

**(MADE IN 7 DAYS FOR THE EXTRA CHALLENGE
AND THE LULZ)**

ADA'S ALCHEMY ACADEMY

DESIGN DOCUMENT

By NickRawcliffe for Pirate Software Game Jam 15

Introduction	2
Game Summary	2
Inspiration	2
Player Experience	2
Platform	3
Development Software	3
Genre	3
Concept	3
Gameplay overview	3
Theme Interpretation (Shadows & Alchemy)	4
Primary Mechanics	4
Art	6
Theme Interpretation	6
Style/Vibe	6
Audio	7
Music	7
Sound Effects	7
Game Experience	7
UI	7
Controls	7

Ada's Alchemy Academy: Shadowy Help In Terror

Introduction

Game Summary Pitch

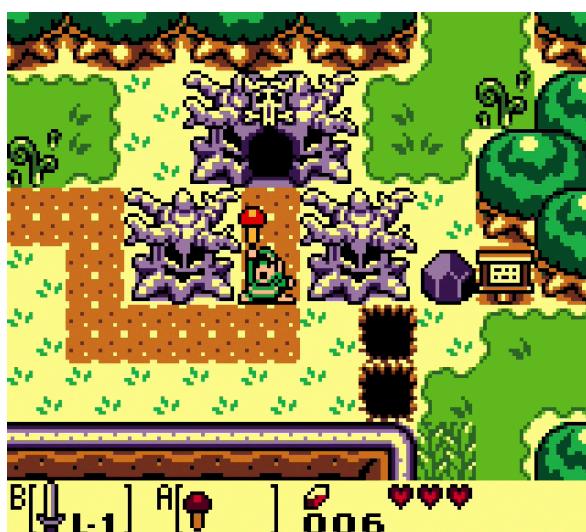
A game where finding ingredients and crafting potions is imperative for your survival. You craft potions that when thrown create shadows that then allow you to sneak around the enemy. You play as a young girl studying alchemy at an academy that gets overrun with goblins overnight. You wake amongst the terror to a mostly vacant (besides the goblins) academy in shambles and attempt to escape using the only thing you know. Making shitty potions that for some reason only make shadows.

Inspiration

Top down 2d game boy games + any crafting game. The biggest inspiration is the theme of the jam. I thought it could be funny to do the most literal interpretation of the theme.

Visual inspirations:

Visual style should be somewhere between these two games. Lower fidelity than Zelda but higher than Pokemon.



Link's Awakening (exterior inspirations)



