global game jam
2012

- Game design dossier -

The tale of Archy,
the alchemist who made the Gods really mad
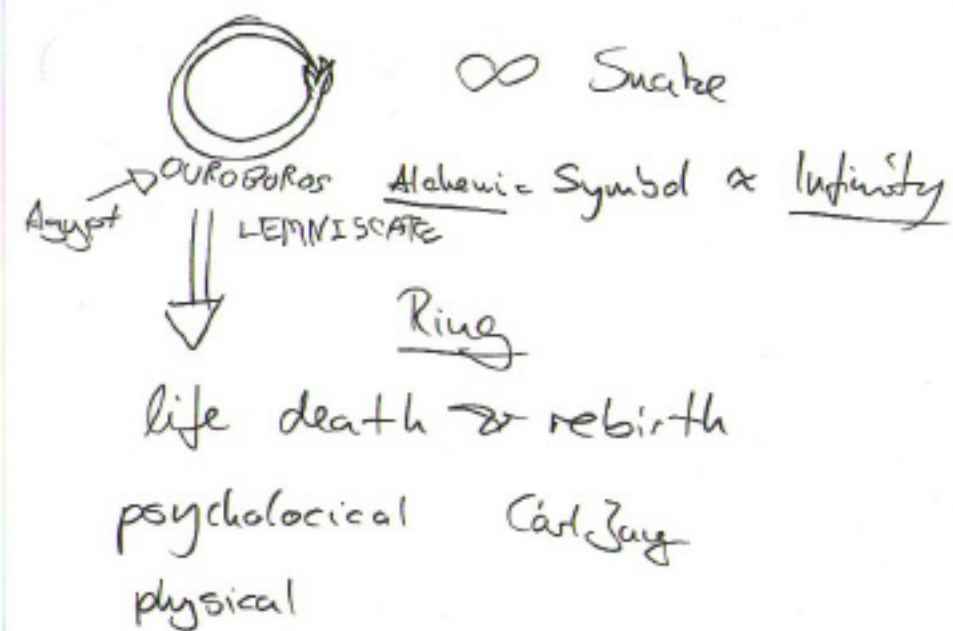and had to go forth to fix this very uncomfortable situation.

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January 29th 2012
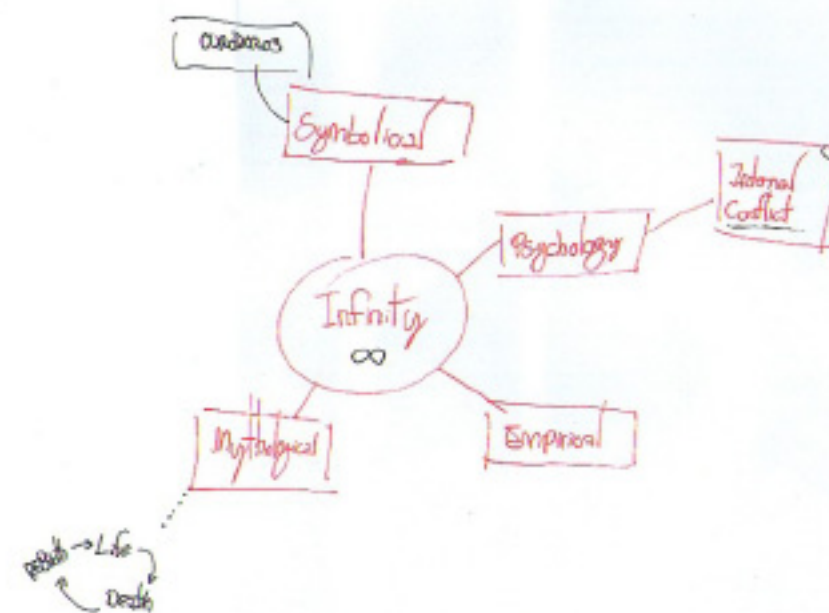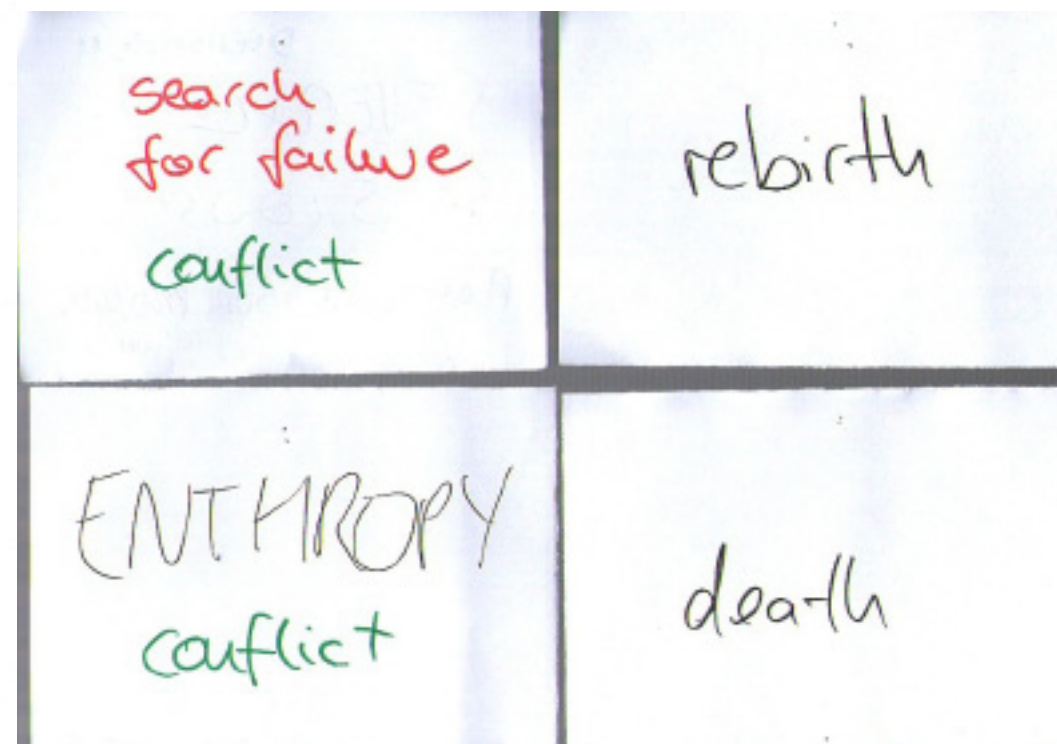
Brainstorming
Topic of this year:

Yeah, dirty snake...

∞ Snake
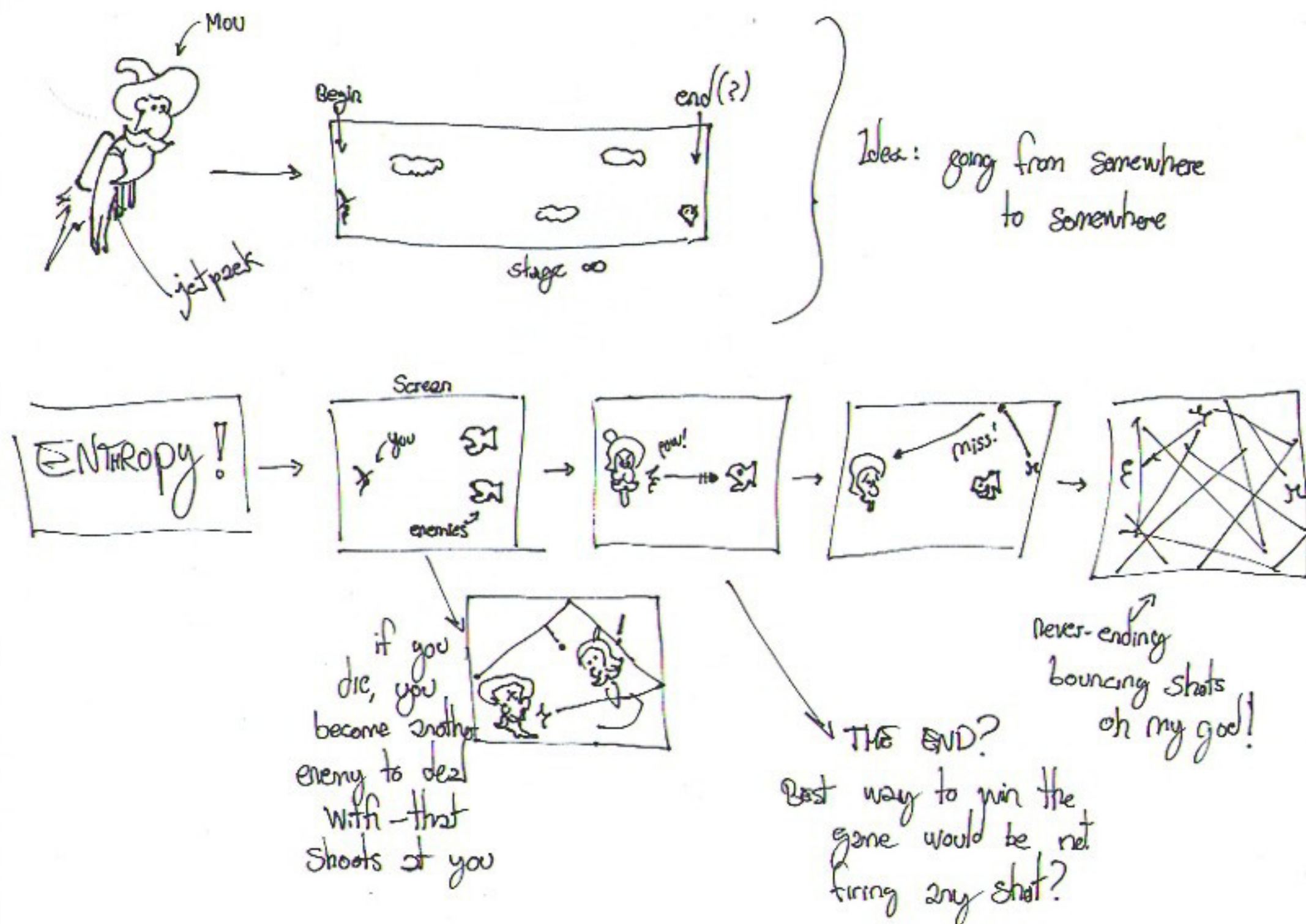OUROBOROS   Alchemic Symbol ∞ Infinity
Anypt   LEMNISCATE
Ring
life death & rebirth
psychological   Carl Jung
physical

