

Silken

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Introduction

Game Summary Pitch

Silken is an adventure game with an unconventional movement system about shooting webs to navigate a hostile world. The player is tasked with adventuring and fighting to save their brood-family. The narrative has a spider collect their unhatched siblings to save the brood-family from an infectious parasite.

Inspiration

QWOP

The unconventional movement system is inspired by QWOP. In QWOP, the player is tasked with moving a character via the q, w, o, and p keys. In Silken, the player is tasked to move the characters with alphanumeric keys (more information on this in the primary mechanics section).

Webbed

The character animation and design is inspired by webbed, another game that features a spider navigating its world by shooting webs. Specifically, having the head turn toward where the web was shot.

Hollow Knight

The Art Style and mood were major inspirations. We took lessons from Hollow Knight's level design to teach the player how to swing and dash. In particular Hollow Knight's first level.

Player Experience

Primary Gameplay Loop

Use the unconventional movement system to navigate the world.

Secondary Gameplay Loop

Use webs to collect cocoons and fight enemies

Tertiary Gameplay Loop

Bring cocoons to the queen of silken.

Platform

The game is developed to be released on Windows PC.

Development Software

- Source Code
 - Godot
 - GitHub
- Visual Art
 - Photoshop
 - Procreate
- Audio
 - Dorico
 - Staffpad
 - Cubase

Genre

Singleplayer

Action

Adventure

Target Audience

Targeted to players who like challenges, such as a complex movement mechanic and are up for adventuring and combat.

Concept

Gameplay Overview

Player controls a spider that can shoot webs to swing using their web and use a dash ability to break walls as well as damage enemies. The player must use all of these mechanics to collect the cocoons and deliver them to the queen at the end of the game.

Theme Interpretation (It's Spreading)

There are two lines of thought when interpreting the theme: mechanical and narrative. The mechanical interpretation comes in the form of the unconventional movement system. When shooting a web, the player would spread their fingers across the keyboard. The narrative interpretation comes in the form of the parasitic worms infecting the brood-family.

