It's Spreading

DESIGN DOCUMENT
By Milan Vasoovic for the 2024 Pirate Software Game Jam

Introduction

Game Summary Pitch

It's Spreading" is a 2D pixel art game that unfolds the story of an unending invasion of slime on humanity's last line of defense.

Players can select from various heroes, each with unique abilities and perks, to combat the relentless onslaught of slimes and strive to eliminate them before it's too late. Time is of the essence!

Immerse yourself in the pixelated world as you take on the role of a hero standing against the relentless tide of slime invaders.

Choose your character wisely, considering their distinct abilities and perks, and engage in an epic battle for survival.

The more you catch, the more glory you will have. Glory unlocks new things.

Player Experience

Player at first can choose only one character.

After playing and collecting glory he will unlock more characters.

Every character hase unique ability, art style and music. By progressing further player will encounter new cinemtaics.

At the end collected glory will be saved and player will have option to save score. (In the future more content and mechanics requiring more glory to be unlocked)

Genre

- ❖ Singleplayer
- ❖ Casual
- ❖ 2D
- ❖ Pixel
- ❖ RPG
- ❖ Unending
- ❖ Medieval
- ❖ Fantasy
- ❖ Endless

Target Audience

Casual player, people who like 2D pixel art, old games, fantasy, medieval, fast pace games, never ending, progressively harder gameplay

Platform

The game is developed to be released on windows PC.

Development Software

- ❖ Python
- ❖ Pygames
- ❖ Piskel for art
- ❖ Leshy Labs for music
- ❖ Auto-py-to-exe to convert py script to exe file

Concept

Gameplay overview

The player controls a preselected character and moves from the safe zone to the arena, aiming to hunt down a specific kind of slime, otherwise, the player loses life.

If lives go to 0, it's game over! Once outside the safe zone, the player can't reenter it!

Every character has unique abilities and can use them a limited number of times, some have more lives! (currently all have same amount) The objective is to survive as long as possible, hunt down as much as possible, and do it in the least amount of time. Faster equals more points!

Primary Mechanics

❖ Borders
  A stopping force to limt players movement inside playable area.

❖ Slimes
  When the player hunts down the correct slime, they earn points and receive a new target. Otherwise, they lose a life, return to the starting position in the safe zone, and lose the game if their lives reach 0.

❖ Abilites
  Different characters possess unique abilities that significantly impact gameplay, providing strategic advantages in various ways.

❖ Glory
  Introduce an in-game currency, perhaps named "Glory," that players earn by successfully catching slimes. Used to unlock new characters abilities and other things

❖ Score
  Points that accumulate, currently factoring speed of completing round, round and slimes

Assets

Theme Interpretation

It's spreading
Simple 2D art with the goal of evoking nostalgia and fueling imagination and immersion with element of never ending to add difficulty. The more you progress more will come!

Design

A dark, damp, devastated and medival environment aimed at enhancing immersion and fantasy, with a contrast of vivid colors.

Audio

❖ Music

To enhance the overall theme and vibe of the game, minimalist music will be incorporated, contributing to a subtle and immersive experience. Every character has unique song