search
for failure   rebirth
conflict

ENTHROPY
conflict   death

Time loop
(infinite)   Alchemi

life
(infinite)   Mythologic

Ouroboros
Symbolical   Internal Conflict
Psychology
Infinity
∞
Mythological   Empirical
Rebirth → Life
Death

First concept sketch

Time table

Time table

1. General Concept of the Game

2. Definition
   - Characters
   - Platform
   - Graphics

3. 2:00 stage
   - Level / design
   - Characters design
   - Visual concepts
     → texture
     animation color Scenario

4. Mechanics
   - Program
   - Prototype

   Interface
   - typeface
   - graphics
   - hud system

5.
   - Music
   - Sound
   - PROPS

6.
   - debug
   - Production

7.
   - Cutscenes
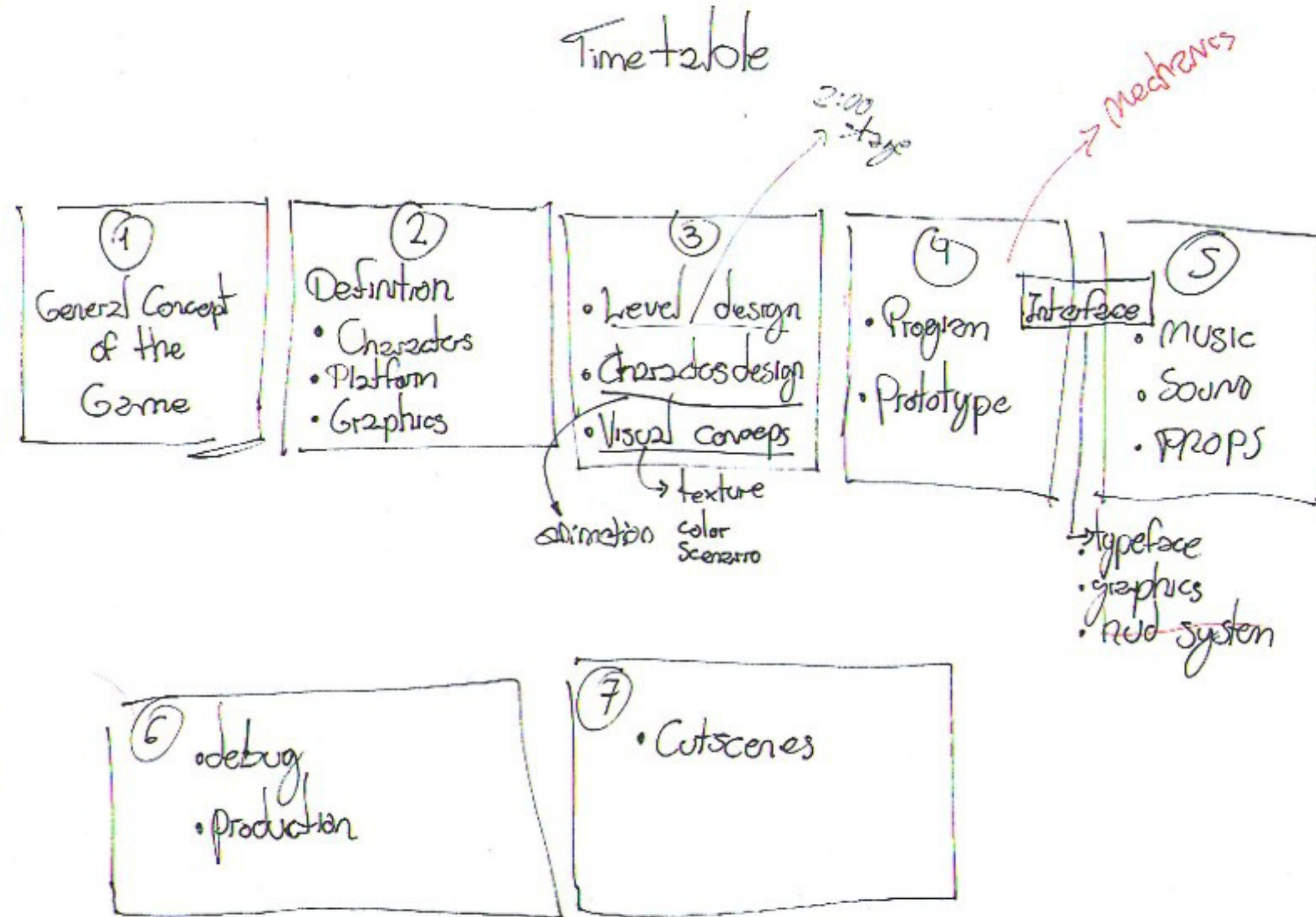
Game concept

main character mechanics:

ⓐ moving
- ↳ capable of changing directions   β→ჳ→β
- ↳ two dimensional movement: ✳
- ↳ acceleration until maximum

ⓑ aiming
- ↳ in-screen mouse aiming
- ↳ aiming changes direction of the character

ⓒ shooting
- ↳ unlimited shots
- ↳ bounce
- ↳ can be killed by own shots in ⊕ dimension

ⓓ power-up
- ↳ ~~gain of speed~~
- ↳ collect shots when dead → increase frame speed

Soul mechanics:
- ↳ move away from range with acceleration
- ↳ goes to the beggining of the stage and waits

The character flies through the scenario to reach his objective. He has the power to shoot his enemies, but each missed shot bounces in the screen sides and can harm him. If he dies, he needs to recollect his soul in an "reversed realm" - and is pushed away from reaching his goal in the end.

World behavior
- •Orthogonal-parallex scrolling for the background
- Screen frame visible
- •Automatic scrolling (positive or negative)
- •Global speed
- •Two environments : positive and negative
- •change of color mood (texture change)
- •shots bounce in edge of the screen and in the game layer
  - ↳4 layers: World → background → game → front
- •Interactions reversed from positive to negative

- 2-Sidescroller shooter.
- Every missed shot stays in the level and is reflectec from the walls.
- If you hit by a shot or an enemy you enter the parallel reality of the level.
- Here your lost soul is fleeing to the beginning of the level.
- Catch it to get back into reality.
- All your missed shots can be collected here as powerups.