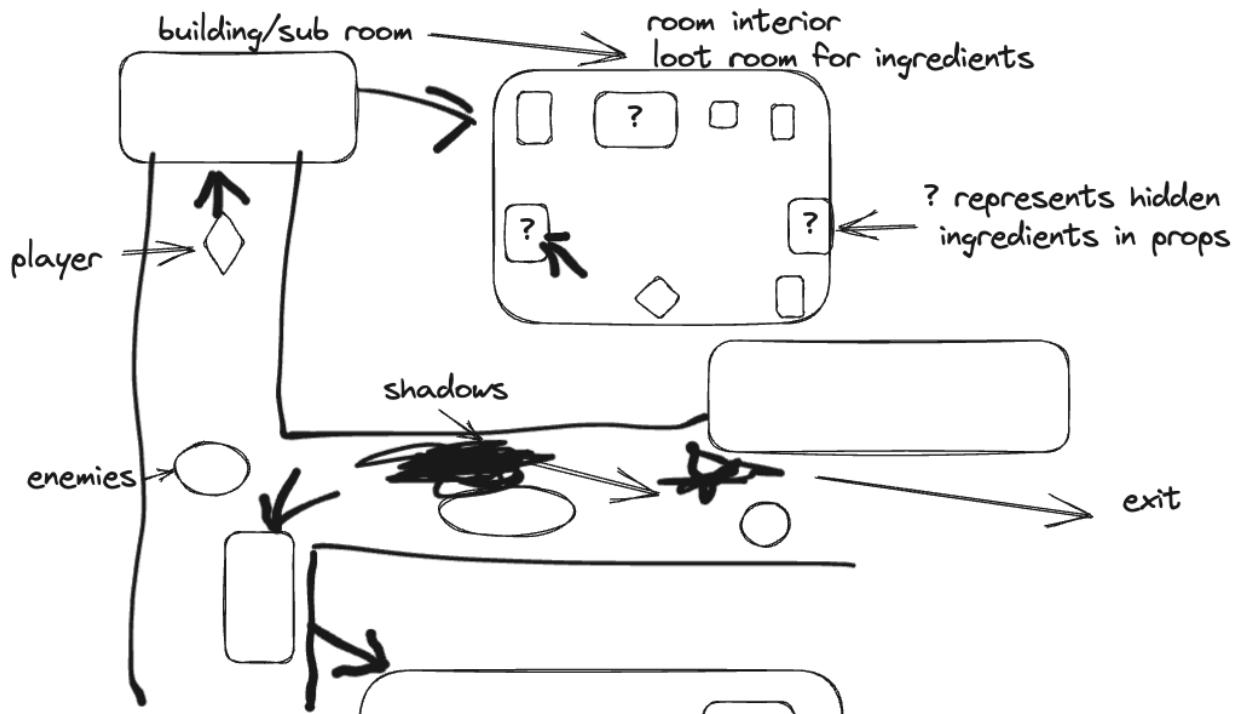
Link's Awakening (interior inspirations)



Pokemon Blue/Red

Player Experience

In a series of levels the player will have a threat revealed to them. It is made clear that fighting is not an option. Therefore the player must find a way to sneak around and seek a solution. They will be guided to various loot rooms within levels where they will eventually stumble upon ingredients to make potions and crafting stations where said potions can be made. Once the necessary ingredients have been found a potion can be crafted that will then provide the solution to the puzzle that is sneaking past enemies via potion created shadows.



sketch of level structure from initial brainstorm

Is There's Time Left In The Jam

Levels will end with boss fights where the player hurls potions at giant goblins to defeat them.

Platform

Gameboy, Gameboy Colour, Web, Any device via emulator.

Development Software

- GB Studio - for the engine
- Aseprite for graphics and UI and animation
- PixelBash2 for texture creation
- Spartan for tile creation
- CryPixels for certain sprite creation
- FluidFX, JuiceFX, PixelFX Designer for certain animations
- Ableton, Logic, Audacity for sfx

Genre

Crafting, Stealth, Puzzle game, Sooter (if I have time to make the bosses)

Concept

Gameplay overview

Sneaking, exploring and looking for loot in order to craft potions that solve a puzzle that allows you to escape a level via the creation of a potion created shadow/shadows.

Finding ingredients to craft a potion will be like an easter egg hunt.

Whereas navigating the overworld will be stealth gameplay with puzzle elements.

And (if there's time) the bosses will be more action shooter style gameplay for variety.

Theme Interpretation (Shadow & Alchemy)

This is the most literal interpretation of the theme I thought possible.

Crafting potions is alchemy by definition and the potions in this game create shadows when thrown literally creating the other word in the theme.

Stealth also conceptually makes sense for a shadowy theme.

