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# Overview

## Introduction

Step into the boots of “**Voo-Dude**”, a tailor specialized on making voodoo dolls, on a haunting quest to recapture your **runaway puppet creations** that have gone rogue and **escaped from their maker**.

Armed with your **enchanted needle rifle**, you'll track them through handcrafted environments, using **speed and precision** to sew them back into submission.

Complete each level by **locating, subduing, andreassembling your rebellious puppets**. But beware, if they see you coming, they'll run away, making your task far more perilous.

## Product sheet

Genre	FPS
Target price	4,99€
Target platform	PC
Release date	27/06/2025
Language	English
Target audience	Killer/Achiever
Contact	patchmeifyoucan@gmail.com
Name	Patch me if you can

## Key features

### ➤ Bobbin-Biter

The Bobbin Biter is your signature tool: **a needle rifle equipped with a sewing thread spool and a fishing-style reel.**

Fire a giant needle to tag rogue puppets, then pull them in by rapidly pressing a button as the thread winds back onto the bobbin. Miss your shot or fail the struggle, and the needle rewinds: time to line up another shot.

The mechanic blends precision shooting with quirky tension-based encounters that tie directly into the game's tailoring theme.



## ➤ The Patchmaker

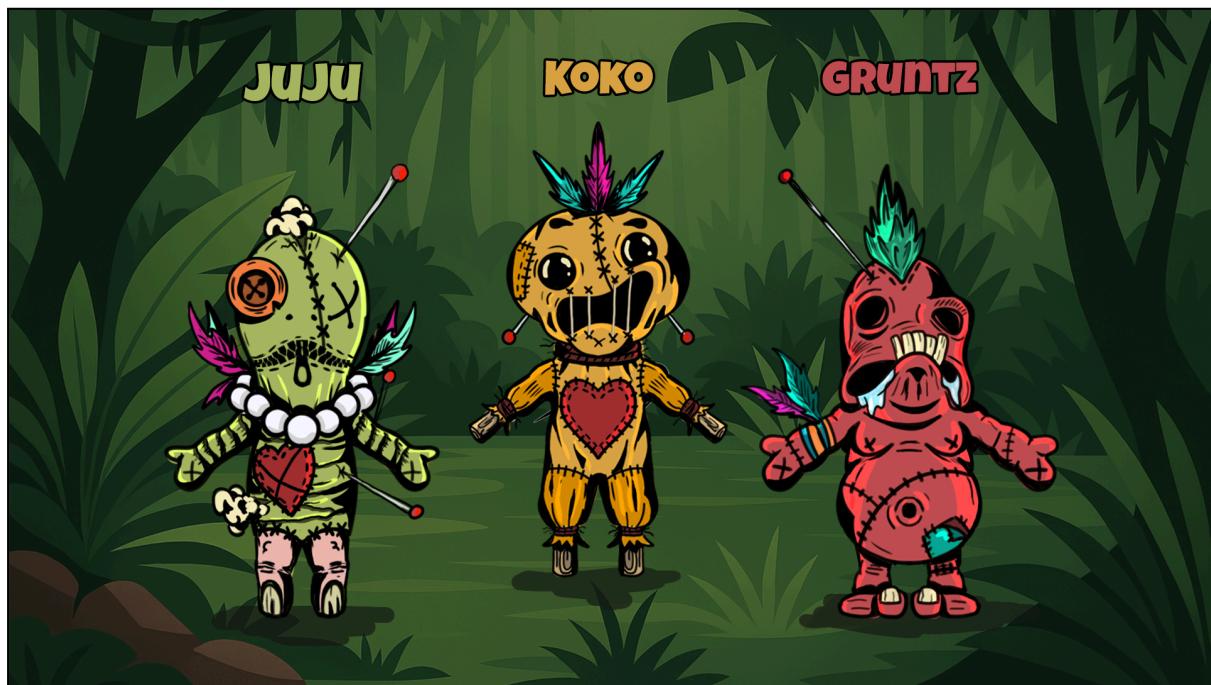
The game features **three collectible crafting items**: the Heart Patch, the Button, and the Zipper. These items are required to **activate Quick Time Events** (QTEs) after successfully capturing a puppet.

**There are three enemy puppet types: Juju (Easy), Koko (Medium), Gruntz (Hard).**

Each puppet requires a specific set of collectibles to trigger its QTEs:

- **Juju:** Requires only the Heart Patch and involves 1 QTE.
- **Koko:** Requires both the Heart Patch and Button, triggering 2 QTEs.
- **Gruntz:** Requires all three items—Heart Patch, Button, and Zipper—to activate 3 QTEs.

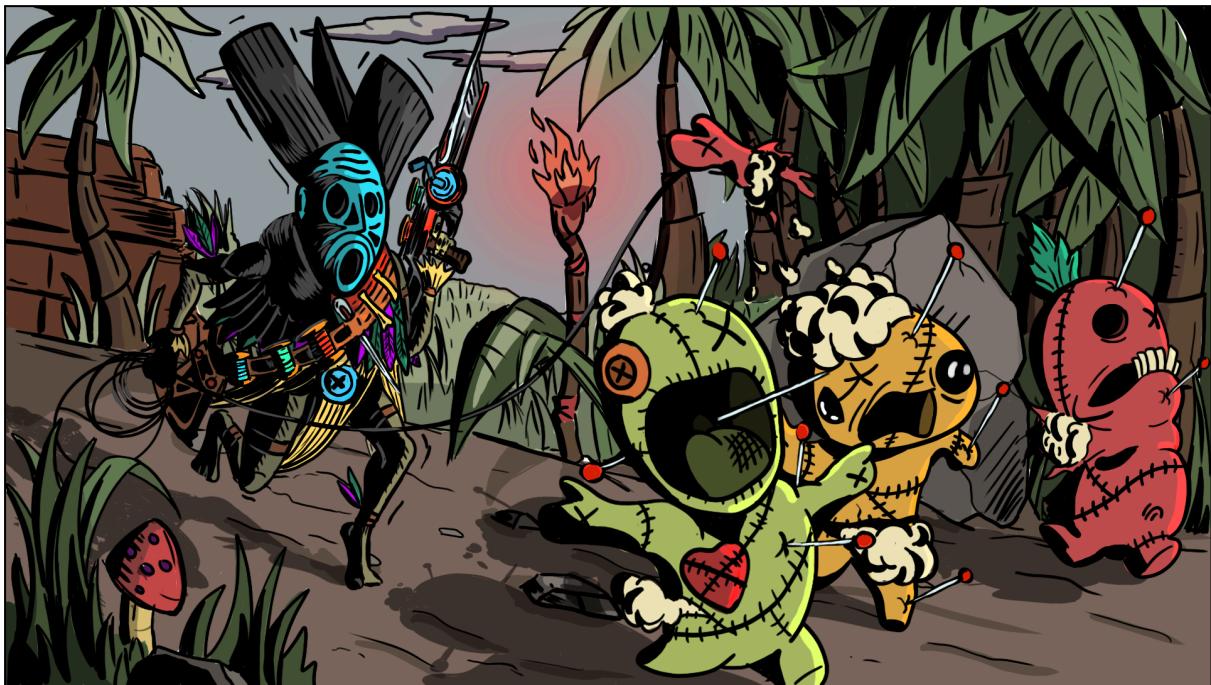
If the player reels in a puppet without possessing the necessary collectible(s), the puppet will be temporarily immobilized but cannot be stitched back, forcing the player to gather the required items before attempting the capture again.