Gameplay

left to right

avoid everything

alive

dead

catch everything

right to left
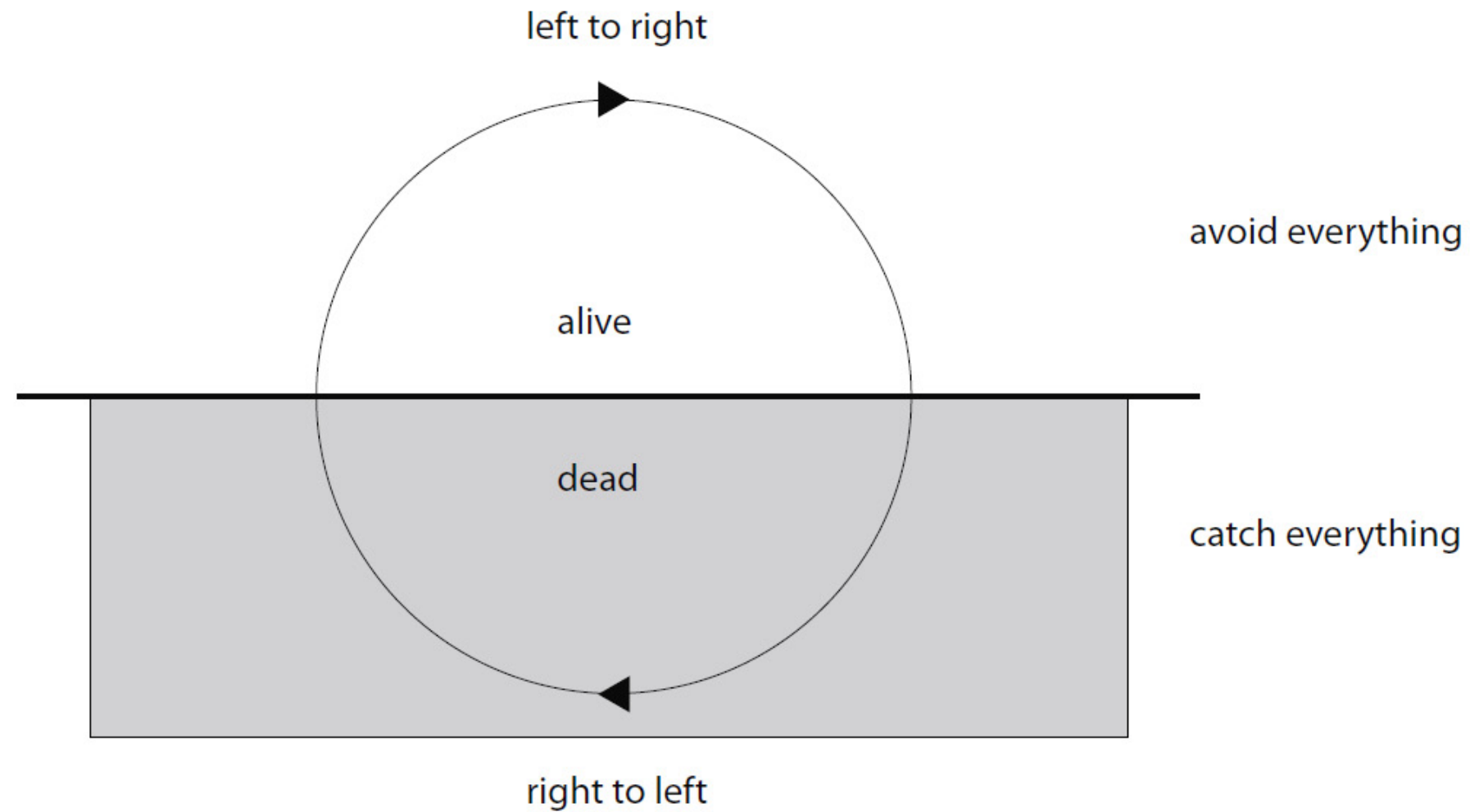
Not understanding yet?

Game concept
Enemies

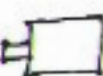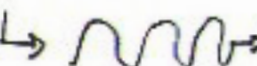global rules: fixed location, restricted movement, global speed

Enemies.

A) Standard
- contact-kill
- size: same as main character
- speed: 1/2
- aspect ratio: ▭
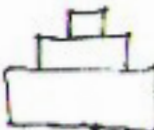- movement: linear
  - ↳ horizontal
  - ↳ vertical
  - ↳ distance

AB) standard homing
- movement: follows the main character

**B) Speedy**
- contact-kill
- size: same
- speed: same
- aspect ratio: ▭
- movement:
 - ↳ ∿∿∿ → sinus

C) big shooter
- contact-kill
- shoots
- size: 2 times
- speed: zero
- aspect ratio: ⌂
- frequency of the shots: one each 5 sec (?)
- he aims for the main character
- only shoots when in range

D) time-bomb
- 5 seconds time-bomb
- fires 4 shots if not destroyed
- aspect ratio: ◇
- movement: fixed
- starts countdown when in range
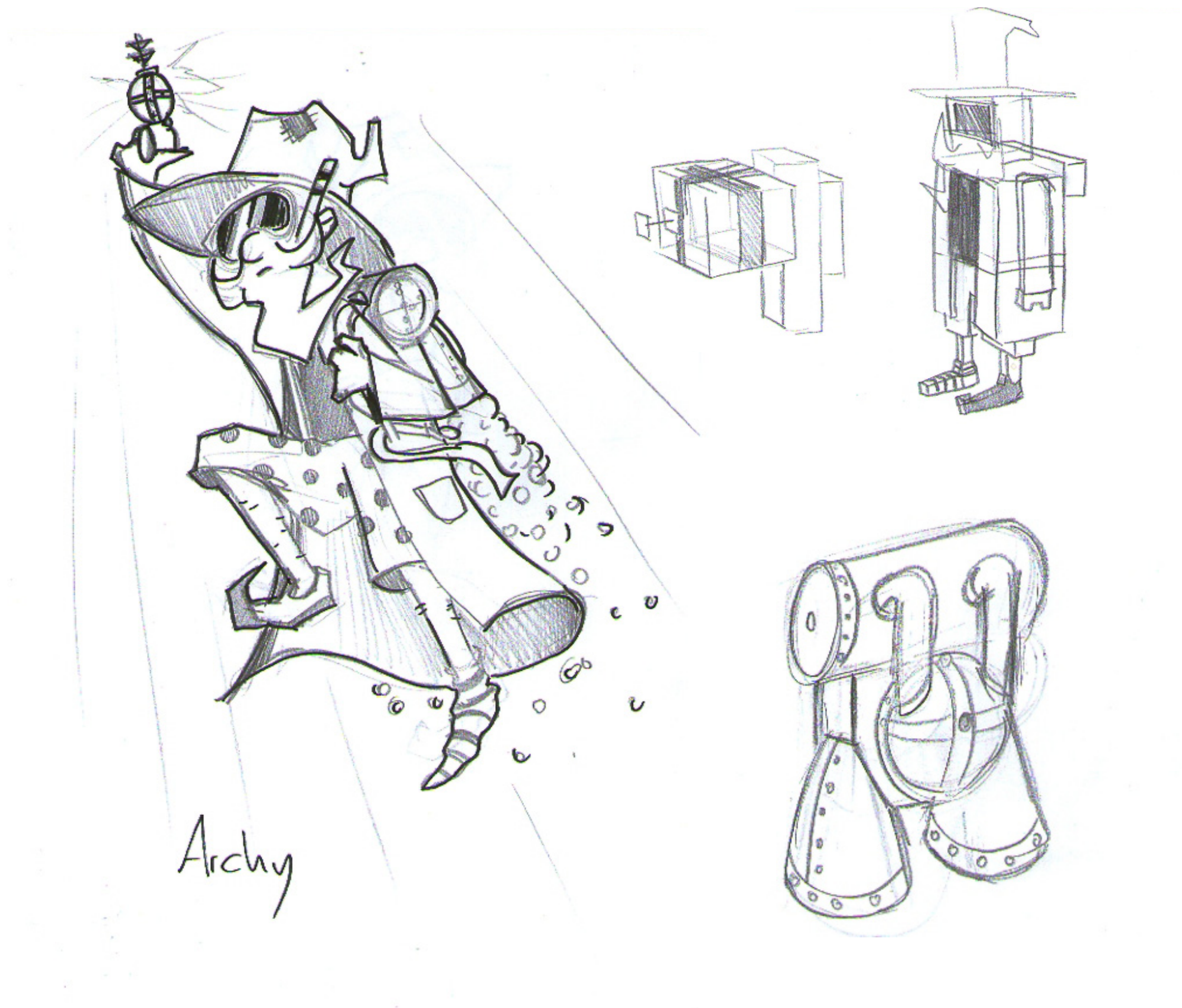- does not appear in the negative world

