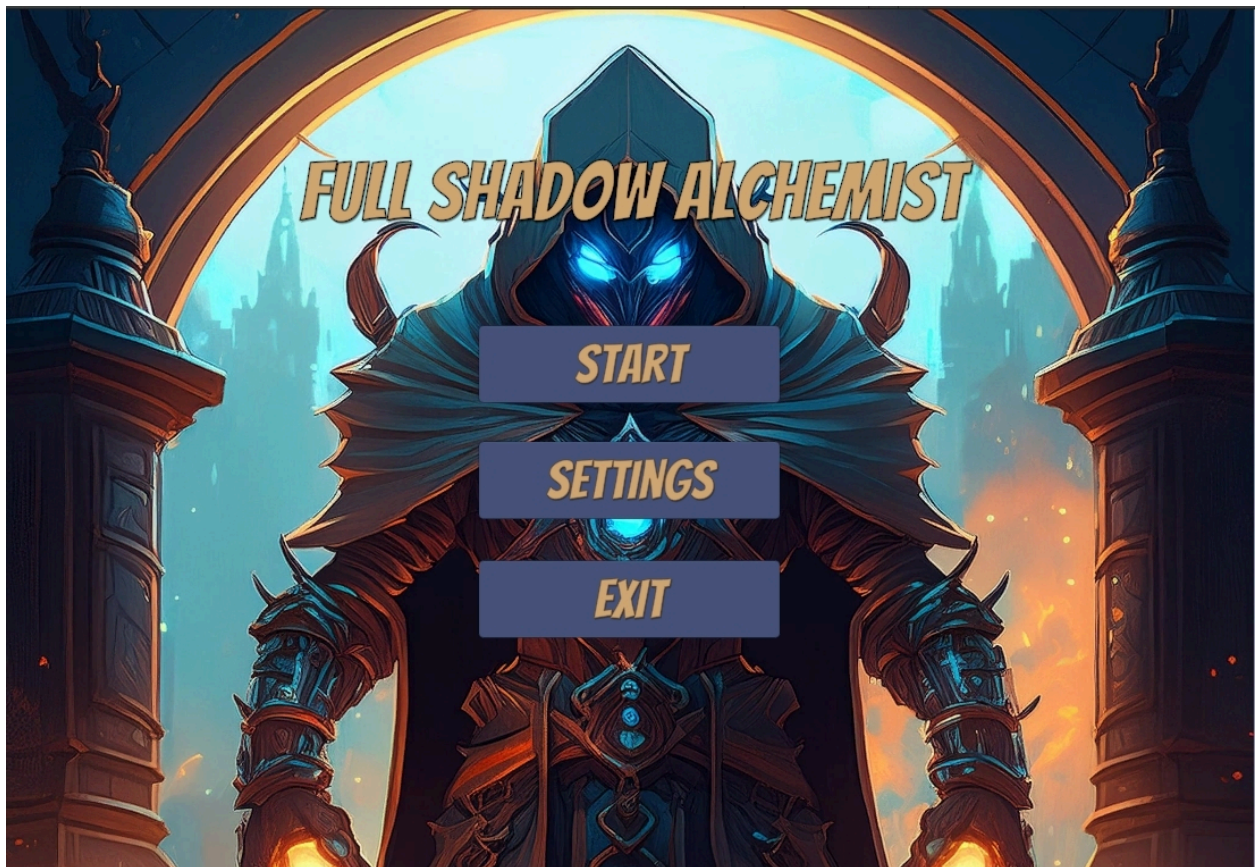# Full Shadow Alchemist

DESIGN DOCUMENT

By Brendan and Jonathan for the 2024 Pirate Software Game Jam

Introduction

Game Summary Pitch

A dark alchemist that is looking to overthrow the filthy capitalist government that has since allowed the big companies to monopolize all the economic wealth.

Inspiration

Vampire survivor is a main inspiration for this game. Vampire survivor features one main character that can be controlled by an individual, and will automatically fire at nearby enemies. The game will have auto generating enemies that drop experience allowing for the player to gain stats on leveling.

Player Experience

This game demo will feature the very basics of the Vampire Survivors concepts of moving with WASD, attacking with LMB, and trying to survive as long as possible.

Platform

The targeted platform will be for the browser on itch.io

Development Software

- Unity for programming
- Unity assets/Possibly self-made asset like in blender or other art related engine
- Unity asset store for SFX

Genre

Singleplayer, RPG, casual, Roguelike

Target Audience

The target audience is for gamers who enjoy roguelike survival games and enjoy trying to survive as long as possible where they get stronger the longer they survive

Concept

Gameplay overview

The player is going to control a female alchemist. The goal is to survive as long as possible against the shadow assassins sent by the government to halt your studies and experiments. Thus, you set out on your journey to flee, and on this journey you will discover new potions to help strengthen you on your adventure.

Theme Interpretation

Since it is going to play exactly like slay the spire it is going to include a lot of inventory management. Sure you can tell yourself to constantly add flasks to your bag, but then you lose consistency in what flasks you might pull out in the middle of combat. But remember you might want to keep those key flasks to create those powerful combinations.

Primary Mechanics

Mechanic	Visual Mockup *(Art not necessarily final)*
Potion Powerup Cards <u>a</u> These potions give different effects: Air = Speed boost Water = Max Health boost Fire = Damage boost	
Fireball Attack <u>a</u> The player can launch a powerful ranged fireball attack that deals 50 damage to the shadow assassin.	

Did Not Finish - Potion Effects
Cat Transformation potion
  - Slash AOE attacks
  - Lunge attacks
Summon Familiar potion
  - Break the potion to summon a friend to provide support attacks for a limited time	

Art

Theme Interpretation

We looked for assets that resemble mages, fantasy shadow creatures, and potions that would look like powerups.

Design

The art we used are free assets provided by Unity as our time is focused on gameplay.

Audio

Music

If we had the time to implement music it would be intense and suspensful survival music.

Sound Effects

If we had the time to implement SFX, we would add screeches and metal attack swings for the shadow assassins, fireball and magic SFX, and running sounds for the player.

Game Experience

UI

Quite colorful will include a button for checking your bag. A hand of flasks/cards to represent your potion belt, and a slew of colors to better help interpret visually what flask you have or are going to throw.

Controls

Keyboard

WASD, Left Mouse Button

Development Timeline

July 18, 2024

- Initialized GitHub repo and Unity setup

July 19, 2024

- Main menu

July 22, 2024

- Main Menu Progress
- Added Movement and Camera

July 23, 2024

- Fixed damageable enemies and projectile damage
- Project tile damage
- Health System
- Physics testing
- Changed physics
- Enemy spawner

July 24, 2024

- OOP
- Leveling system

July 25, 2024

- Fixed up level and experience

July 26, 2024

- Fixed Fireball x Experience Prefab collision

July 29, 2024

- Reorganized Player Controller and fixed Camera follow
- Fixed Wizard movement and direction

July 30, 2024

- Update - working on implementing death animation
- Added enemy facing movement and fixed enemy hitboxes
- Changes to enemy sprite animation

July 31, 2024

- Fixed merge conflict and death animation again
- Leveling system
- Finished Death animation and experience drop