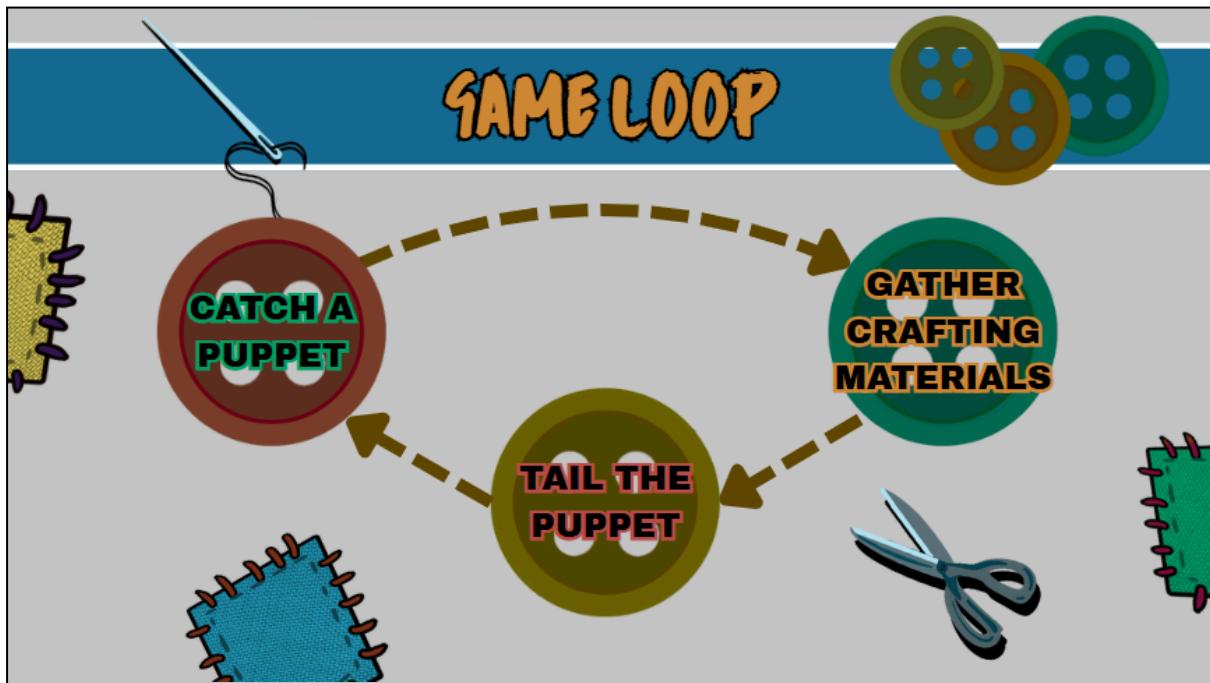
## ➤ Voo-Toon

The game embraces a playful, **irreverent tone, blending quirky humor with strange voodoo aesthetics** and its cartoonish visuals are rich with tailoring and voodoo references.

**The mood balances weird and silly**, crafting a delightfully offbeat world that supports both stealthy gameplay and absurd situations. The puppets are as ridiculous as they are creepy, in a universe sewn together with mischief and mystery.



# Game Loop



## ➤ Catch a Puppet

**When starting a level, the player is tasked with capturing a set number of puppets under a time limit.** To do so, the player is equipped with a rifle called the "Bobbin biter" that shoots a needle attached to a thread used to pull enemies towards the player, it has infinite ammo but it fires one shot at a time.

To reach the enemies, stealth is optional but if the player is spotted, they will run away, wasting more time. **Enemies have 3 types of difficulty: easy, medium and hard;** they behave the same however some are faster, can see the player from afar or have a wider patrol path.

When an enemy is shot, the player will have to reel the enemy close to itself to immobilize it for a while. Gathering puppets is half of the objective, around the level there are various materials that are used to craft purified puppets to finish the level, more materials are required depending on the difficulty of the enemy.

## ➤ Gather Crafting Materials

All collectibles required to capture every puppet in the level will be scattered throughout the environment. **The total number of collectibles available exactly matches the amount needed to fully stitch up all enemy puppets.**

Once picked up, **collected materials will be displayed on a persistent on-screen HUD**, allowing the player to keep track of their inventory at all times.

Materials are only consumed when their corresponding QTE is successfully completed—failing a QTE or pulling in a puppet without the required items will not deplete the player's resources.

## ➤ Tail the Puppet [QTE]

When a player immobilizes a puppet and has enough materials, they can interact with the puppet, which will start a crafting minigame (**it's a QTE; each material has a different type of QTE**). If the player has the necessary materials while reeling in an enemy, the minigame will start automatically.

If the player fails the QTE, the puppet will free itself, and the player will have to recapture it. If the player has materials but not enough to complete the minigame, a partial QTE will begin based on the materials possessed (e.g., if the puppet requires buttons and zippers and the player only has buttons, the QTE for buttons will begin, leaving the puppet incomplete).

**Once the player successfully completes the minigame with all the necessary materials, a purified puppet will be crafted.** The player must repeat this process a set number of times before beating the level.

# Gameplay Mechanics

## Movement

- The character will **move** with **W, A, S, D**, or "W" (forward), "A" (left), "S" (backward), and "D" (right).
- The character's speed will be [4] m/s, pressing the **Shift key** will be able to increase the character's speed to [8] m/s, resulting in a real **run**.
- Press the "**C**" **key** while standing or walking will make the character toggle **crouch**, its speed will be [2] m/s and its height will be [0.75] m
- Pressing the **spacebar** will make the character **jump** to a height of [1.5] m, there will be no double jumps.
- Pressing the "**C**" **key during the run**, the character will perform a **slide** with a speed of [8] m/s for a duration of [1] sec, it will not be possible to perform the slide during the jump. At the end of the slide the player will remain in crouch.

## Stealth

Every enemy has 3 states: cautious, neutral and alarmed.

- **Neutral:** the player is outside of both fields of the enemy.
- **Cautious:** the player is inside one of the fields of the enemy.
- **Alarmed:** the enemy spots the player in one of his fields.