Alchimist

Alchimist device →

Philosopher Stone↑

Character design
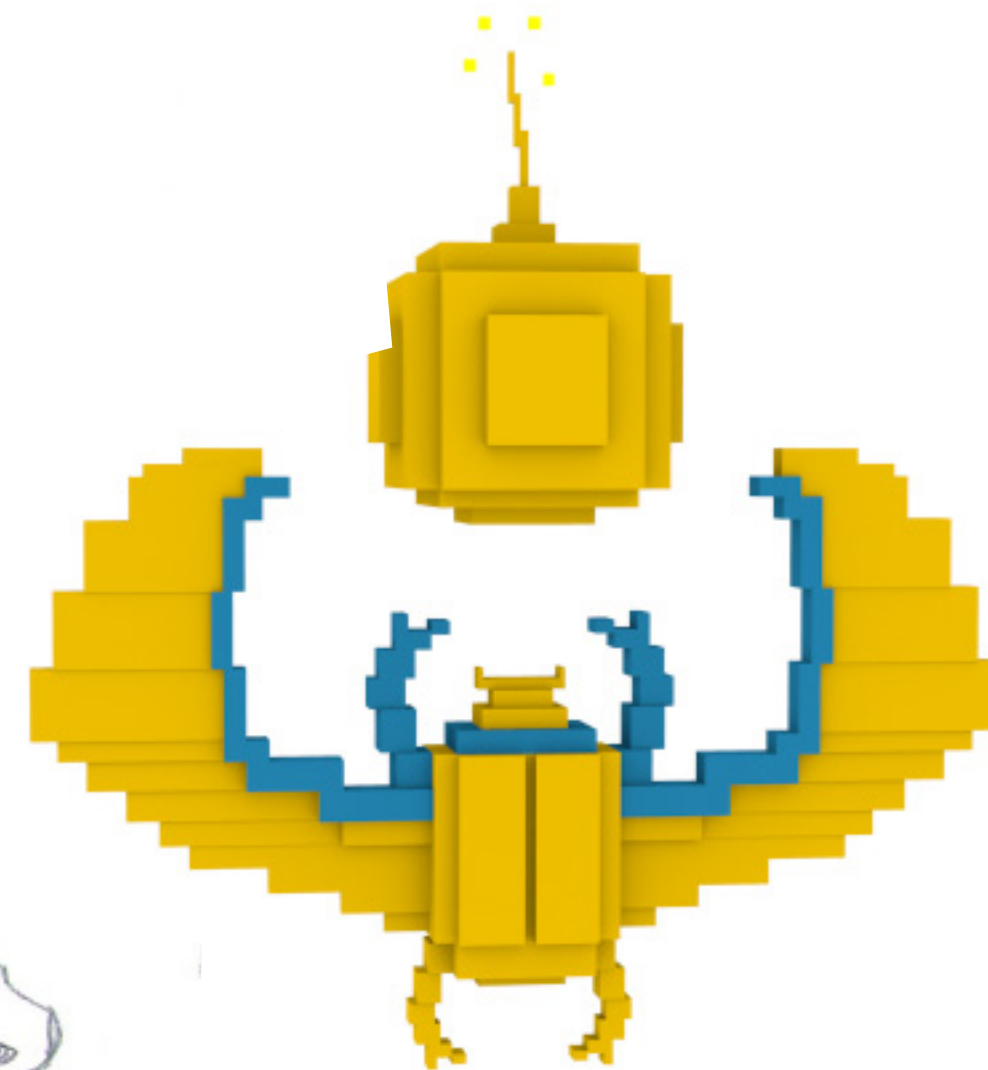Archy
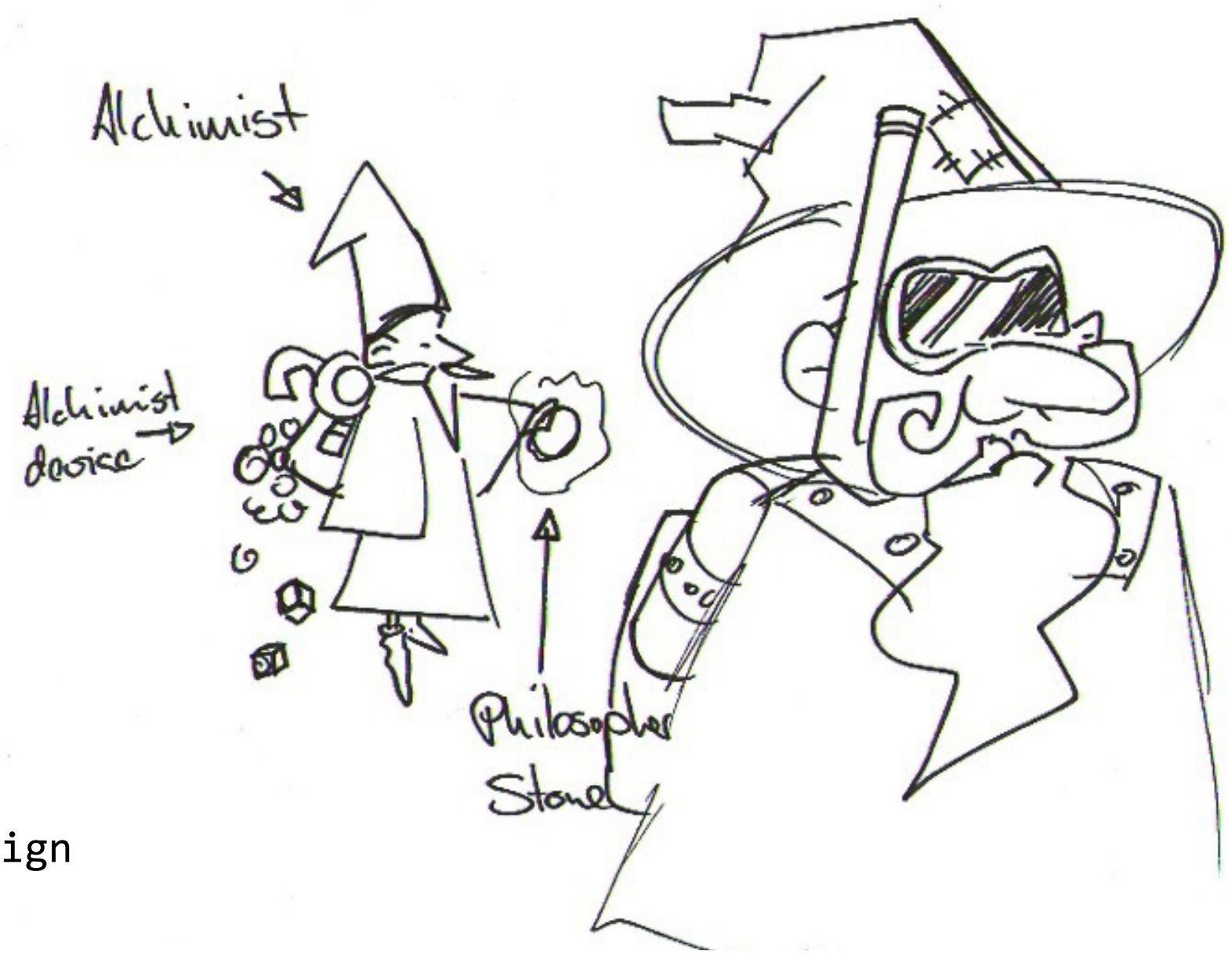
Yes, it's a snorkeling mask.
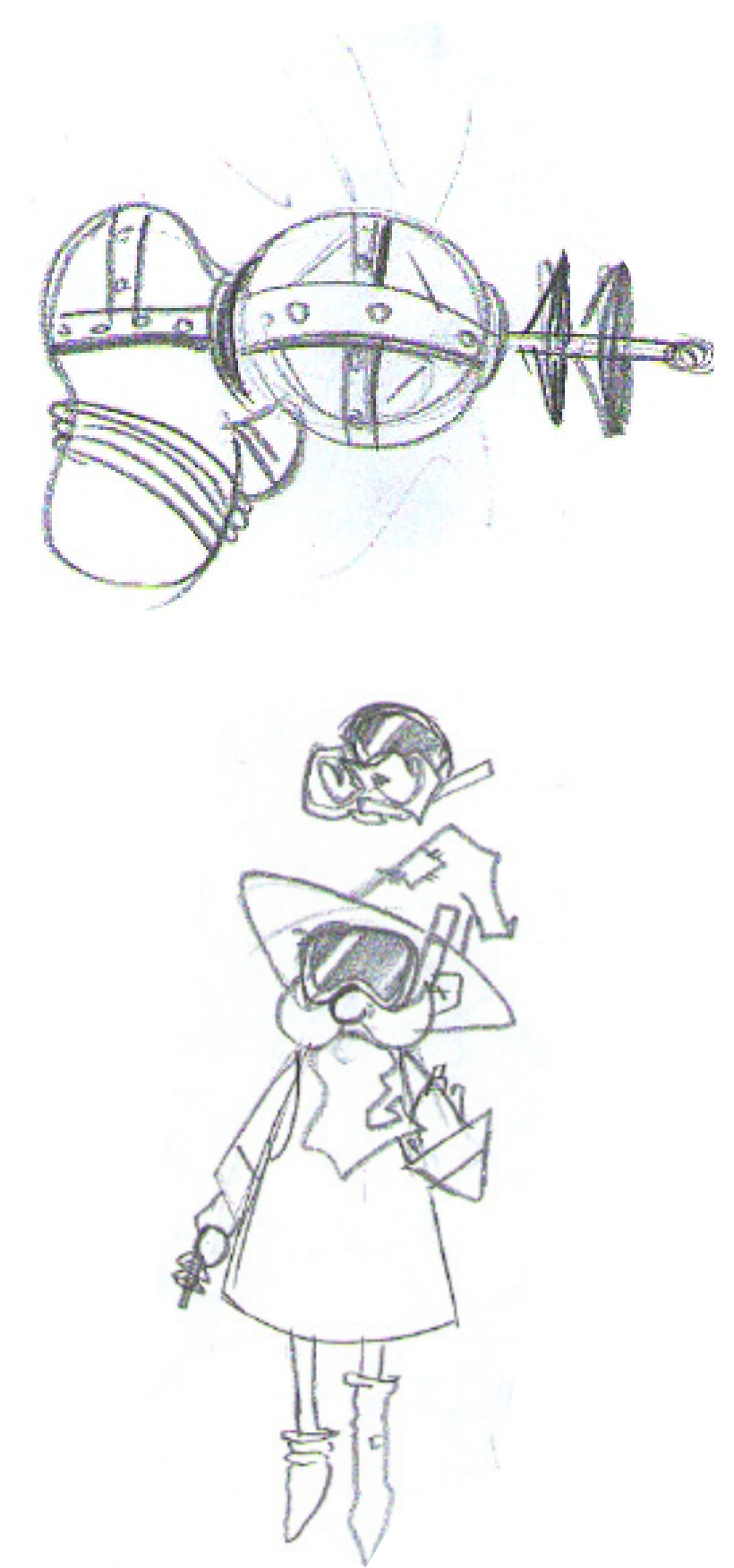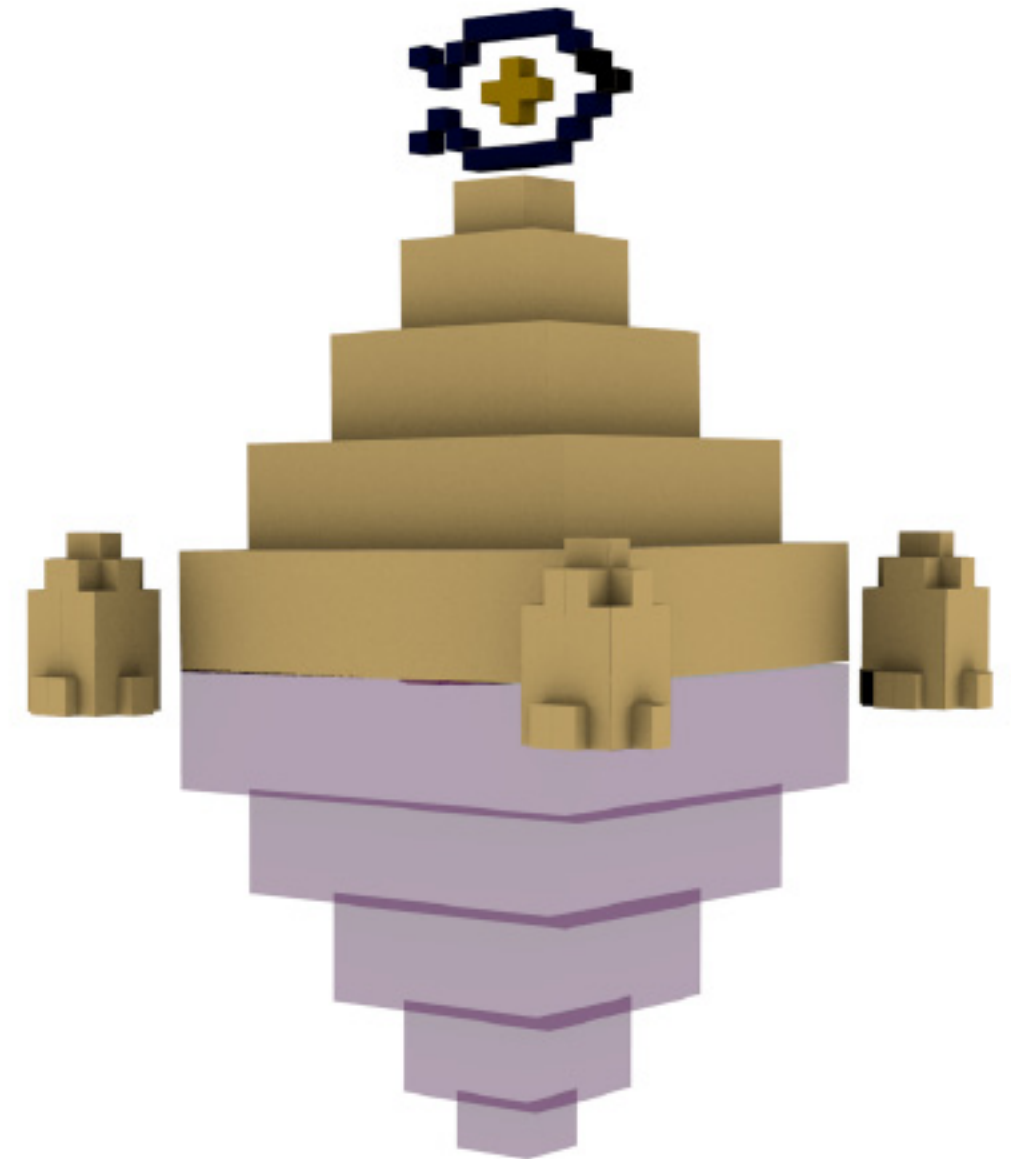
Character design
Archy

