

Butter Late Than Never

DESIGN DOCUMENT

By Sam & Christy DeGroot for the Pirate Software Game Jam 14

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Introduction

Game Summary Pitch

Butter Late Than Never is an action puzzle platformer, where the goal is to butter all the toast. You'll need to collect the butter in a level and then make your way to each toast. Spreading butter to increase movement capabilities is essential for completing levels.

Inspiration

Old Flash Puzzle Platformers, Portal speed gel, Celeste (movement model)

Player Experience

Each level will require the player to collect a subset of the total toast collectibles on the stage, allowing variable difficulty. The game rewards exploration, an understanding of how butter effects the physics of the world, and in some sections platforming skills. Players without significant platforming experience should still be able to complete each level. Death is not a mechanic, so each level is just about getting as many collectibles as possible before finishing. Not all collectibles are required to finish a level.

Platform

Windows

WebGL

Development Software

- Unity 2021
- Piskel
- FL Studio 12

Genre

Singleplayer, puzzle platformer, casual

Target Audience

Target audience is casual gamers, looking for a short, relaxing, and hopefully humorous experience.

Concept

Gameplay overview

Basic platforming, with lots of vertical climbing through combination of wall jumping, bouncy platforms, and spreading butter on walls to slide higher. Tried to make movement feel good and responsive while not making levels require a lot of precision.

Theme Interpretation (It's Spreading)

Spread butter on all the toast and the level, which is waffles. It is definitely spreading.

Primary Mechanics

Toast that needs to be buttered, butter is a finite resource replenished from collectibles. After collecting butter, you can spend it to spread butter on the floor and walls to increase your movement speed, allowing you to reach new parts of the level.

Secondary Mechanics

Bouncy bread platforms to spring the player up

Basic Movement

Walking, jumping, wall cling, wall jump

Art

Simple pixel art, with frame based animations for the player and some other components

Design

All the art should create a lighthearted feeling, so dark colors were avoided, and more focus was put on light pastel colors.

Audio

Music

Lighthearted simple melody, only one song for all levels so its made to loop.

A similar song was made for the main menu to match the feel of the level theme.

Sound Effects

Basic sounds for walking, jumping, landing and sliding, with some additional noises when in contact with butter, to try and add atmosphere.

Game Experience

UI

Controls

Keyboard

Arrow keys / WASD (movement)

Spacebar (jumping)

E (Toggle butter spreading)

Gamepad

Dpad / Left stick (movement)

A Button (jumping)

X Button (toggle butter spreading)

Development Timeline

MINIMUM VIABLE PRODUCT

Assignment	Type	Status	Finish By
Design Document	Other ▾	Finished ▾	Jan 21, 2024
Create player and wall assets	Art ▾	Finished ▾	Jan 23, 2024
Background art	Art ▾	Finished ▾	Jan 25, 2024
Main menu theme	Audio ▾	Finished ▾	Jan 24, 2024
UI / Main menu	Coding ▾	Finished ▾	Jan 19, 2024
Level theme	Audio ▾	Finished ▾	Jan 23, 2024
Simple player movement	Coding ▾	Finished ▾	Jan 21, 2024
Butter increases speed	Coding ▾	Finished ▾	Jan 21, 2024
Wall jump and wall cling	Coding ▾	Finished ▾	Jan 22, 2024
Playtesting	Coding ▾	Finished ▾	Jan 23, 2024
Bouncy pads	Coding ▾	Finished ▾	Jan 24, 2024
Player animation	Art ▾	Finished ▾	Jan 24, 2024
Sound effects	Audio ▾	Finished ▾	Jan 24, 2024
Pause menu	Coding ▾	Finished ▾	Jan 24, 2024
Playtesting Feedback	Coding ▾	Finished ▾	Jan 26, 2024
Level design (1-5)	Other ▾	Finished ▾	Jan 25, 2024
SUBMIT	Other ▾	Finished ▾	Jan 26, 2024

BEYOND (if ahead of schedule / extra time)

Throw/shoot butter with knife	Coding ▾	Not started ▾
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Movement dust/particle effects	Coding ▾	Not started ▾
More levels	Other ▾	Not started ▾