**PERHONEN**  
GAME DESIGN DOCUMENT

*Created for the Godot Wild Jam #72*

***Theme****: Light and Dark*

***Wild cards****:*

* *More than one camera*
* *Difficulty increases with Powerups*
* *Include at least One Duck in the game*

***Duration****: from August 9th, 2024, to August 18th, 2024, = 9 days*

**INFORMATION**

**TITLE:** PERHONEN

**GENRE:** Story-based platformer

**PLAYER:** The game will be singleplayer

**TECHNICAL SPECS**

**GRAPHICS & CAMERA:** The game will be a 2D side-scroller with digital hand-drawn art. The game will be black-and-white, to fit the theme of Light and Dark.

**PLATFORM:** PERHONEN is mainly designed to be played in the browser, but the project’s site will also include downloadable versions for Windows, MacOS, and Linux.

**TOOLS:** The game will be done entirely with the Godot game engine, since this is a Godot game jam. I’m going to be using GDScript as my programming language. For art I will use Krita and for music I will use FL Studio 24. This GDD is made with Microsoft Word.

**DEVICE:** PC

**GAME ELEMENTS**

The game has two phases, **The World of Light**, and **The World of Dark**.

In these worlds there are 4 types of enemies, 3 types of dangers, 3 types of powerups and a final boss. The powerups will do the same in both worlds, although their names and descriptions will be different.

**THE POWERUPS**

* Damage powerup | Default damage = 1 | Powerup bonus += 1
* Health powerup | Default health = 3 | Powerup bonus += 1
* Jump powerup | Default jump = 5 | Powerup bonus += 1

As the game progresses, the player will gain these powerups and the game will become more difficult, requiring faster reflexes and carefulness. Health powerups reset after completing a phase.

There are also healing items in both worlds that drop from enemies.

**COMBAT**

The player can strike left and right, as well as up and down. Player uses his fists to attack. Attacking an enemy causes the player, as well as the damaged enemy, to be slightly knocked back.

Striking downwards gives the player knockback upwards the same amount as the maximum height of a jump but doesn’t knockback the enemy.

Striking upwards stops player’s vertical movement and ever so slightly knocks the enemy upwards.

**LORE AND OPENING SCENE**

**LORE**

A person’s life is split into two half-universes.

The first is a world only made of brightness, joy, confidence, and ecstasy. This realm, called **The World of Light**, gives a person false happiness. The constant joy of a person will slowly turn into **numbness** which causes the world to break into pieces at the slightest disturbance, which in turn makes too much room for the other universe.

The other is a world called **The World of Dark**. In this world, everything is shrouded by darkness, self-doubt, hate, and loneliness. This ultimately leads to **unbearable pain**, or in some cases, **death**.

The realm that is hidden between these two worlds, is called **The World of Harmony**. Balance. Love. A world only the lucky few of us will ever get to live in. This world is open only to those who accept that the two universes cannot exist on their own and need to be merged.

The goal of the game is to overcome struggles in both worlds, to finally merge the “good” and “bad” versions together to create a balanced realm, which brings peace into our protagonist’s life.

The origin story of our protagonist is that he lost his wife and now relives their shared memories. There will be four memories. The memories are cutscenes as well, and the fourth one will be the one where it is revealed to the player that the protagonist’s wife died. Though, it can be figured out throughout the game.

**THE MEMORIES**

**1st MEMORY: The Butterfly**

The pair is sitting on the roof looking at a butterfly that landed on the wife’s hand.

**2nd MEMORY: Wood Towns**

The pair is in a forest, looking at a family of ducks that are swimming in a pond.

**3rd MEMORY: On top of the World**

The pair is walking on the roof with a beautiful view of the lake and forest behind them.

**4th MEMORY: The Last Hug**

The pair is back in the forest, now hugging next to the duck family. The wife fades into a gravestone as the screen starts to fall apart, revealing the evil boss who made our protagonist remember his wife’s death.

**OPENING SCENE**

The game is set in the mind of our protagonist. Opening scene is on a roof top, where the protagonist is holding a cigarette, looking into the distance. In the horizon, there is a big forest and a lake. The ambience on top of the roof is windy. Not much else can be heard. Music will be low-frequency synths and bass to boost the intensity of our protagonist’s thoughts. After a small break, he smokes his cigarette. The camera will slowly zoom into the protagonist’s eyes, which begin to morph into hearts as he enjoys his cigarette.

When the camera has zoomed into the protagonist’s eyes, the first phase of the gameplay shall begin.

**1ST PHASE OF GAMEPLAY**

The game will have two phases. The first one is **The** **World of** **Light**, where the “good” version of the protagonist must fight bad thoughts that present themselves as demons and other scary humanoid creatures. The World of Light’s colors begin as neutral/gray but become brighter as the player climbs up in the world.