Archy

Character design
Archy

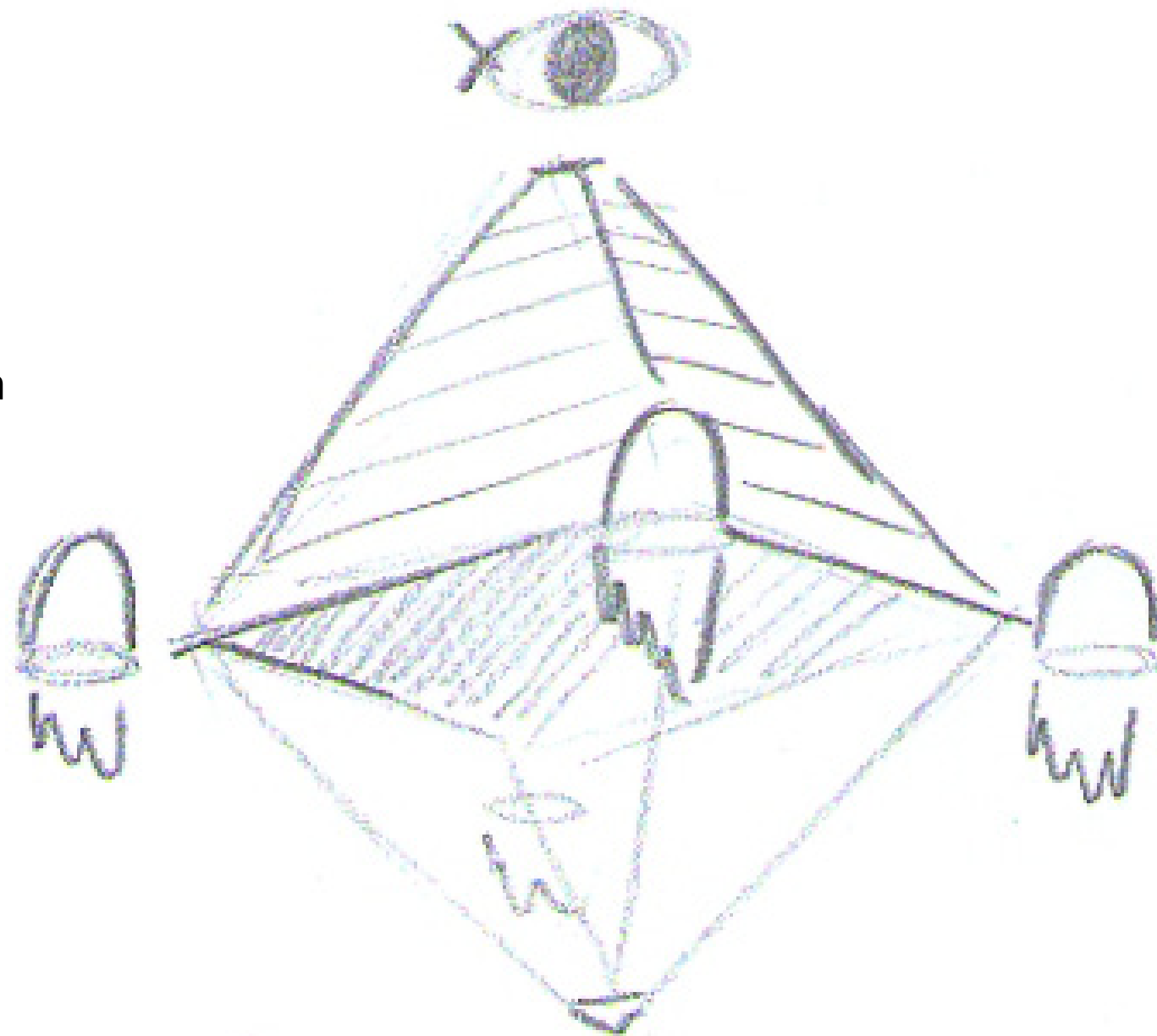He flies with a jetpack.