**Every enemy has a field of view and an auditory field.**

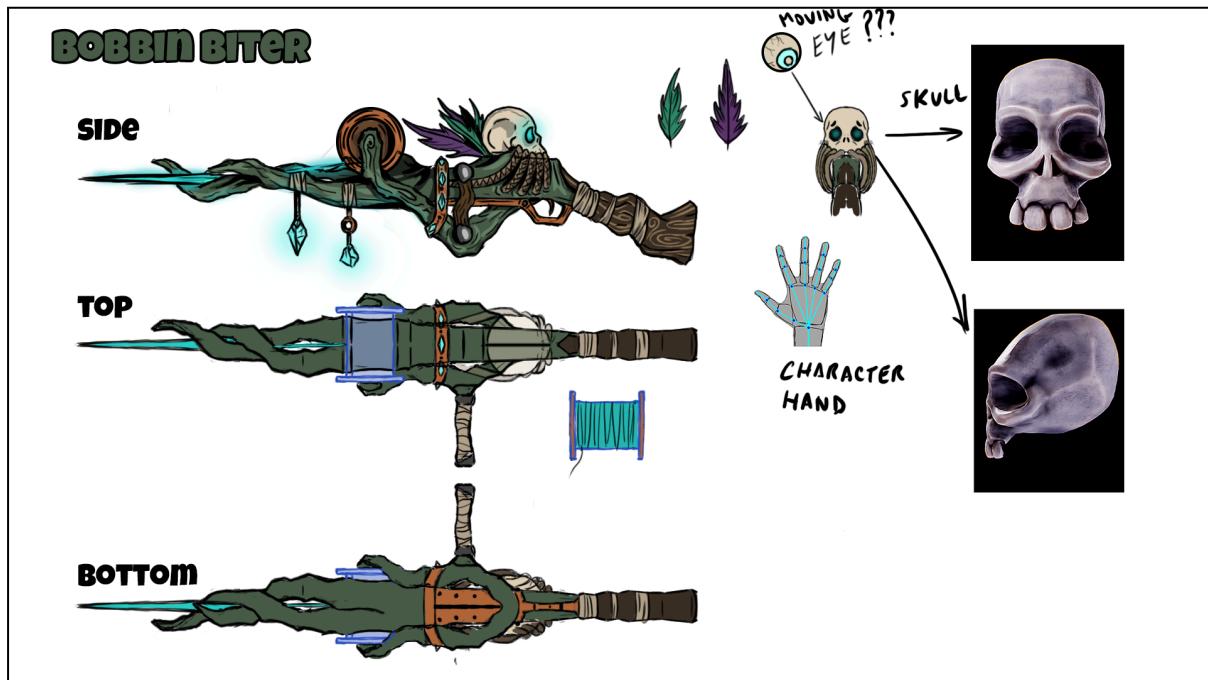
- The field of view is [PUBLIC] degrees and it extends for [PUBLIC] m in front of the enemy. The length of the field of view has a maximum distance, reduced if there are obstacles in front of the enemy to the length from the enemy to the obstacle. Alarmed state is triggered if the player enters the enemy's field of view
- The auditory field has a circular radius of [PUBLIC] m. Alarmed state is triggered if the player performs a loud action (walk, run, slide, jump) in the auditory radius.

When an enemy is alarmed, it runs away at [PUBLIC] m/s. The puppets go back to Neutral once they are distant from the player of [PUBLIC] m.

# Bobbin-Biter

The Needle Harpoon Rifle is a multifunctional weapon that blends offensive and utility mechanics. **It functions similarly to a harpoon, allowing the player to capture enemies.**

The player begins the match with this weapon, fully operational and ready to fire.



## ➤ Core Features

- **Ammo:**
  - The rifle holds 1 shot at a time.
  - Ammo is infinite, but the weapon must recover or reset between uses.
- **Starting State:**
  - The player starts the match with the weapon equipped and ready to fire.
- **Functionality:**
  - The weapon can be used to hook and pull enemies (capture mechanic).

- **Player Slowdown:**
  - When firing or hooking an enemy, the player is slowed until the needle returns to the rifle or for the duration of the hook QTE.
  - Slow duration varies depending on the outcome of the shot (e.g., hooking a target vs. missing).

## ➤ Ballistics & Firing Behavior

- **Projectile Arc:**
  - The needle **follows a straight line** upon being fired.
  - The needle has a maximum range of [public] meters before returning.
  - The player can shoot in air or while sliding.

## ➤ Shot Scenarios & Outcomes

- **Missed Shot**
  - The player fires but does not hit any target.
  - The needle travels its maximum range and automatically returns to the weapon.
  - During this time, **the player is slowed until the needle returns** and the weapon is re-primed.
- **Hit a Wall**
  - When the needle hits a wall or surface, **it immediately returns to the weapon** — range is ignored.
  - The player is still slowed based on the return duration of the needle.
- **Hit an Enemy**
  - Upon hitting an enemy:
    - **Player becomes slowed**, and camera movement is restricted to keep the target in view (similar to Dead by Daylight chase cam).
    - A “reeling minigame” begins:
      - The player must rapidly **press a key to turn a crank** and reel in the enemy.

If the minigame succeeds, the enemy is pulled to within [public] meters of the player and 3 cases can happen:

- **Case 1 – No Items Owned.**
  - The player does not possess any of the required items to repair the puppet.
  - **The puppet is tied down** and immobilized for [public] seconds.
  - After the timer expires, the puppet resumes patrol behavior.
  - If the puppet is still bound, the player may attempt the repair QTE later, once they have obtained the necessary items.
  
- **Case 2 – One Item Owned**
  - The player has only 1 of the 2 required items to repair the puppet.
  - A partial QTE sequence begins, based on the item possessed.
  - If completed, **the puppet saves progress** (1/2 QTEs completed).
  - However, the puppet is not fully captured.
  - It enters an "alert state" and attempts to escape.
  - **The player must recapture the puppet later and complete the remaining QTE using the missing item.**
  
- **Case 3 – All Items Owned**
  - The player has both required items for puppet completion.
  - Once reeled in, the puppet triggers one or more QTE sequences (varies by puppet type):
    - **If all QTEs are successfully completed, the puppet is fully captured** and disappears.
    - **If the player fails the QTEs three times, the puppet breaks free, flees, and the player is stunned** for [public] seconds.

## Bobbin-Biter hit feedback & Skull interaction

**Component:** Visual Feedback – Skull Eyes

**Location:** Top of "The Bobbin Biter" weapon

**Function:** Provide real-time visual cues based on in-game situations through eye glow color and behavior.



### ➤ Default State: Weapon Idle

- **Eye Color:** Light Blue.
- **Behavior:** Constantly on, no pulsation.
- **Purpose:** Indicates that the weapon is idle and no immediate threat is nearby.

### ➤ Enemy Proximity Alert

The skull's eyes glow in blue with varying pulsation frequencies based on the distance of the nearest enemy. This serves as a proximity alert system for the player.

## **Phases:**

- **Phase 1 – Distant Proximity**
  - Trigger Distance: [public] meters
  - Eye Color: Blue
  - Pulsation Rate: [public] pulses/sec
- **Phase 2 – Mid Proximity**
  - Trigger Distance: [public] meters
  - Eye Color: Blue
  - Pulsation Rate: [public] pulses/sec
- **Phase 3 – Close Proximity**
  - Trigger Distance: [public] meters
  - Eye Color: Blue
  - Pulsation Rate: [public] pulses/sec

## **➤ Enemy Harpooned**

- **Trigger:** When an enemy is successfully harpooned.
- **Eye Color:** Red.
- **Behavior:** Solid red glow.
- **Duration:** Maintains red color until the QTE sequence ends.

## **➤ Return to Blue Conditions**

- QTE is completed (enemy collected).
- QTE failed (enemy escapes).
- Harpoon disengaged.

## **➤ Transition Effect**

The eye color will smoothly fade from red back to blue, returning to its idle state.