❖ Sound Effects

To infuse more flair and polish into the gaming experience, a plethora of environmental sound effects will provide weight and feedback to the player's actions. Instead of relying on realistic foley, synthesized blips, bloops, and whooshes are utilized for a more distinctive auditory atmosphere.
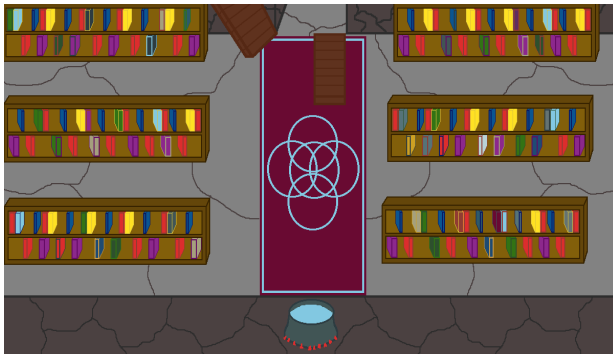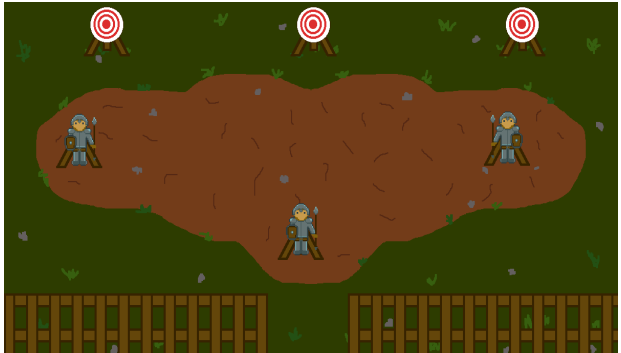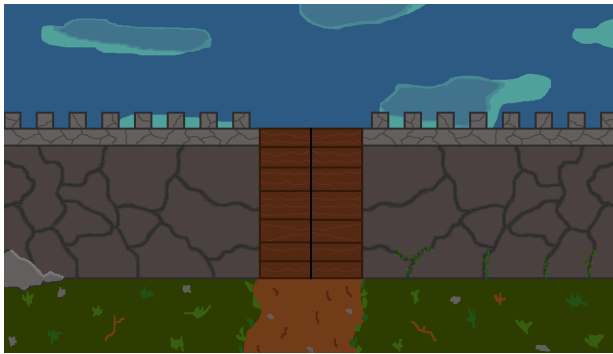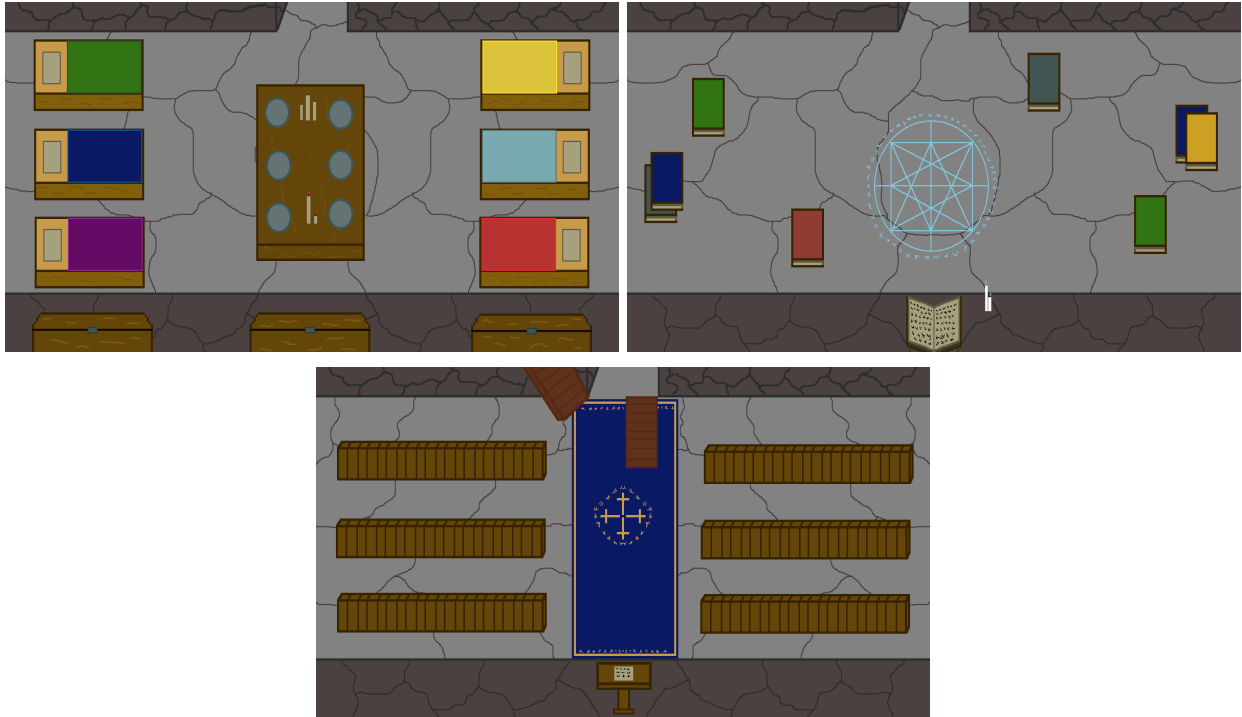
Cinematics