Character design
Enemies

Pyramid

cristal
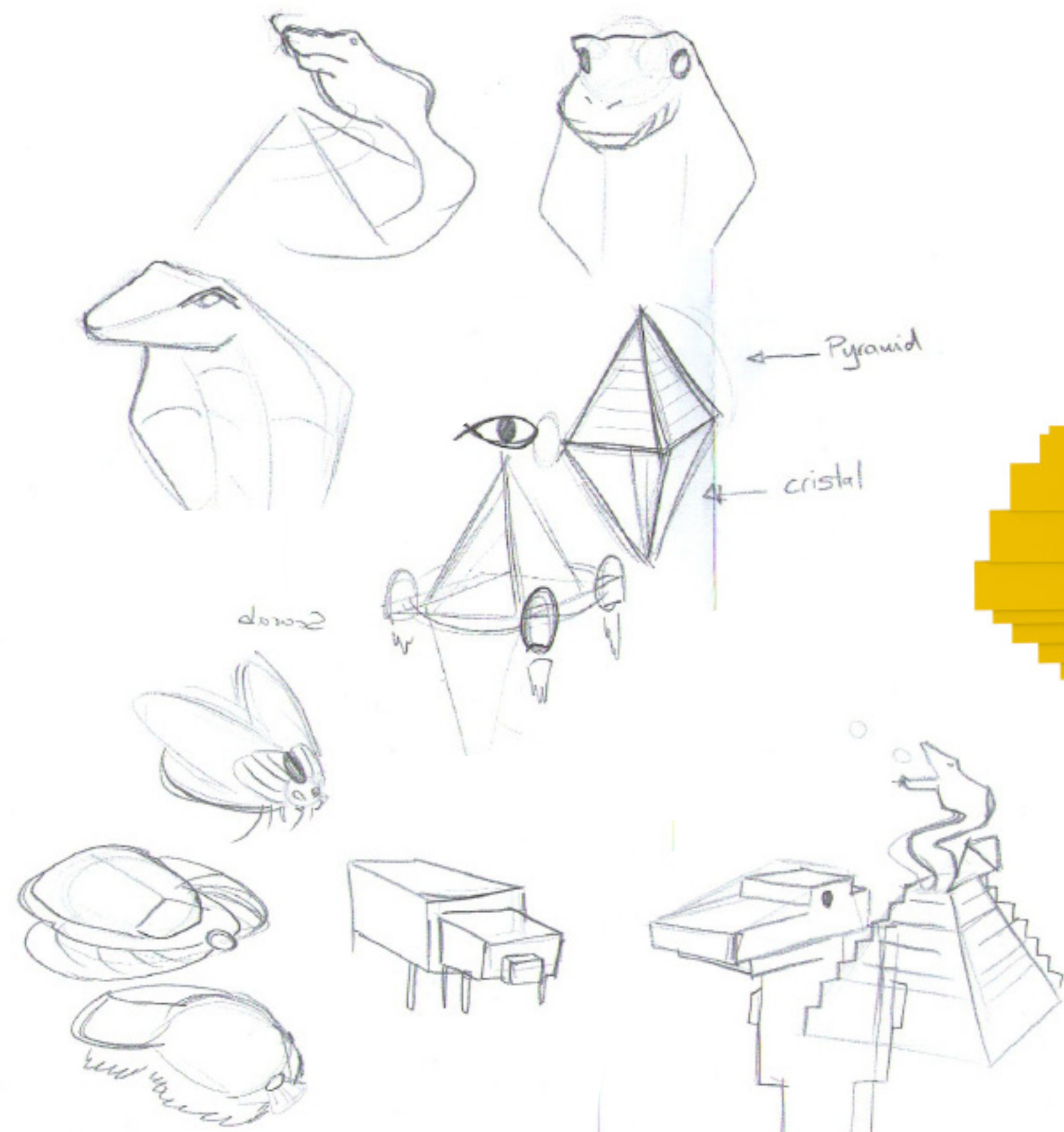
Scarab

The ScaraBomb gives you
only five seconds of piety.
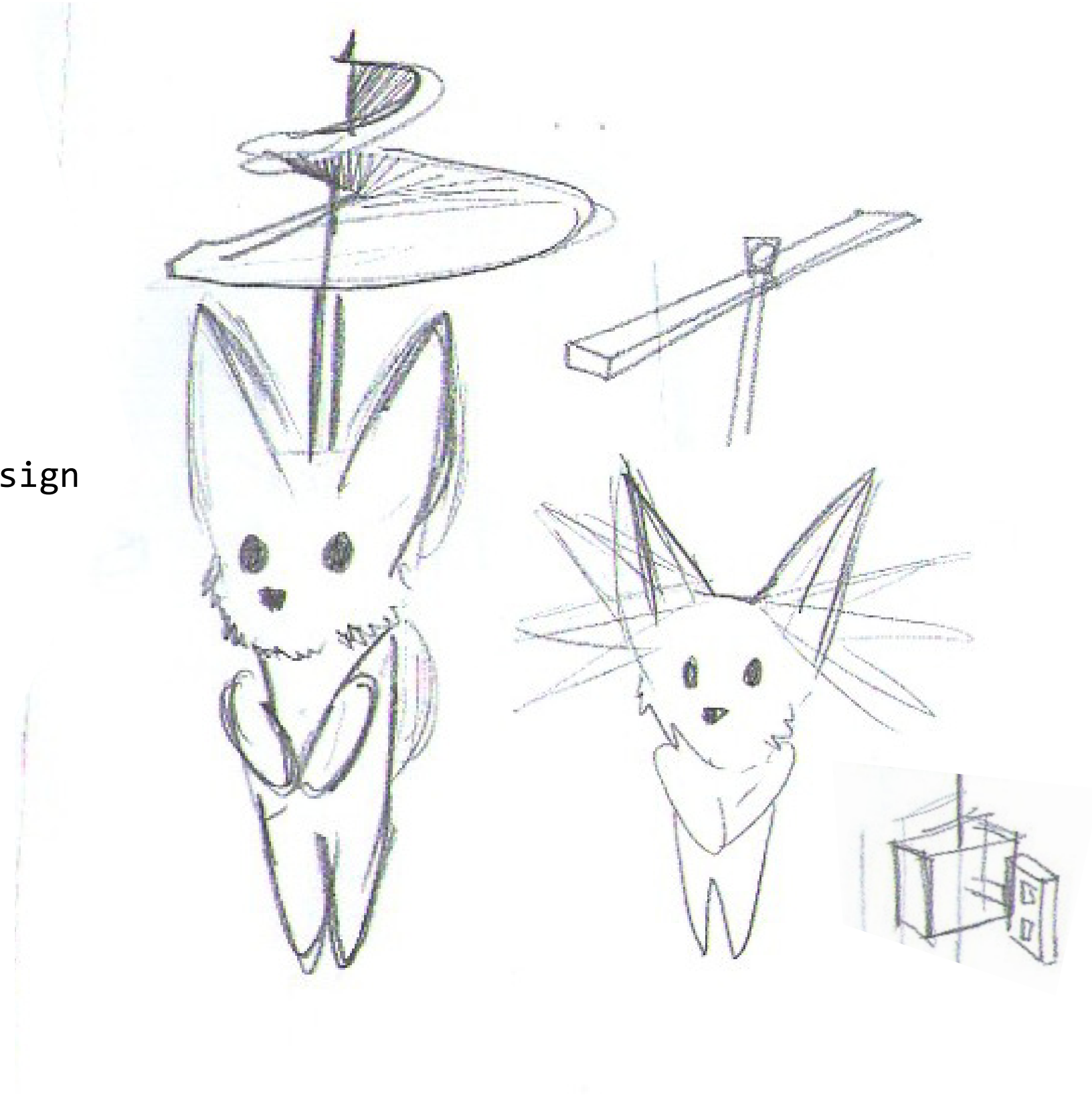
Character design
Pyramid