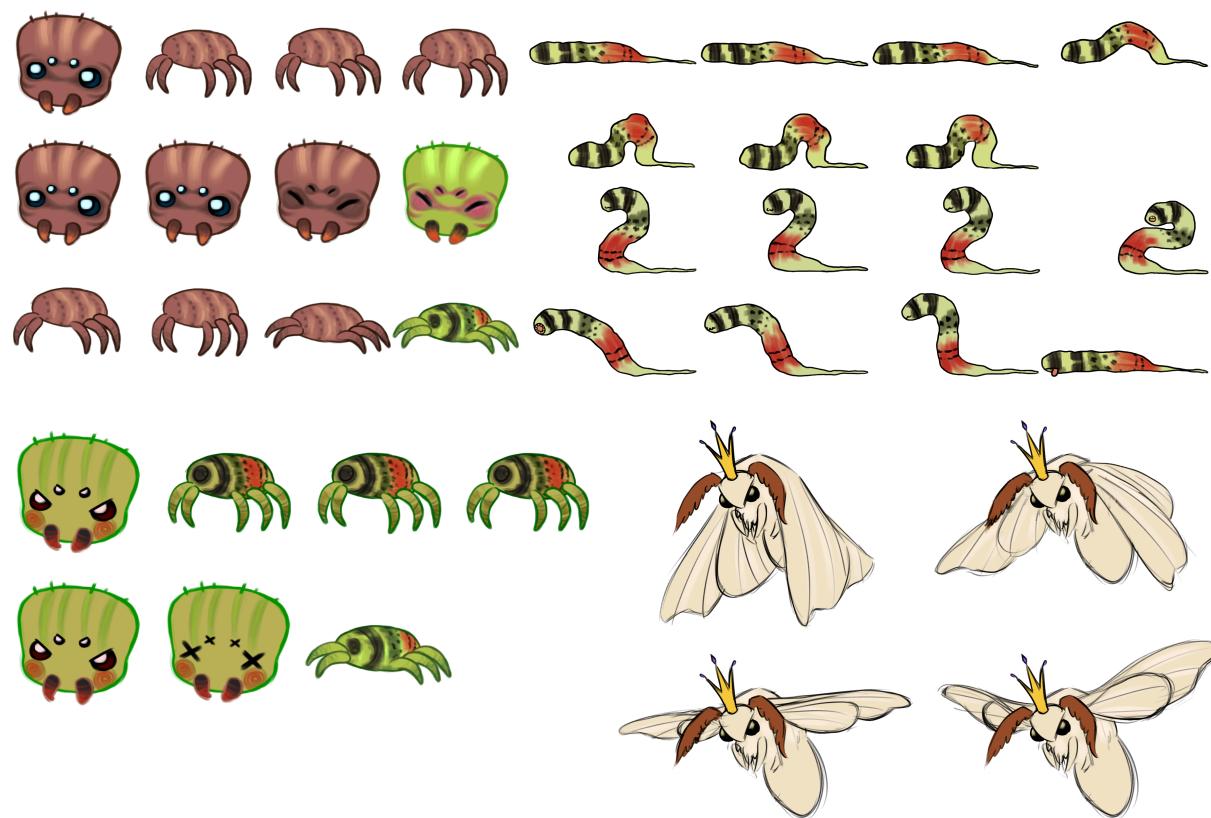
Primary Mechanics

Mechanic	Animated Mockup (Art not necessarily final)
Shoot Web The player selects a starting alphanumeric key on the keyboard. This key will act as the origin of the player. The player will then select a second alphanumeric key on the keyboard. The direction and distance of the starting key to the second key will be the direction and power of the web the player shoots.	
Swing Player Once the player has their web, they can release the starting key. This will send the player swinging with the second key as a pivot.	
Dash If the player presses space, they will dash in the direction the player is facing or their velocity	
Pick Up Cocoon If the player touches a Cocoon, then they will pick it up.	

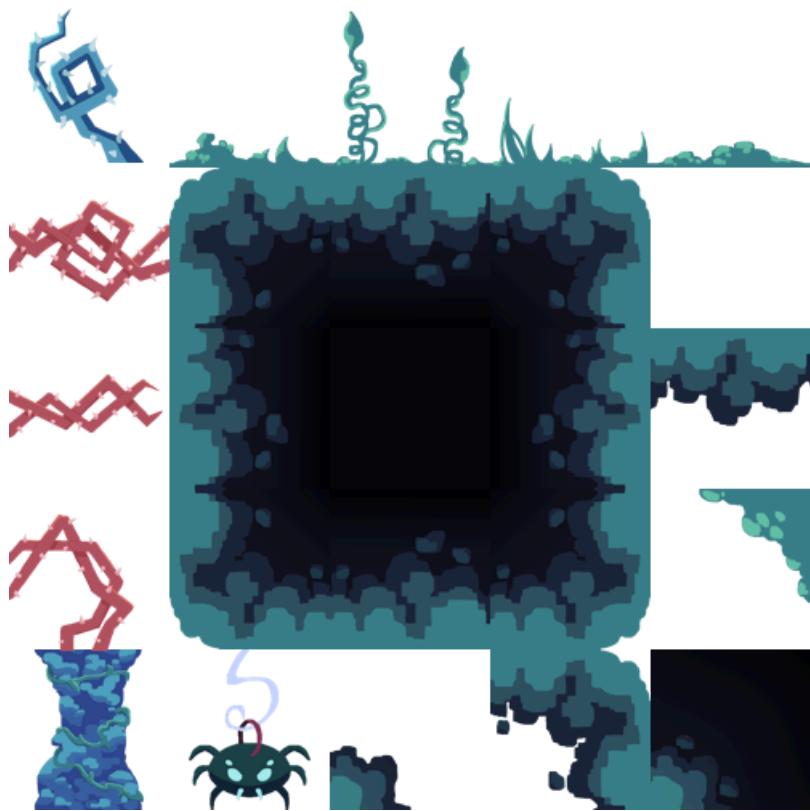
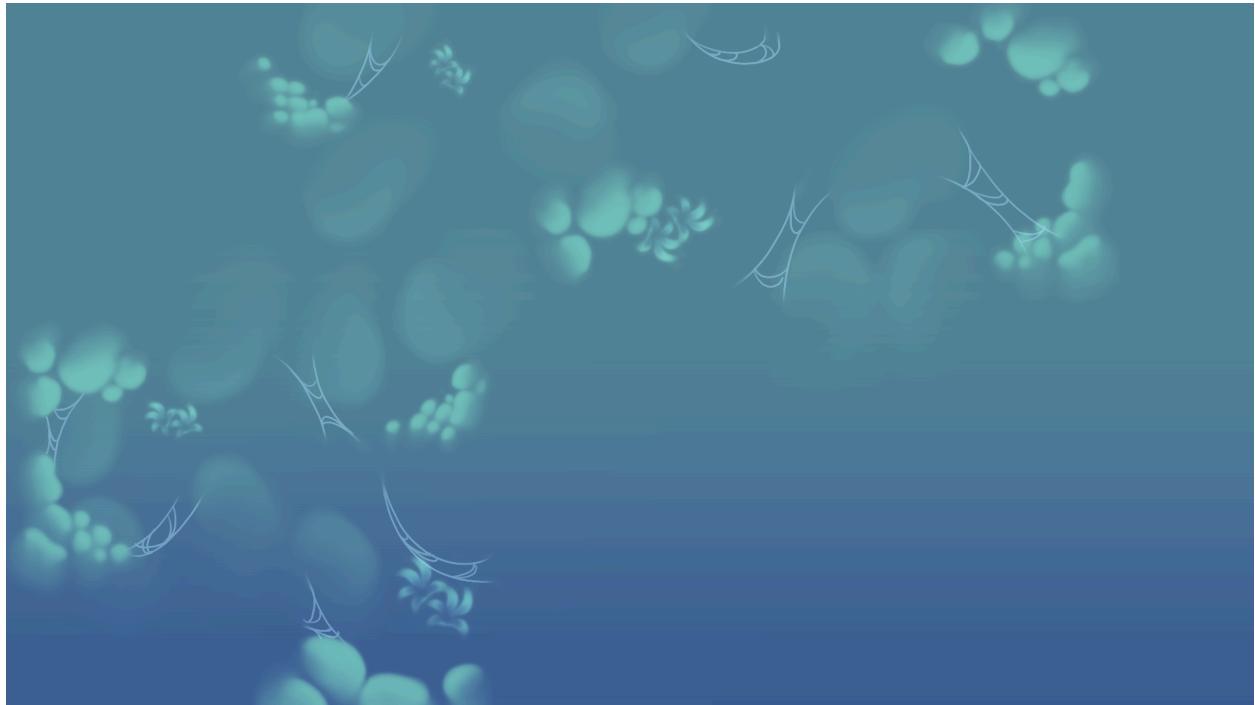
Art

