Secret Weak Spot

DESIGN DOCUMENT

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## 

## Introduction

### Game Summary Pitch

Keep It is a 2D game using grid movement.You will complete different mazes ending with a turn based boss battle. On the way you will collect different weapons types and info cards about the weaknesses of the next boss.

### Player Experience

The player will be confronted by a fast paced game where you have to choose how many information cards and weapons you want to collect before you lose too much life before the boss fight.

### Platform

The game can be played in any common web browser.

### Development Software

* JavaScript with Phaser framework for programming
* Aseprite for 2d art and animation

### Genre

singleplayer, speedrunning, turn based

### Target Audience

Everyone that wants to finish games fast and optimal or just wants to play something casual on the side.

## 

## Concept

### Gameplay overview

The player controls a cube moving through a grid layout maze with different portals to coherent mazes.

A field of the grid is foggy until you move on it once.  
You can buffer your next couple of movement inputs.

At the end of each maze you will face a boss in a turn based fight.

1 level = maze + boss fight

On the way you can collect different weapons dealing different types of damage.  
You also can find cards with information about the weaknesses for the next boss.

Every second in the maze will reduce your life.

Switching the weapons in the boss fight is slow. So information gathering is important.  
  
The layout of the mazes and the placement of weapons and information cards is **not** random but the information on the cards is.  
The weaknesses of the bosses are also random.

### Theme Interpretation

The maze builds up pressure on the player by taking the life away slowly. So you have to move quickly. The more you memorize the locations of the weapons and cards the better the next run will be.

So **play fast → memorize → play faster**

### Primary Mechanics

| **Mechanic** | **Mockup**  ***(Art not necessarily final)*** |
| --- | --- |
| **Normal movement** a  The cube can move into four directions: up, down, right, left |  |
| **Walls** a  Stop the cube to move further. | No mockup. You just cannot move through a wall |
| **Fog** a  At the beginning, each field is foggy and you can’t see what is on the field. When you reach a field, the fog clears. |  |
| **Portal** a  Going on a portal will teleport you to the next part of the maze. |  |
| **Boss portal** a  Stepping on a boss portal will move you to the next boss fight |  |
| **Weapons** a  Weapons can be found in four different levels: 1 to 4 stars.  They deal different types of damage: Water, Fire, Void, Poison, Electricity, Something yellow |  |
| **Information cards** a  Information cards give you an inside on a weakness of the next boss |  |
| **Life drain** a  Every second being in the maze will reduce your current life. |  |
| **Buffering** a  The player can buffer their inputs. Every input will be processed one after the after inside the queue. You can empty the queue. | Optional |
| **Boss fight** a  After entering the boss area, a turn based fight will start. The player is the first one to go. | See Attacking and Boss attacking |
| **Attacking** a  You can choose to attack with your current weapon. Your turn ends. |  |
| **Boss attacking** a  The boss will attack your life points in his turn |  |
| **Swapping weapon** a  You can swap your weapon but you can’t attack in this turn |  |

## Art

### Theme Interpretation

The color palette is very simple and limited. It is very greenish to give the game a tone of being in a maze made out of hedges. In contrast will be the white fog.  
Main colors: #447604, #6CC551, #9FFCDF, #52AD9C, #47624F

Link to color pallet: [Create a Palette - Coolors](https://coolors.co/447604-6cc551-9ffcdf-52ad9c-47624f)

### Design

Simple pixel art with limited colors with a mysterious tone to it.

## Audio

### Music

To give a better feeling of pressure the game is accompanied by fast piano. It also should give you a feeling of loneliness and helplessness inside the maze.

### Sound Effects

Adding realistic sound effects of wind and crackling in the hedges.

You can also hear the howling of some wolves.

It will play a mysterious secret sound when collecting an information card.  
The weapons will make realistic not over the top sounds.

The bosses will grunt and rattle.

## Game Experience

### UI

In the top left corner you can see the life bar.

At the top the timer runs down.

In the right corner there is a symbol that activates when inputs are buffered.

In the bottom right corner you will see the collection of your information cards and weapons.

In the bottom left you have the four movement buttons and one to cancel the input buffer.

### Controls

**Keyboard**

Arrow keys / WASD

**Mouse**

Movement buttons

## Development Timeline

**MINIMUM VIABLE PRODUCT**

| **#** | **Assignment** | **Type** | **Status** | **Notes** |
| --- | --- | --- | --- | --- |
| 1 | Design Document | Other | Finished |  |
| 2 | Base level loader and creator | Coding | Finished | The base to create a level. You should be able to alter the design of the level |
| 3 | Base movement | Coding | Finished |  |
| 4 | Weapon and card collecting | Coding | Finished |  |
| 5 | Fog | Coding | Finished |  |
| 6 | Portal between maces and to the boss area | Coding | Finished |  |
| 7 | UI design of the level | Coding | Finished |  |
| 8 | Timer and life drain functions | Coding | Finished |  |
| 9 | Maze theme music | Audio | Finished |  |
| 10 | Background and collecting sounds | Audio | Finished |  |
| 11 | Player and maze assets | Art | Finished |  |
| 12 | Weapon and card assets | Art | Finished |  |
| 13 | Player animation | Art | Finished |  |
| 14 | Boss fight logic | Coding | Finished |  |
| 15 | Weapon swap logic | Coding | Finished |  |
| 16 | Boss assets | Art | Finished |  |
| 17 | Weapon and boss sound effects | Audio | Finished |  |
| 18 | Main menu and death screen | Coding | Finished | Stop reset timer. Shutdown all scenes of level because they are only stopped during scene transitions. |
| 19 | Loading screen | Coding | Finished |  |
| 20 | Settings menu | Coding | Finished |  |
| 21 | Input buffer / Extra stuff | Coding | Finished | Set the grid under fog. Add life drain effect. Make weaknesses so that for each question mark will remove one cover so it reveals a weak spot in that same color. Once shot the weak spot is destroyed. All question marks will be activated when choosing a weapon with the same color. When shooting with a weapon with no question mark it will shot on the cover to reveal a weakness |
| 22 | Level designs (as many as possible 🙂) | Other | Finished |  |
| 23 | Credit license and Submit | Other | In progress |  |