## UI Feedback – Enemy Lock-On

When the player successfully hooks an enemy with the harpoon:

- **Visual Cue: "Locked" Text**
  - **Text Displayed:** "!!HOOKED!!"
  - **Font Color:** Red
  - **Position:** Top center of the screen
  - **Animation:** Pop-in effect (quick scale-up and slight bounce)
  - **Trigger Event:** Enemy is successfully harpooned by the player
- **Duration**
  - The text remains visible until the QTE sequence on the puppet begins.
  - Once the QTE starts, the text will instantly disappear (no fade-out).



Reference

## Stealth Melee Attack

The player will have a sneak attack available.

To perform the sneak attack, the player must crouch and be at a distance of at least [Public]m within a cone having [Public] degrees of width behind the puppet.

Once these prerequisites are met, the player can press the [E] key to purify the puppet directly. This attack will start QTEs required for purification of the puppet and will provide a positive multiplier to the score of the purified puppet.

# Enemy Behavior

The puppets are divided into **three subcategories**; however, **they all have the same basic behavior**.

In fact, they all have a **patrol state**. During this state, the puppet wanders around the map at a speed of [Public] m/s, looking around every [Public] s with a rotation of [Public] m/s

The puppets have **two conical areas of view** that extend [Public] degrees vertically and horizontally. If the puppets are in patrol mode and the player enters either of these areas, the puppets will begin to run away, trying to get as far away from the player as possible.

The puppets also have **a spherical hearing area with a radius** of [Public] meters. However, if the player is crouched the enemy cannot hear him.

Should the player approach the puppet and enter this hearing area while standing, the puppet will turn around and look at the player and it will run away at a speed of [Public] m/s, trying to get as far away as possible (minimum distance [Public] meters, maximum distance [Public] meters).

There is a **cooldown time** during which the puppets cannot perceive the player after he successfully hides, lasting [Public] seconds.

During the escape, the puppets will use their surroundings to their advantage. They will use tunnels and obstacles to distance themselves from the player with sudden jumps and turns.

**The puppets can jump** a distance of [Public] m and a height of [Public] m.

The number of QTEs that the player must go through to purify the puppets is what differentiates them. In fact, once the puppets are captured correctly, a short animation of them being lifted will play, followed by a transition to the QTEs.

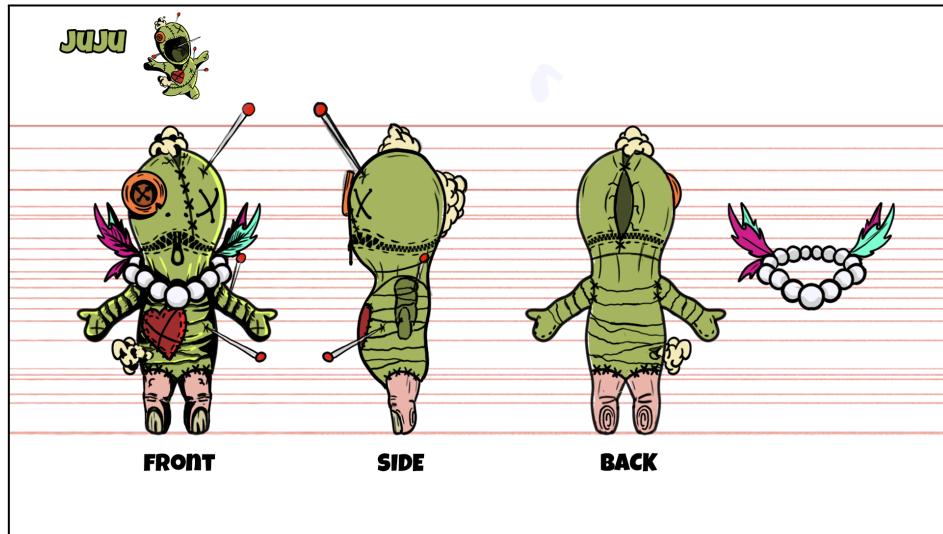
## ➤ Enemy visual feedback

When an enemy spots you an icon on the dolls head can be seen, it last for 3 seconds and means that the player has been spotted causing the dolls to run.



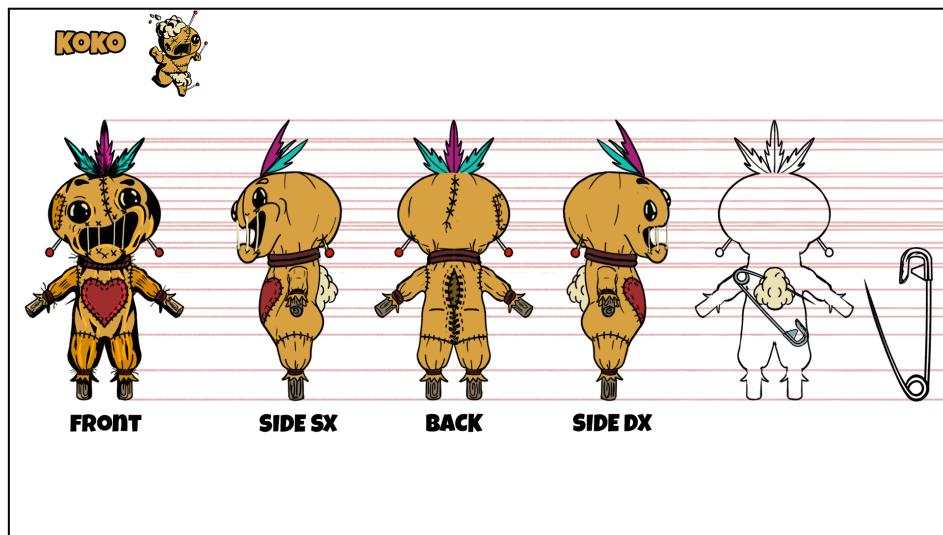
## ➤ Juju

The simplest puppet, **Juju**, requires only one QTE to be purified. This QTE can only be unlocked if the "Patch" item is in your inventory.



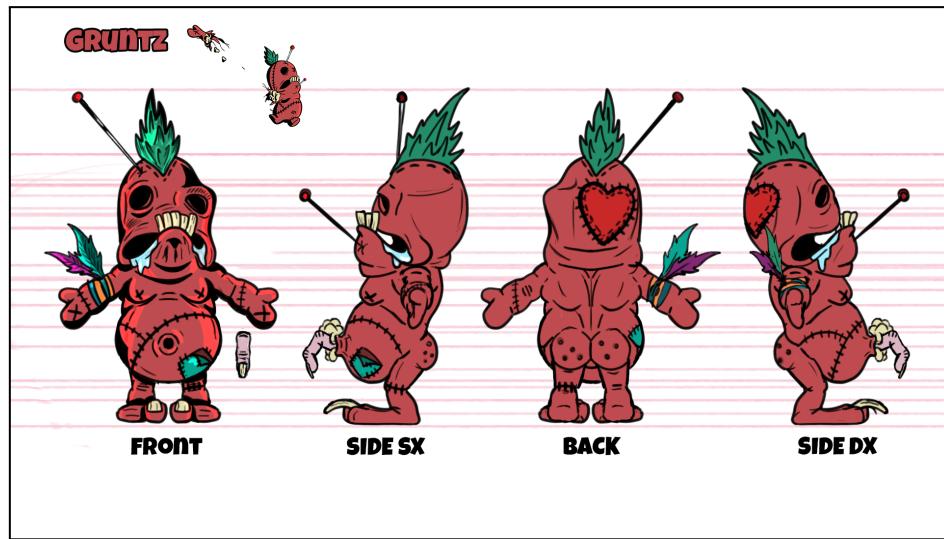
## ➤ Koko

The medium-difficulty puppet, **Koko**, has two QTEs that must be completed. One can be unlocked by having the "Patch" item in your inventory, as with "Juju." However, the second QTE will only be accessible if you have the "Button" item in your inventory.