Character design
Flying Cool Alligator
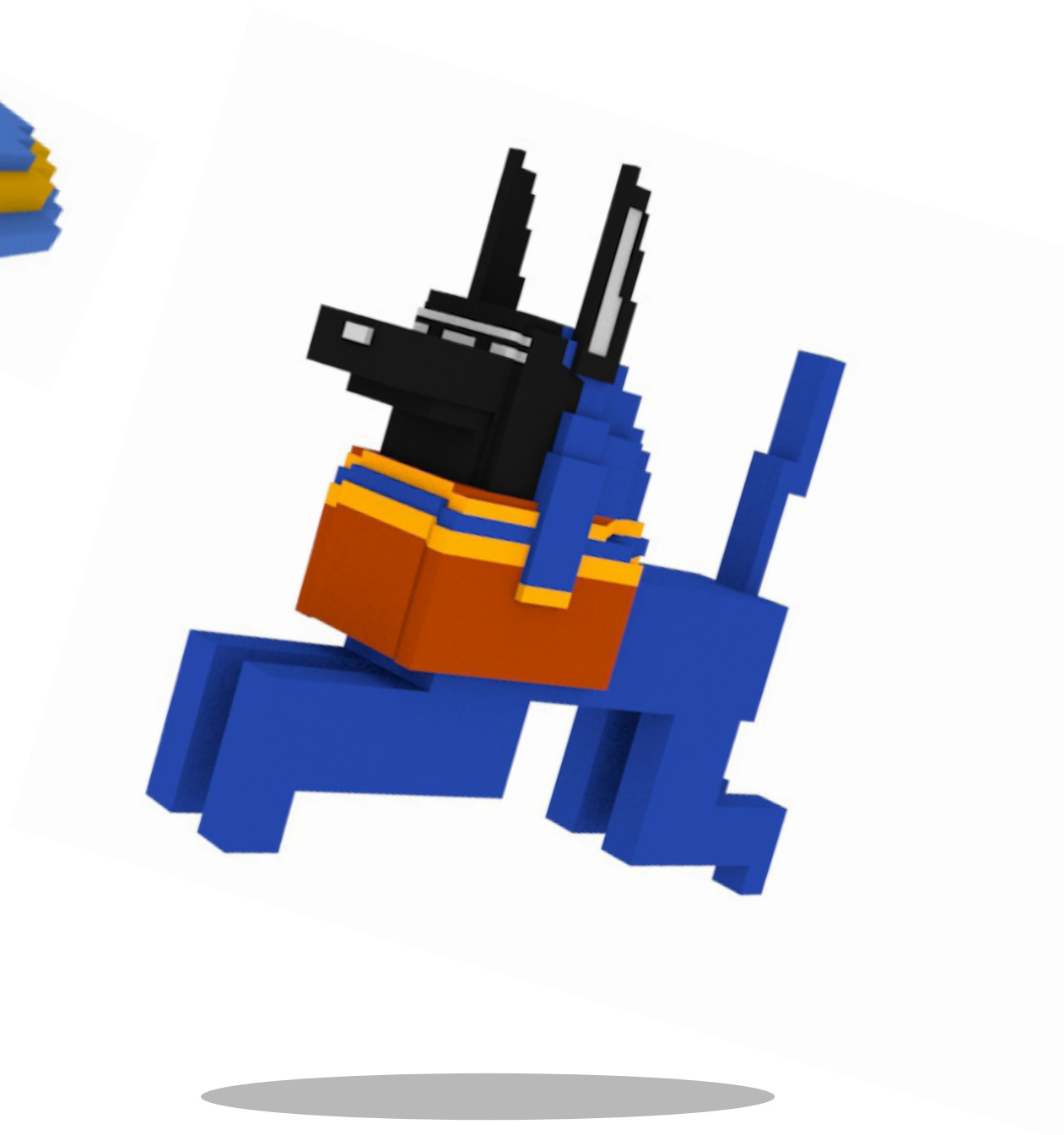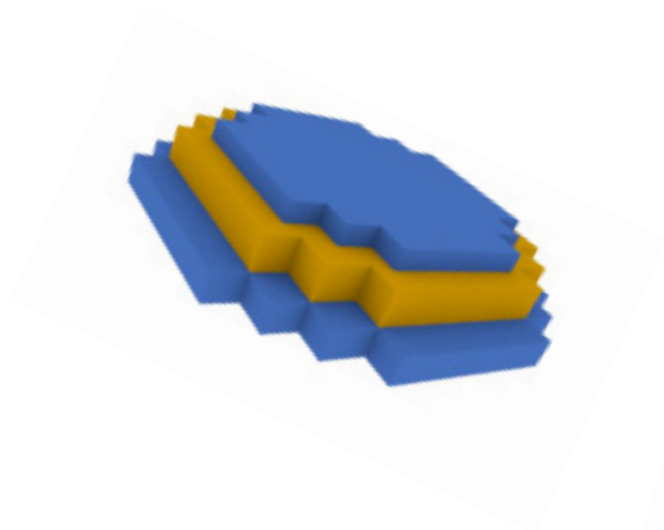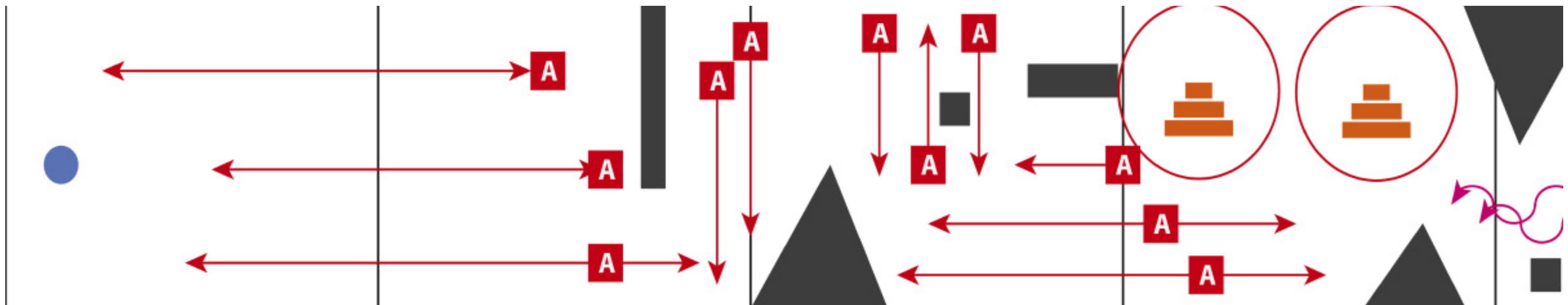
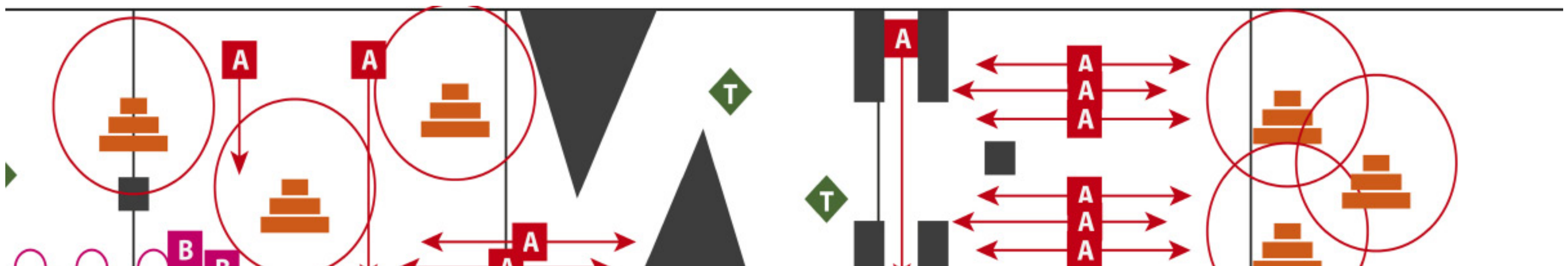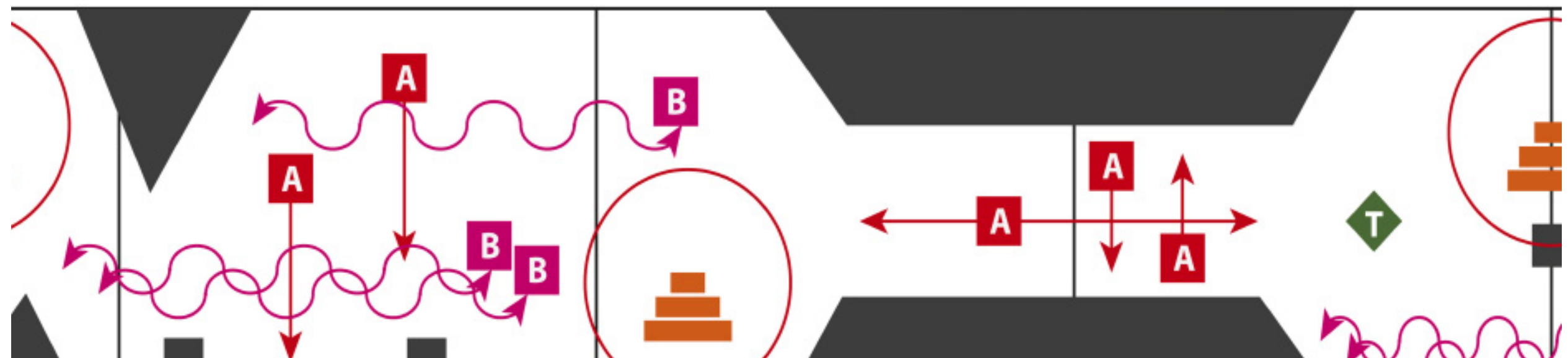Character design
Cute Cat

So cute!

