rewards so that he can proceed to empower that side and make her win.

Platform

The game is developed to be released on the web.

Development Software

- Godot version 4.2.2 for programming
- Aseprite for graphics
- Bfxr – Sound effects

Genre

Singleplayer, puzzle

Target Audience

Players who like tactical puzzle games but also want something that is a bit nonstandard in the genre.

Concept

Gameplay overview

The player has access to several elements/objects that he can place in the world. By placing them, he influences the flow of battle, changing the outcome and the reward he will receive at the end. The elements can combine with themselves or the units to produce new interesting elements/objects/units. In the battlefield there are several units moving on a 5x5 grid that follow certain rules that are deterministic and predictable. Over time the player can learn there rules and use them to his advantage.

Theme Interpretation (Shadows and Alchemy)

‘Shadows’ interpretation – The player is part of a shadow organization that is secretly controlling and influencing the fights between different sides

‘Alchemy’ interpretation – The elements/objects placed can be combined with each other to produce new results that will be part of the battlefield.

The "Shadows" theme serves as a story theme while the "Alchemy" theme serves as a gameplay theme.

Primary Mechanics

● Grid

There is a 5x5 grid and the whole game happens on it.

● Units

On the grid there are units with predictable rules that they follow. It is important that the rules are deterministic and consistent so that it is possible for the player to learn these rules and exploit them.

● Elements

The player can summon elements to change the battlefield so that he influences how the units fight and what the outcome of the battle is.

● Rewards

Each battle gives a different reward based on which faction wins. The player can choose who to support based on what reward he wants to receive in the end.

Art

Palette

Design

Minimalistic design with only four colors that will provide both a creative challenge and a simplified approach to the graphics.

Audio

Music

Music will be simplistic but fun.

Sound Effects

The effects need to be especially superb because of the juicy feel that the game will have.

Game Experience

UI

1. The element slots that can be used to select what to place in the world.
2. The rewards visual that shows you which side will grant you what reward if they win.

Controls

Mouse

Selecting which element to place and in which position.