There are 2 types of cinematics. At the start of the specific rounds (at first, fifth, tenth, fifteenth) and after losing the game. Every character has his own cinematics. Some are shared and some are unique (purposely left images out from here, as a surprise and something to look forward while playing)

Characters and Slimes:
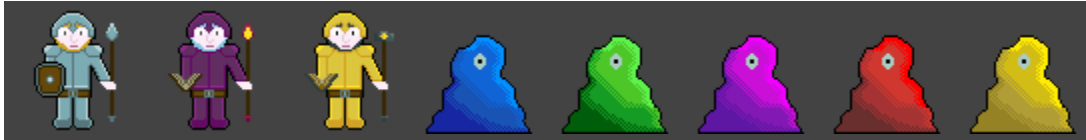
Maps:

Game Experience

UI

Beside playable area there is also HUD with all important informations such as score, lives, current round, current target, round time, abilities and cost and glory.
Whole design is simple, minimalistic and clear.

Controls

Keyboard, W, A, S, D or arrows for movement, space to use ability, numbers 1, 2 and 3.
And key P to pause the current game and select other character (feature for testing purposes in this demo, it will not show all cinemtaics with right text when jumping from character to character in game that is in progress. Best to explore all by playing. In future it will be changed and addept in different way)

Development Timeline

#	Assignment	Type	Status	Date	Notes
1	Design Document	other	In progress	13.01.2024	Basic outline and concept
2	Basic game window, character and slime movement	coding	Finished	13.01.2024	Basci working model of window with first movement and borders
3	UI, basic mechanics, collisons	coding	Finished	14.01.2024	Basic collision checks, and HUD display

4	First character, slimes and map	art	Finished	15.01.2024	Modeling first character and universal map
5	Creating all classes and render	coding	Finished	16.01.2024	Define all classes and render assets
6	Creating basic character ability, round progression and score mechanics	coding	In progress	16.01.2024	Adding ability feature to Player class, multiple rounds and score tracking
7	Polising collisions and character movement	coding	Finished	17.01.2024	Refactore and polish player movement in terms of diagonal movement and distance
8	Other characters and maps	art	Finished	18.01.2024	Designe other characters and maps
9	Creating Menu and pause features	coding	In progress	19.01.2024	Adding functionality of pause that works as menu with different states
10	Adding animations	coding	Finsihed	19.01.2024	Adding animations for entities in game such as player and slime movement and idle state and hearth animation
11	Character selection, round and maps progression	coding	In Progress	19.01.2024	Adding option to select other characters if conditions are met
12	Cinematics	art	Finished	20.01.2024	Creating cinematics for different characters, maps and situations
13	Music	art	Finished	20.01.2024	After many attempts of creating my own music, creating my script that generate random music
14	Cinematics mechanics, music and other abilities	coding	In progress	20.01.2024	Adding cinematics, checks, music and abilities for other characters
15	Polishing and refactoring code	coding	Finished	20.01.2024	Refactoring, reducing, polisnig and commenting code
16	Testing and polishing	coding	Finished	23.01.2024	Testing overall game with different characters, rounds,

					situations, abilites
17	Creating exe file	coding	Finished	23.01.2024	Makeing game usable for people without python and needed libraries (current issue with antivirus flagging it as threat)
18	Design Document styling	other	Finished	23.01.2024	Finished styling and adding stuf to design document
19	Laying future plans	other	In progess	23.01.2024	New characters, abilities, maps, changes in core mechanics of scoring. Different game style, multiple options for characters ability selection etc..

About Me

I am Milan Vasovic, coming from Serbia, a software engineering student.

Currently, I am focused on becoming a full-stack developer, but gaming is my passion.

I have been exposed to the world of programming for several years, but I have been working intensively and learning for about 4-5 months now.

This is the first real game I've made, and also the first project I've participated in
In the future, I would like to create more games.I already have some ideas and plans, and I am slowly working towards them.

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