## ➤ Gruntz

The most difficult puppet, **Gruntz**, requires three QTEs to be purified. The first two, as with Koko, can be unlocked by possessing the "Patch" and "Button" items in your inventory. The third QTE, on the other hand, requires the "Zipper" item to be unlocked.



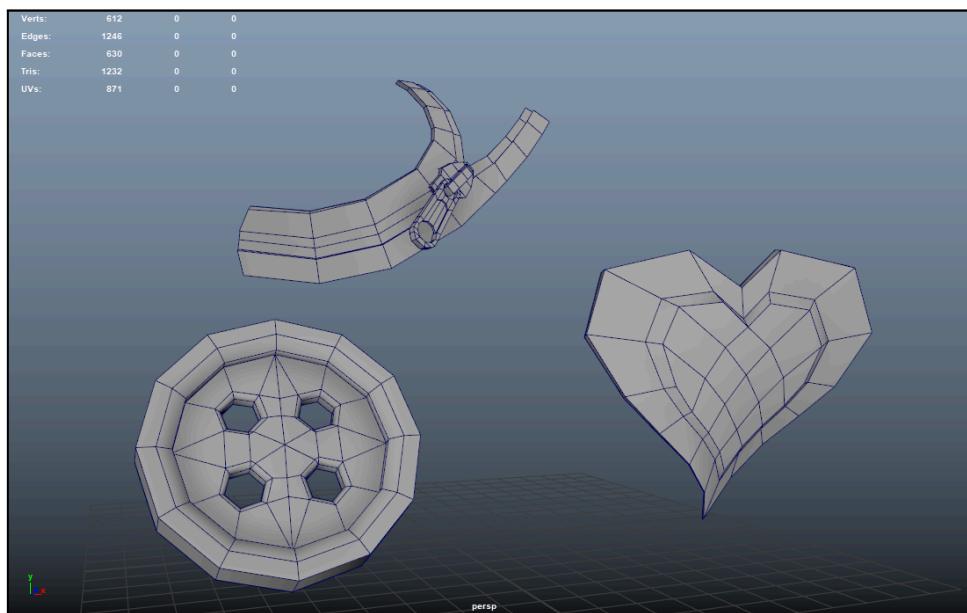
If the player possesses only some of the items needed to perform the QTEs, they will be able to perform the QTEs related to their items however, once these have been completed, the puppets will remain stuck for the duration of [Public]s allowing the player to run around the map in search of the materials needed to complete the execution of the QTEs.

# Recoverable Materials [Collectibles]

Scattered objects within each level can be used to purify the puppets after luring them with the Bobbin Biter.

In order to purify the puppets, the player will have to retrieve their:

- Heart shaped patches
- Buttons
- Zippers



Which will be scattered around each level.

They will start a **rotating animation** and be placed above the ground. They will be **added to the player's inventory** when they step on them.

Different materials are needed to purify the puppets, depending on their type:

- Easy puppets will need only buttons to be purified.
- Medium puppets also need zippers in addition to buttons.
- Difficult puppets require all three components to be purified.

**Items required for QTEs are not removed from inventory until the successful completion of QTEs.**

# Timer, Game Over and Scoring system

## ➤ Timer

- **Each level will have a timer** of [Public]s based on the level size.
- **Scoring thresholds** will be determined by the **percentage of time remaining**:
  - With 75% or more of the time remaining: the score is [Public] points.
  - With time remaining between 75% and 50%: the score is [Public] points.
  - With time remaining between 50% and 25%: the score is [Public] points.
  - With time remaining between 25% and 0%: the score is [Public] points.
- **Each time you capture a puppet**, a time bonus of [Public] s will be added:
  - Juju: + [Public] s
  - Koko: + [Public] s
  - Gruntz: + [Public] s
- **Purifying an enemy adds extra time** to the player's timer. The amount of the bonus time varies based on the dolls difficulty:
  - Juju grants [public]s to the timer
  - Koko grants [public]s to the timer
  - Grunz grants [public]s to the timer

## ➤ Game Over

In case the **timer expires**, a **window** will appear **notifying the player of the failure and the score until that moment**. The player will then be given the option to **try again**, or return to the **main menu**.

## ➤ Puppets related Score

- **Each level will have X number of puppets**, divided into easy, medium, and hard enemies. **You need to catch them all to complete the level**.
- These three categories give different scores:
  - **Easy** puppets give [public] points.
  - **Medium** puppets give [public] points.
  - **Hard** puppets give [public] points.
- There will be an **individual system for each puppet** that takes into **account** how many times the same **QTE** is failed. Each failure will cause the QTE to

lose [Public] points. Each QTE has a starting score of [Public] once it is completed.

## ➤ Score Screen

- At the **end of the level or after a game over** there will be a screen that gives you a **score based on the time left** (there will be time bands that give a certain score), the **number of puppets killed**, their type, and how often you are **spotted error** made during the crafting QTE.

## ➤ Slow motion Victory/Lose

- **Victory slow motion:**
  - After the last doll is purified there will be a global slow motion, the slow motion will have a fade-in curve. All the OST/SFX will fade out and the screen begins to darken ([Overwatch reference](#)). After the slow motion hits its max value a text appears on the screen showing “Level Cleared”
  - Time to reach the max slow motion value **2 seconds**
  - Text “Level cleared” screen time **4 seconds**, after it will fade out and the score table will be shown
  - The victory sound starts when the text is show on screen
- **Losing slow motion:**
  - appears after the timer hits 00:00
  - Text on screen “Time is up” with his sound
  - Same slow motion effect as “Level cleared”

# **Victory & Lose conditions**

## **➤ Objective**

Players must capture all the dolls present in the level within a predefined time limit of [public] minutes.