Design

For the character design, we wanted to make the main character a cute spider so that the player does not feel intimidated. One of the enemies is based on a green-banded broodsac that are known for turning snails into disco-eyed zombies. The second enemy is an interpretation of what a spider would look like if it were infected by a green-banded broodsac. The final enemy is based on a silk moth.



For the environment, we went for a blue/green cave-like feel with rocks and plants to make it seem a little overgrown and bug-like. We used Hollow night as the main inspiration for the background and took ideas from several different games and pixel art assets to create the tile maps and make them repeatable.



Audio

Music

The main theme that plays during gameplay sounds like you're in a dim and creepy situation. We wanted it to be a loopable track that wouldn't bore the player or become redundant while encapsulating the feel that we are going for.

The theme that plays when you go through the door to see the queen is a bit more sinister and gives the player a feel of being in the presence of something not so good. We wanted the strings to be chaotic and invoke a feeling of uncertainty and uneasiness for what is to come. It moves from the initial creepiness to something a bit more grand and fit for a queen, which indicates you being in the presence of the queen silk moth we have at the end.

Game Experience

UI

We added a health bar so that the player knows that if their health reaches zero, they die/lose. There is a cocoon counter to keep track of how many cocoons the player has collected.

Controls

- Alphanumeric keys + “;” + “,” + “.” to swing
- Space to Dash

Development Timeline 01/12/24 - 01/27/24

Minimum Viable Product

#	Assignment	Type	Status	Finish By	Notes
1	Design Document Draft	Other ▾	Completed ▾	Jan 15, ...	Living Document. Changes as we go
2	Characters Concept Art	Art ▾	Completed ▾	Jan 15, ...	
3	Background Concept Art	Art ▾	Completed ▾	Jan 15, ...	
4	Main Theme	Audio ▾	Completed ▾	Jan 18, ...	Based off of concept art
5	Character Controller	Coding ▾	Completed ▾	Jan 17, ...	
6	Character Sprite Sheet	Art ▾	Completed ▾	Jan 19, ...	
7	Background	Art ▾	Completed ▾	Jan 19, ...	Set up of Parallaxing
8	Platform Tilemap	Art ▾	Completed ▾	Jan 19, ...	
10	Movement Tutorial	Other ▾	Completed ▾	Jan 19, ...	
11	Cocoons	Art ▾	Completed ▾	Jan 21, ...	
12	Parasite	Art ▾	Completed ▾	Jan 21, ...	
13	Infected Spider	Art ▾	Completed ▾	Jan 23, ...	
14	Light Sources	Art ▾	Completed ▾	Jan 23, ...	
15	Movement Tutorial	Coding ▾	Completed ▾	Jan 20, ...	
16	Cocoon Pick up	Coding ▾	Completed ▾	Jan 21, ...	
17	Parasite	Coding ▾	Completed ▾	Jan 24, ...	
18	Infected Spider	Coding ▾	Completed ▾	Jan 24, ...	
19	End Goal	Coding ▾	Completed ▾	Jan 25, ...	
20	Playtest	Other ▾	Completed ▾	Jan 26, ...	
21	Submit	Other ▾	Completed ▾	Jan 27, ...	

Beyond

#	Assignment	Type	Status	Finish By	Notes
1	Puzzle Design	Other ▾	Not Started ▾	📅 Date	
2	Puzzles	Coding ▾	Not Started ▾	📅 Date	
3	Main Menu Style	Art ▾	Not Started ▾	📅 Date	
4	Main Menu Theme	Audio ▾	Not Started ▾	📅 Date	
5	Main Menu	Coding ▾	Not Started ▾	📅 Date	
6	Settings	Coding ▾	Not Started ▾	📅 Date	
7	Capturing Enemies	Coding ▾	Not Started ▾	📅 Date	
8	Controller Support	Coding ▾	Not Started ▾	📅 Date	
9	Role swap	Coding ▾	Not Started ▾	📅 Date	Infect other spiders
10	Hats and Cosmetics	Art ▾	Not Started ▾	📅 Date	
11	Hats and Cosmetics	Coding ▾	Not Started ▾	📅 Date	