

Pixels of Progress - Simplified GDD

(This GDD has been simplified to remove incomplete information)

Game Overview:

Story Summary:

- You are a **Pixel Artist**, making 8-Bit Animations for a Game!
- One fateful Day, your **Animations** came to life. And they are attacking!
- As the Artist, you have to use your skills to guide your **Author Avatar** through the Game World, and find out what caused this to happen!
- Later, the player will be faced with the conflict of whether to “**fix the Issue**”, causing the Animations to turn back to normal, or letting them live in peace
- The Artist later has to work against the **Programmer** to prevent them from Fixing the Issue, with the Programmer adding their own Avatar as the **Villain**

Instructional Goals:

- The Player should think about what enemies they face, and what **Weak Spots** to hit to take them down without taking too much Damage!
- They should think about what items to spend their **Pixels** on
- The Player might even pick up some knowledge about how to make pixel Art, and what **Limitations** are in Place in the Artstyle

Common Questions:

- **What is the game?**
 - **8-Bit RPG**, with a Combat Style focused on learning Enemy Weak Spots to fight them
 - Animator vs. Animation style Conflict
 - **Crafting System** using colored **Pixels**
- **Why create this game?**
 - The Pixel Crafting System is a Unique Concept, allowing the player to learn the basics of Pixel Art
 - It's a good opportunity to learn a new style of Pixel Art for me as well, working with Limitations of the 8-Bit Era
- **What do I control?**
 - The Artist is the Player Character
 - Specifically, for most of the Game, the Player controls the Author Avatar in the Game
 - Through the Actions of the Artist, the Player can influence the Game World, fixing bugs, and investigating what caused the Anomaly to come to life

- **What is the Main Focus?**
 - The Primary Focus lies on battling the Animations, to collect Pixels and Progress deeper into the corrupted Program
 - The Secondary Gameplay Focus lies on the Crafting System, having the player learn how to make sprites, while crafting useful items for battle
- **What is different?**
 - The Artstyle makes the game stand out, and offers a simple Gameplay loop
 - Using Pixels to Craft is a pretty unique system

Feature Set:

- **Combat:**
 - The Game uses **turn-based Combat**, with the player gaining more Party Members throughout the Story
 - Enemies have different **Weak Spots**, which can be exploited to change their behavior, or gain more loot
 - <https://tvtropes.org/pmwiki/pmwiki.php/Main/SubsystemDamage>
 - If only one Playable character:
 - Battle System similar to Bravely Default's Brave Default System would allow for adequate strategy for a single Character
 - Turns become a Resource, that the player can save up by blocking, or expend beyond the usual turn limit at the cost of potentially losing future Turns
 - If more than one playable Character:
 - A battle system like in Persona 5, where Characters can get another turn by hitting Weak Spots
 - Turns can be passed to other characters, giving them a boost
- **Crafting:**
 - Defeating Enemies allows the Player to use their **Pixels** to craft Items
 - The cost of Items depends on the **Type of Pixels** the Player has access to
 - The **first time** a Player crafts an item, they have to create the sprite first, afterwards they can skip the process (with the Option to repeat it if they want)
 - Accessibility Options include **Indicators** on where to place Pixels, as well as informative explanations for the Design Process
- **Bugs:**
 - Over the course of the Story, the Player will be Tasked by the **Programmer** to report any **Bugs** they encounter.
 - Reporting Bugs will cause the game to work better, giving the Player a **Bonus on Stats** of their choosing
 - Once it is revealed that fixing the Issue is bad, the Player will learn that any bugs they reported will boost the **True Final Boss**

Game World:

Overview:

- The game mainly plays in the **Game World**, the space in which the Author Avatar fights the Animations
- Occasionally, the Player will be able to explore the Artist's **Office** in the **Real World**

Key Locations:

- **Game World:**
 - Instigar Forest: Opening area of the Game, in which the player learns most of the Mechanics. The Game behaves mostly like a traditional RPG.
 - Expos Castle: The Castle of Expos Kingdom, where the Player will be introduced to both the in-universe storyline, and, later the main story
 - Drakon Mountain: The Lair of the Evil Dragon, the Final Boss of the in-universe story
- **Real World:**
 - Office: The Artist's Office, where most of the Plot about the Animations coming to life is revealed