## **➤ Victory Condition**

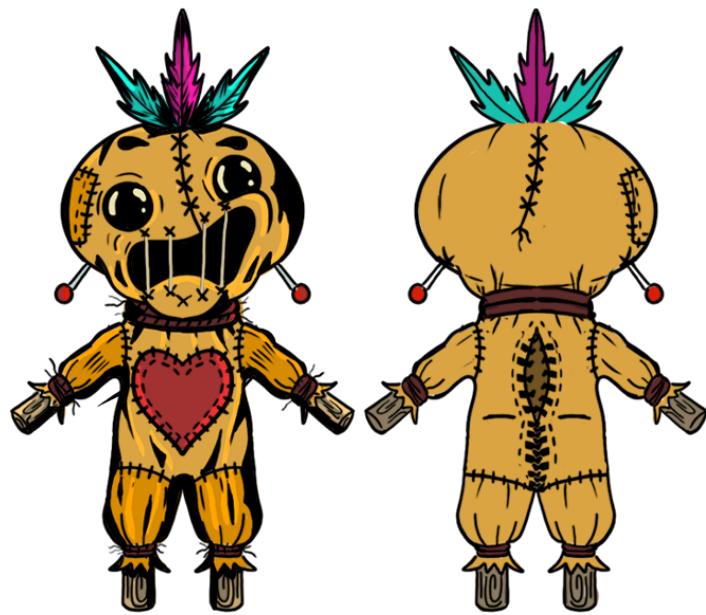
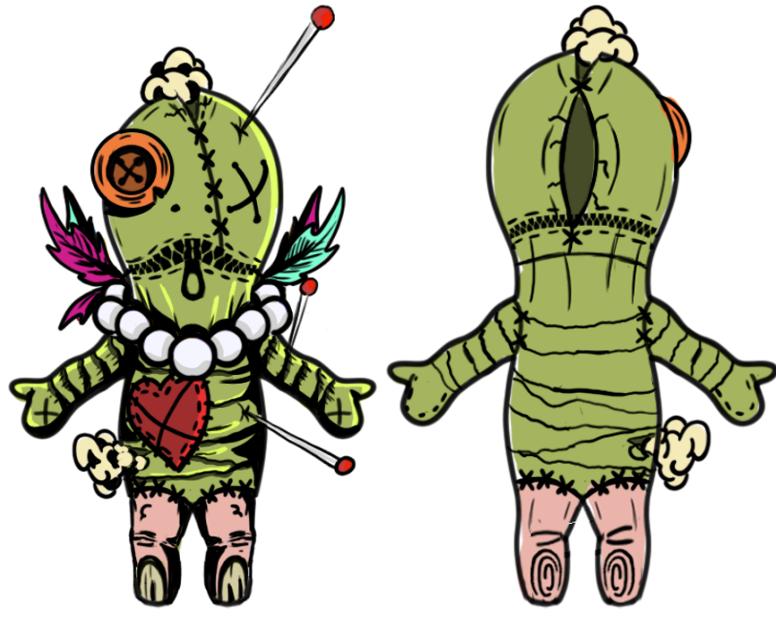
- The level is successfully completed when the player captures all the required dolls before the timer runs out.
- Upon completion, the player will be shown a summary screen displaying their score for that level.

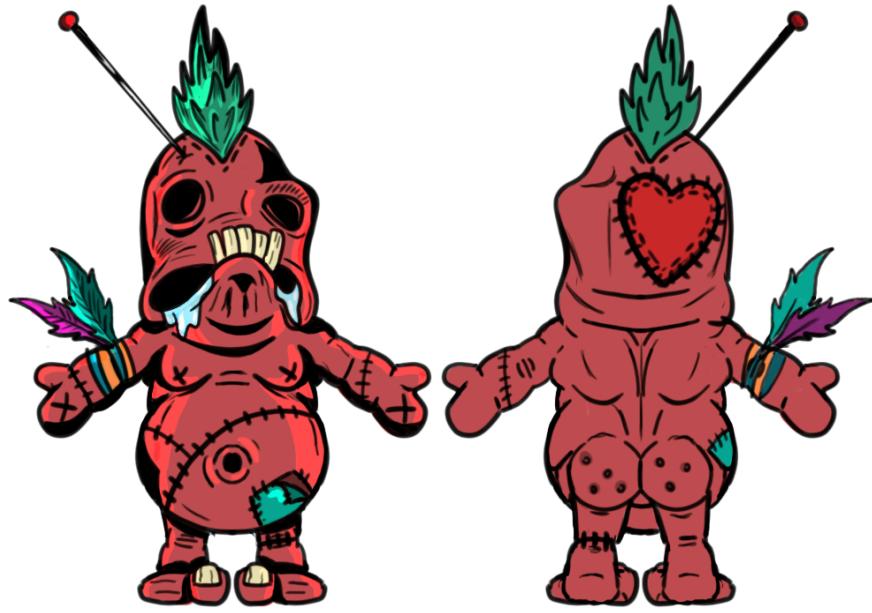
## **➤ Lose Condition**

- The player loses the level if the time runs out before capturing the required number of dolls.
- In this case, a game over screen will be shown, indicating failure to meet the objective and their score until that time.

## QTE

After correctly harpooning the puppets with the Bobbin Biter, they will be transported to the player, and once there the puppets will be raised to a height of [Public] m, making the **2D model visible**.





- Easy puppets will only have the heart shaped patch QTE.
- Medium puppets will have patch and button QTEs.
- Hard puppets will have the patch, button and zipper QTEs.

**Each QTE is tied to a specific collected item:**

- **Patching:**
  - Will have a QTE inspired by **spamming in a way that recalls the action of patching**. it will be a spamming of the left and right directional keys.
  - The maximum duration of the QTE will be [Public] s.
  - Pressing the wrong key will result in an error.
  - If the player makes 3 mistakes or the time runs out, the QTE will be considered failed.
- **Buttons:**
  - You will have a QTE very **similar to Simon Says; this is done to remind the cult of the sewing of buttons**.
  - The player will be shown a sequence of [Public] buttons to press, the player will have [Public] to complete the sequence.
  - Pressing the wrong key will cause the sequence to be shown again.
  - Running out of time before completing the current sequence will cause the QTE to fail.
- **The Zipper:**
  - Will have a QTE very **similar to the one in Paramedic Simulator, to remind you of the suturing**, there will be a line with random keys to press at the right time.
  - The duration of the QTE is [Public]s and there will be [Public]n buttons on the path.

- Pressing the wrong key or mistiming within a range of [Public]s will result in an error.
- 3 errors will cause the QTE to fail.

#### **Failure feedback Details:**

- A red outline appears around the doll's sprite for **1 second**.
- Simultaneously, the doll's sprite will perform a **shake animation** to emphasize the error.
- Sound cue (see  Sound Design ).

**Upon failure of a QTE, the captured puppet will break free and escape, while the player will be immobilized for the duration of [Public] s.**

## **Inventory**

### **➤ On-Screen Inventory System**

#### **● Inventory Display**

An on-screen inventory panel is visible during gameplay. It displays the items currently in the player's possession.

#### **● Items Included**

The inventory currently supports the following items:

- **Heart Shaped Patch**
- **Button**
- **Zipper**

#### **● Visual Representation**

Each item is represented by:

- An icon/image of the item.
- A counter displaying the quantity owned, formatted as x1, x2, etc., shown next to the item image.

#### **● Item Capacity**

- The amount collected will be set to 0 at the end of the level
- Upon interacting with an item on the ground, the **player adds 1 unit of that item to their inventory**.
- During Quick Time Events (**QTEs**) that require item usage, only **1 unit** of the relevant item **is consumed**.

# Controls

## Movement

### Press:

- W: to move forward.
- S: to move back
- A: to move left.
- D: to move right.
- Spacebar to jump.
- Press “C” to crouch.
- Left Shift: Run
- “C” while running to slide.

## Camera

- Move the mouse to control the player.

## Shooting

### Press:

- Right Click to aim zoom.
- Left Click to shoot.