Character design
Anubis

2. The glass of water is half full or half empty?

a) Half full.

b) Half empty. No, wait. Does it means that I am a pessimist?

c) I don't know, but MY glass is always full and not with water but with the best wine from my cellar.
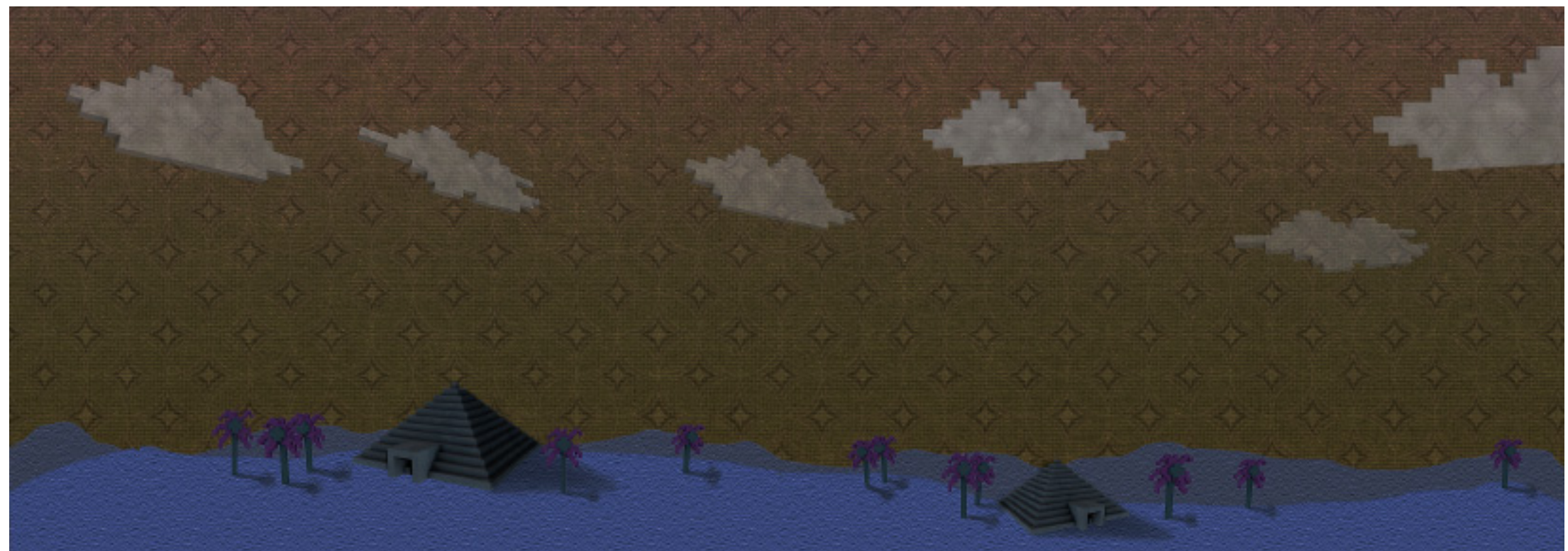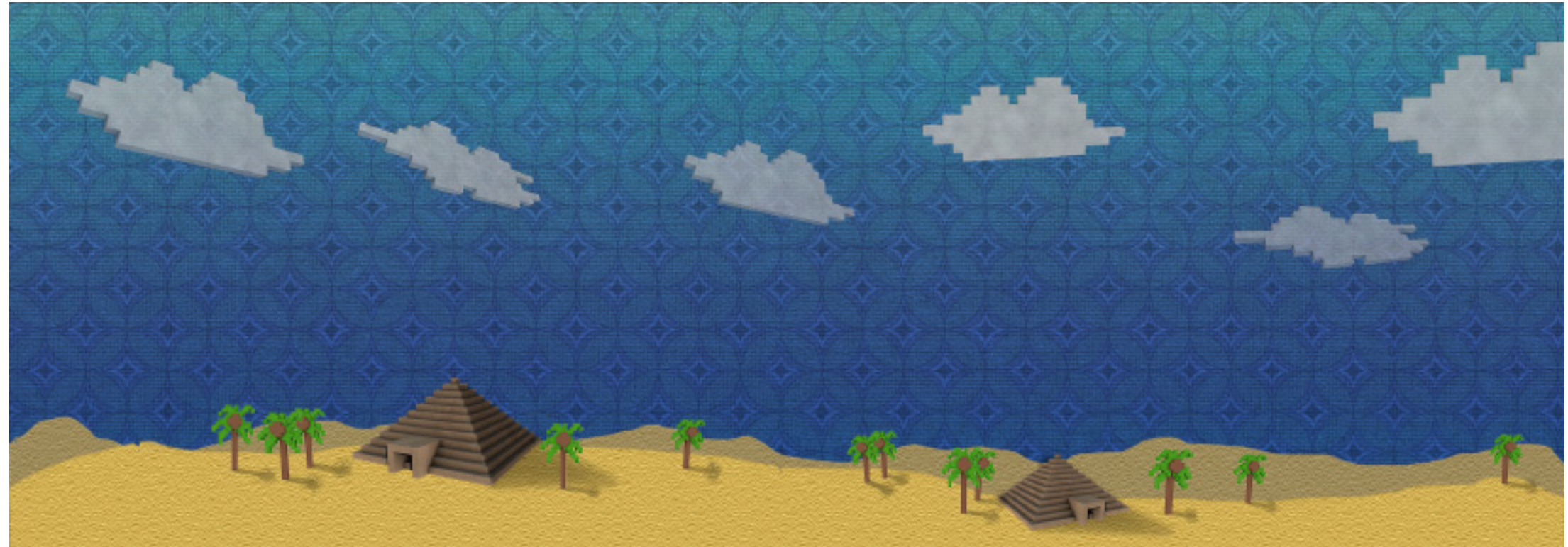
Character design
Sphynx Showman

Level design

Level design
Background

Level design
Concept mock-up

<Intro>

Archy is an old alchemist which, after years of work, managed to finally find the Philosopher's Stone. However, owning such a powerful artifact drew the attention of all the gods from every mythology. From Anubis to Ganesha, all of them became really pissed. "How come a normal human achieve this tremendous power of the immortality? We shall not leave this situation like this. This tiny man must die".

Soon, Archy discovered that the Gods joined forces to put an end to his life, and now he needs to find a solution for this problem: how to drive away the attention of the mighty Gods from him?

The only solution can be an awesome, powerful, ancient artifact. "THE FRISBEE OF ANUBIS"

<End of Intro>

Anubis Text: "Foolish human! The Philosopher's Stone may have given outstanding powers to you - but your soul belongs to me! Give up your ambitions and destroy the stone, or suffer the consequences..."

Story

The first god whose hatred was casted upon the poor man was Anubis, the egyptian half-human half-dog god of the afterlife. Archy needed to find a way to make Anubis forget him, and so starts the game: our hero flies over the ancient Egypt to find the sacred frisbee of Anubis, the only object capable of silencing the eternal being.

Of course, what Archy does not suspect is that the Philosopher's Stone is not only a magnificent relic, but a very dangerous weapon whose multi-dimensional shots are capable of bouncing around and killing him instead of his enemies, the guardians of the frisbee.

The Philosopher's Stone, by being the key to the immortality, allows Archy to go down to the death realm to catch back his soul every time he dies - before it reaches the hands of the gods and then becomes lost forever. Each time Archy dies, he must run backwards to capture his soul, and he must be faster than it by recapturing his bouncing shoots as well. In this dimension, he will find again all the enemies he have killed - and shooting them in this realm is a way of making them go back to life...

<Conclusion>

Archy finally manages to find the frisbee in the end of the stage - but the object is protected by the Sphinx, the boss of the guardians and the most powerful foe of the game. The creature will try to stop Archy with his riddles: the battle is a 10 questions quizz in which the player must put one hundred percent of his brain to work.

Sphinx's questions:

1. Where is located the great Sphinx of Giza?
a) In Giza, Egypt.
b) In Alexandria, Egypt.
c) In this moment, right in front of me.

2. The glass of water is half full or half empty?
a) Half full.
b) Half empty. No, wait. Does it means that I am a pessimist?
c) I don't know, but MY glass is always full and not with water but with the best wine from my cellar.

3. How many trucks are necessary to move the Three Great Pyramids?
a) Considering the standard size of a truck, around sixty thousand.
b) Aren't there four great pyramids?
c) Three great trucks.

4. What is the airspeed velocity of an unladen swallow?
a) What? Coconuts?
b) Can I give a phone call before answering this question?
c) Based upon published species-wide averages of wing length and body mass, initial Strouhal estimates based on those averages and cross-species comparisons, the Lund wind tunnel study of birds flying at a range of speeds, and revised Strouhal numbers based on that study gives an estimate that the average cruising airspeed velocity of an unladen European Swallow is roughly 11 meters per second, or 24 miles per hour.

5. What is the ultimate answer to the ultimate question of life, the universe and everything?
a) Can I just go home and take care of my own life? For real! I mean, why should I care about it while there is a bowl of mashed potatoes waiting for me in my kitchen?
b) 42.
c) I would never answer this question without the permission of my lawyer.

After answering all the questions, the Sphinx explodes revealing the location of the Frisbee.

<Final Scene>

Archy throws the frisbee and Anubis start running to catch it - therefore, forgetting the alchemist, that now can start his quest for the other artifacts.
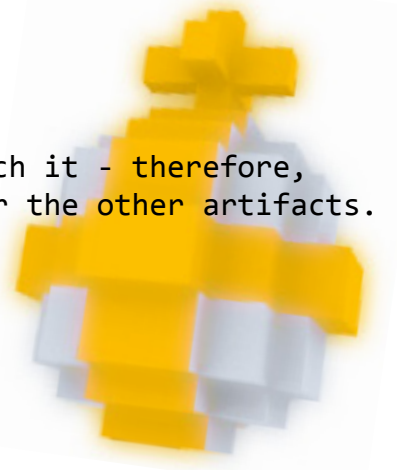
Here's the game as it was presented to the GGJ, at January 29th of 2012:

http://globalgamejam.org/2012/tale-archy

Enjoy this buggy version! :D