Primary Mechanics

Looting Ingredients

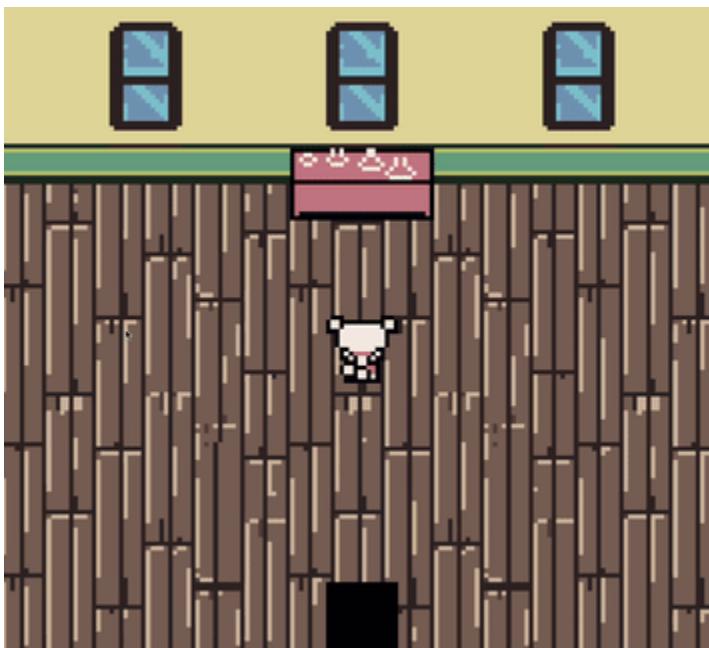
Walking up to ingredients and pressing A will pick them up and add them to the inventory. You will also be able to check inside various chests, cupboards and doors by interacting with them by pressing A. Sometimes they will have ingredients/items inside.



example from prototype

Brewing Potions

The player will need to find a brewing station in order to craft/brew potions. The player will do this by first collecting the right ingredients, then walking up to a brewing station and pressing A to interact. This will bring up a menu where the player will be able to select what potion they wish to craft or leave the menu by selecting cancel.



example from prototype

Throwing Potions

While in the overworld (level exteriors) the player will be able to throw potions by pressing A if they have any in their inventory. Throwing a potion will remove it from the players inventory.



example from prototype

Potions Create Shadows

When a potion hits a specific spot in a level it will create a shadow that will then allow the player to sneak past enemies.



example from prototype

Art

Theme Interpretation

The theme of alchemy will be conveyed consistently throughout the environment of the game as it takes place in a recently terrorized alchemy academy.

The tiles that are manipulated to create shadows will convey the theme also.

Style/Vibe

Somewhat limited here due to being a gameboy game but. The overall style and vibe of the art should be a little spooky and run down but still fun and light hearted. Not too foreboding. This is still mostly a crafting and exploration game after all so keep it light hearted.

From a pixel art perspective the art will be a little noisier than your average gameboy color game with a pretty drab color palette.

These two things combined should give the art a unique sense of identity that overall conveys, “something went wrong here in the academy.

Audio

Music

The music will be limited by the fact that it will have to use the gameboys built in midi music system via GB studio but overall the music will be mostly ambient and spooky.

Sound Effects

Sfx will also be somewhat limited due to the game being on gameboy but some audio implementation is possible so that will be used to create more organic/ambient sounds where possible. This will however be limited to single trigger audio samples of a few seconds.

Game Experience

UI

The UI will be the built in UI system of the gameboy but there will be some light UI elements like hearts on the screen for health.

Controls

PC

Up - Up Arrow / W

Down - Down Arrow / S

Left - Left Arrow / A

Right - Right Arrow / D

A - Alt / Z / J

B - Ctrl / K / X

Start - Enter

Select - Shift

GameBoy

Up

Down

Left

Right

A

B

Start

Select

Minimum Viable Game VS Beyond

MINIMUM VIABLE PRODUCT

The minimum viable product will be 10 levels with enemies scattered throughout. With basic ingredient looting and potion crafting mechanics where throwing potions onto certain spots will create shadows that will allow the player to escape the level/levels.

BEYOND (if ahead of schedule / extra time)

Beyond that, if I have time, levels will end with mini boss fights where the player can defeat the boss by spam throwing potions shooter style.

If there's time it would also be nice if different potions somehow had different effects and affected the world differently.

And of course if there's more time More levels would be good.

The final stretch if time permits would be to add more story and music.