# Level

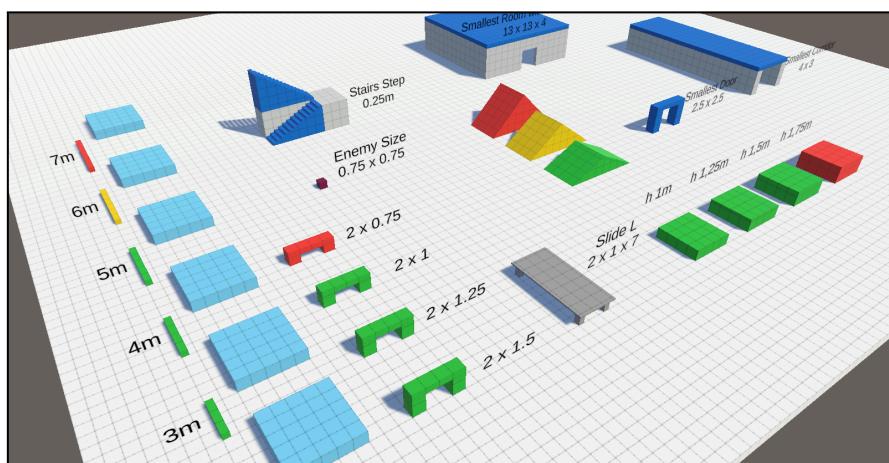
## General Metrics

### ➤ Level scale

x=1; y=1; z=1.

### ➤ Gym

- **Walls thickness:** 1,00m (It may vary depending on the situation)
- **Distance between platforms:** **MAX** 6,00m (Recommended 4,00/5,00m)
- **Platform height from the jumping point:** **MAX** 1,50m
- **Doors:** **MIN** h 2,50m x **MIN** l 2,50m
- **Windows (roof windows excluded):**
  - **MIN** h 1,00m x **MAX** h 4,00m
  - **MIN** l 2,00m x **MAX** l 7,00m
- **Covers height:** **MIN** 1,00m
- **Corridors:** **MIN** h 3,00m x **MIN** w 4,00m
- **Room with an enemy:** **MIN** h 4,00m x **MIN** l 13,00m x w 13,00m
- **Height for crouching:** **MIN** 1,00m
- **Slope:** **MAX** 40%
- **Stairs:** **MAX** 40% slope - Steps Height 0,20m
- **Character size:** h 2,00m l 1,00m x w 1,00m
- **Enemy size:** h 0,90m x l 0,75m x w 0,75m
- **Camera:** FOV 80% - h 1,90m



# Tutorial Level

The Tutorial will start after a brief narrative segment introducing the game's plot.

## ➤ Tutorial Level Concept

- **The level will be almost entirely set indoors, except for the spawn point.**
- Main level reference:
  - **Elden Ring** (Catacombs);
  - **Metal Gear Solid 3** (The Pain Boss Fight Arena)
- **It takes place in a Cave Dungeon in which the ritual was performed.**
- The level will be linear to easily teach the player the game mechanics, and will be divided in 3 main sections:
  - **Dungeon:** This section will teach the game's movement.
  - **Gun Room/Cave:** This section will teach the game's offensive mechanics.
  - **Cave Arena:** This section will give the player the possibility to use what he learned in a real level simulation.

## ➤ Tutorial Flow

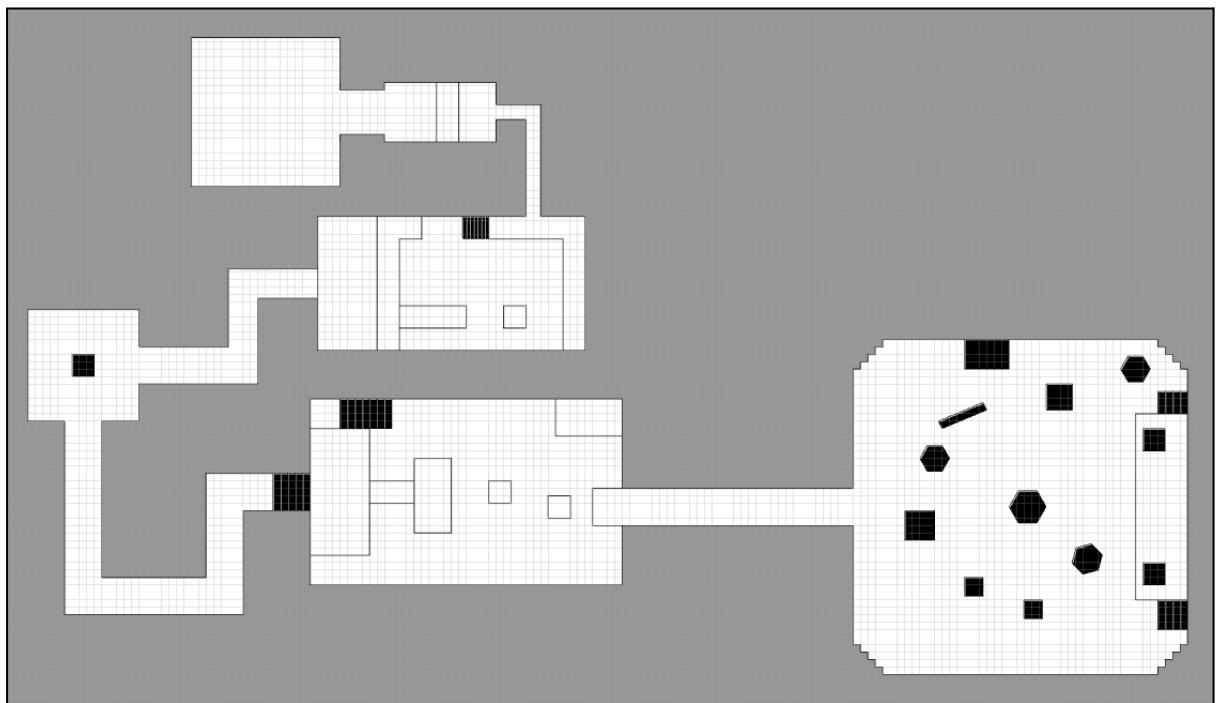
Step	Type	Trigger	Description	How to continue	Text
<b>1. Moving &amp; camera</b>	Non-blocking pop up	When the player starts the level, after 2 seconds	The player will learn how to move and look around.	When the player reaches the Trigger End 1.	“Press W,A,S,D to move. You can look around using the mouse”
<b>2. Jump</b>	Non-blocking pop up	When the player reaches Trigger 2	The player will learn how to jump.	When the player reaches the Trigger End 2.	“Press Spacebar to jump”
<b>3. Crouch</b>	Non-blocking pop up	When the player reaches Trigger 3	The player will learn how to crouch.	When the player reaches Trigger End 3.	“Press C to crouch”
<b>4. Sprint and Jump</b>	Non-blocking pop up	When the player reaches Trigger 4	The player will learn how to sprint and jump while sprinting.	When the player reaches Trigger End 4.	“Hold Shift to Sprint; Press Spacebar while Sprinting to jump further”
<b>5. Slide</b>	Non-blocking pop up	When the player reaches Trigger 5	The player will learn how to slide.	When the player reaches Trigger End 5.	“Press C while Sprinting to perform a slide”
<b>6. Weapon Pick-up</b>	Blocking pop up	When the player reaches Trigger 6	The player will learn about his weapon.	When the player closes the pop-up.	“Bobbin Biter Your trusty needle shooting gun, use it to capture your puppets”
<b>7. Patch Pick-up</b>	Blocking pop up	When the player reaches Trigger 7	The player will learn about the items for the Enemy QTE.	When the player closes the pop-up.	“Patch One of the magic items to heal your puppets back once you capture them.”