**ENEMIES**

* A crawling creature with no face that leaves a trail of **self-doubt** behind it.
  + 5HP, 1 damage
* A small flying head with no face that “throws” **hate** towards the player.
  + 2HP, 1 damage
* A magical humanoid creature with no face that teleports and conjures black holes of **loneliness** in the player’s path.
  + 3HP, 1 damage
* A slow wandering humanoid creature with no face that attacks with its fist of **pain**
  + 2HP, 1 damage

**BOSS**

The first boss will be a tall humanoid with long limbs. The boss lurks in the background and only its head can be touched and damaged.

**Attacks**

* Bullets of self-doubt | Damage: 1
* Small black holes of loneliness across the room | Damage: 1
* Raining spikes of hate | Damage: 2

**POWER-UPS**

* **A friend**. Represented in the game as a floating creature around the player that looks like the protagonist’s eye but colored. +1 creature with every upgrade (damage powerup)
  + Player will acquire two (2) of these upgrades in The World of Light.
* **Joy**. Represented in the game as a pulsating circle on the protagonist’s heart that grows bigger with every upgrade (health powerup)
  + Player will acquire three (3) of these upgrades in the World of Light. The third (3rd) will be acquired right before the mirror room. It will cause the player to become numb. A text will appear on screen that says:

“*You become numb*”.

This causes the health to drop back down to three (3).

* **Confidence**. Represented in the game as an aura of light that gets bigger with every upgrade (jump powerup)
  + Player will acquire one (1) of these upgrades in the World of Light.

**HEALING ITEM**

* A bundle of joy (heals player by 1HP)
  + 20% chance of dropping from an enemy, disappears after leaving room

**DANGERS** (All of the dangers are represented as texts that say exactly what they are)

* Self-doubt (Dangerous pools of self-doubt)
* Hate (Falling spikes of hate)
* Loneliness (Black holes of loneliness)

**MIRROR ROOM**

The mirror in The World of Light is positioned in the left side of the room. The player walks towards it from the right. When the player reaches the mirror, after looking at it for a while, he says to his reflection (in symbols):

“*I wish I could feel anything at all*”

A while passes, and a text appears on screen (in symbols):

“*You hear no response”*

**AFTER SCENE**

After the first phase of gameplay, a cut scene of our protagonist will start where he laughs and smiles a lot. At first, he feels joyful and thinks that he is truly happy. But when he gets a note from his postbox, he goes into a spiral and everything starts to crumble.

The note will read (in symbols):

“*EVICTION NOTICE. Due to multiple missed payments, you have one (1) month to move out or the police will be notified. ~Your landlord”*

The protagonist’s face will turn from happiness into worry and shock as he starts hyperventilating. After this scene, the second phase is ready to begin.

**2ND PHASE OF GAMEPLAY**

The second phase is the **Dark World**, where the “evil” version of the protagonist must fight good thoughts, that present themselves as smiling creatures and toys. Player’s damage is 3 at the start of this world.

**ENEMIES**

* A bouncing rubber-duck that leaves a cloud of **joy** under it.
  + 10HP, 1 damage
* A running humanoid creature with a smiley face that throws balls of **pleasure** towards the player.
  + 4HP, 1 damage
* A magical female creature that teleports around and conjures bright holes of **confidence** around the player and launches them at him.
  + 7HP, 1 damage
* A slow wandering pig humanoid with a smiley face that hugs with its hooves of **ecstasy**.
  + 4HP, 1 damage

**BOSS**

**POWER-UPS**

* **Self-doubt**. Represented in the game as a floating creature around the player that looks like the protagonist’s eye. +1 creature with every upgrade (damage powerup)
  + Player will acquire two (2) of these upgrades in The World of Dark.
* **Hate**. Represented in the game as a pulsating circle on his heart that grows bigger with every upgrade (health powerup)
  + Player will acquire three (3) of these upgrades in the World of Dark. The third (3rd) will be acquired right before the mirror room. It will cause the player to become numb. A text will appear on screen that says:

“*You become numb*”.

This causes the health to drop back down to three (3).

* **Loneliness**. Represented in the game as an aura of light that gets bigger with every upgrade (jump powerup)
  + Player will acquire one (1) of these upgrades in the World of Dark.

**HEALING ITEM**

* A bottle of hate (heals player by 1HP)
  + 20% chance of dropping from an enemy, disappears after leaving room

**DANGERS** (All of the dangers are represented as texts that say exactly what they are)

* Joy (Dangerous pits of joy)
* Pleasure (Falling balls of pleasure)
* Confidence (Approaching bright holes of confidence)

**MIRROR ROOM**

Before entering the mirror room at the bottom of The World of Dark, the player acquires a scroll which lets the player understand the symbols, so the dialogue/monologue text is not in symbols anymore. When the player goes into the mirror room, he is in unbearable pain at that point, and says to his reflection:

“*I am in unbearable pain*”

A while passes, then a text appears: “You hear a response”

*“I wish I could feel anything at all”*

After this, the final scene will start.

**FINAL SCENE**