<b>8. Enemy Encounter</b>	Blocking pop up	When the player reaches Trigger 8	The player will learn about the first Enemy.	When the player closes the pop-up.	"Juju The least problematic of the bunch. This puppet only needs the patch to be healed back."
<b>9. Stealth and Stealth Catch</b>	Non-blocking pop up	When the player reaches Trigger 9	The player will learn about Stealth and Stealth kills.	When the player reaches Trigger End 9.	"Press C to crouch and not be heard by the enemy. Press E to Catch when behind the puppet's back"
<b>10. Shooting and Rewinding</b>	Non-blocking pop up	When the player reaches Trigger 10	The player will learn about Shooting and Rewinding.	When the player reaches Trigger End 10.	"Press Left Mouse Button to Hook an Enemy. Once hooked, continuously press E to rewind the needle."
<b>11. Real level Test</b>	Blocking pop up	When the player reaches Trigger 11	The player will try a real level dynamic, starting a timer of 1 minute starting from the closed pop up.	When the player closes the pop-up.	"In Patch me if you can, the key to success is to be stealthy but rapid, so don't get caught, and pay attention to the timer!"
<b>12. Skull Glowing</b>	Non-blocking pop up	When the player reaches Trigger 12	The player will learn about the property of the Skull's weapon	After 5 seconds from the pop up start.	"The Skull on the bobbin biter will start flickering when enemies are near."

## ➤ Tutorial Metrics

- **Short Platform Column:** h 4,00m x l 3,00m x w 3,00m
- **High Platform Column:** h 8,00m x l 3,00m x w 3,00m
- **Bridge:** h 1,75m x l 7,50m x w 3,00m
- **Entrance:** h 4,50m x l 3,00m x w 1,00m
- **High Wall Column:** h 6,75m x l 1,25m x w 1,25m
- **Small Wall Column:** h 3,5m x l 1,25m x w 1,25m
- **Rock:** h 2,5m x l 3,5m x w 3,5m
- **Arch:** h 4,25m x l 6,50m x w 1,50m
- **Ritual Plate:** h 1,25m x l 5,00m x w 5,00m
- **Weapon Plate:** h 0,75m x l 2,50m x w 2,50m
- **Bars Entrance:** h 7,00m x l 5,00m x w 0,25m
- **Handrail:** h 1,25m x l 2,00m x w 0,25m
- **Log:** h 2,00m x l 8,00m x w 2,00m

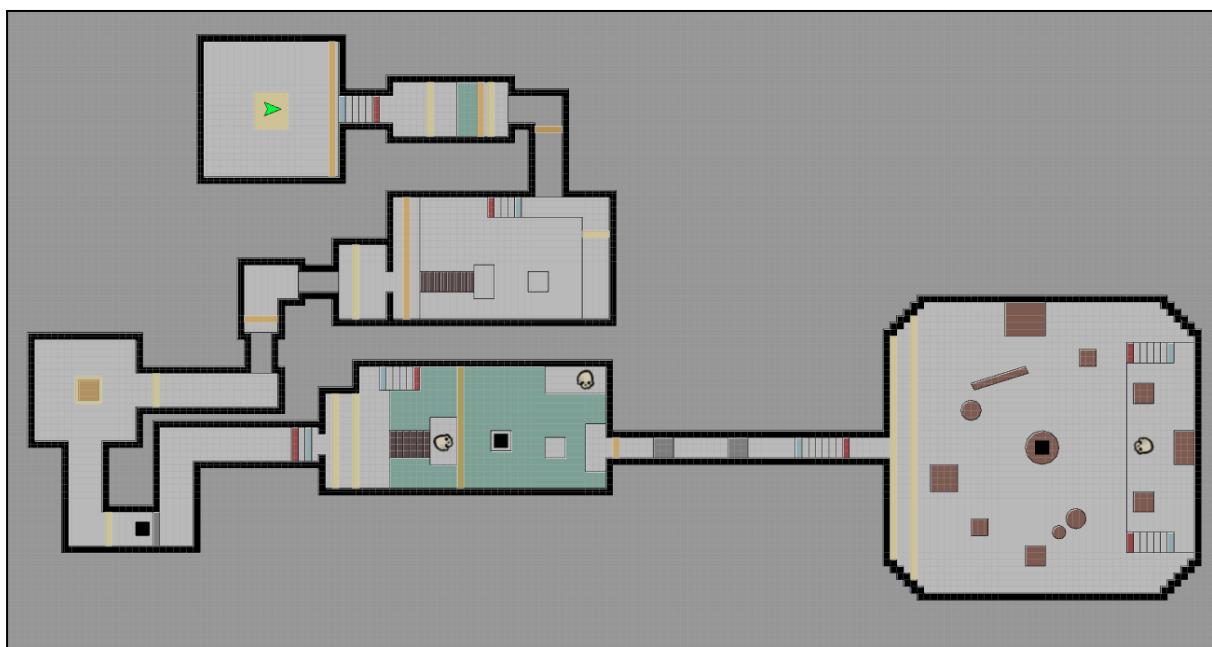
➤ **Tutorial Layout**



## ➤ Tutorial Draft

### Legenda

- Player Starting Position
- 💀 Enemy Starting Position
- █ Button
- ██ Trigger Start
- ███ Trigger End
- ████ Obstacle
- █████ Wall
- ██████ Crouch/Slide
- ███████ Bridge
- ███████▀ Upper Stair
- ███████▀▀ Lower Stair
- ███████▀▀▀ Water Sewer
- ████████ Terrain



# Circus

## ➤ Circus Concept

- The level will be set both indoors and outdoors.
- Main level reference:
  - **19th century styled Carnivals.**
- It takes place in an abandoned carnival, with his main attraction being the circus.
- The environment will be divided into five distinct but interconnected areas, which also works as areas of interest where the puppets are free to roam:
  - **Circus Stage:**
    - Circus Arena (1 Medium Puppet)
    - Stands (1 Medium Puppet, 1 Easy Puppet)
    - Under Stands Passage (1 Easy Puppet)
  - **Cages Room** (1 Medium Puppet)
  - **Restoration Room** (1 Medium Puppet, 1 Easy Puppet)
  - **Left Carnival** (1 Medium Puppet, 1 Easy Puppet)
  - **Right Carnival** (1 Easy Puppet)
- The Circus Stage acts as the main point of interest, containing the most items and catchable puppets.
- It is the only area that forces the option of vertical traversing and develops on multi floors.
- The level will offer various modes of approaching enemies, varying from stealth to action.
- The level will feature **10 enemies**, of which 5 easy enemies and 5 medium enemies
- Only the first **Two item types** are required for QTE crafting (**buttons, and patches**) will be present. The number of items will exactly match what's needed to re-stitch all puppets, and their placement will be carefully



Circus Stage Reference

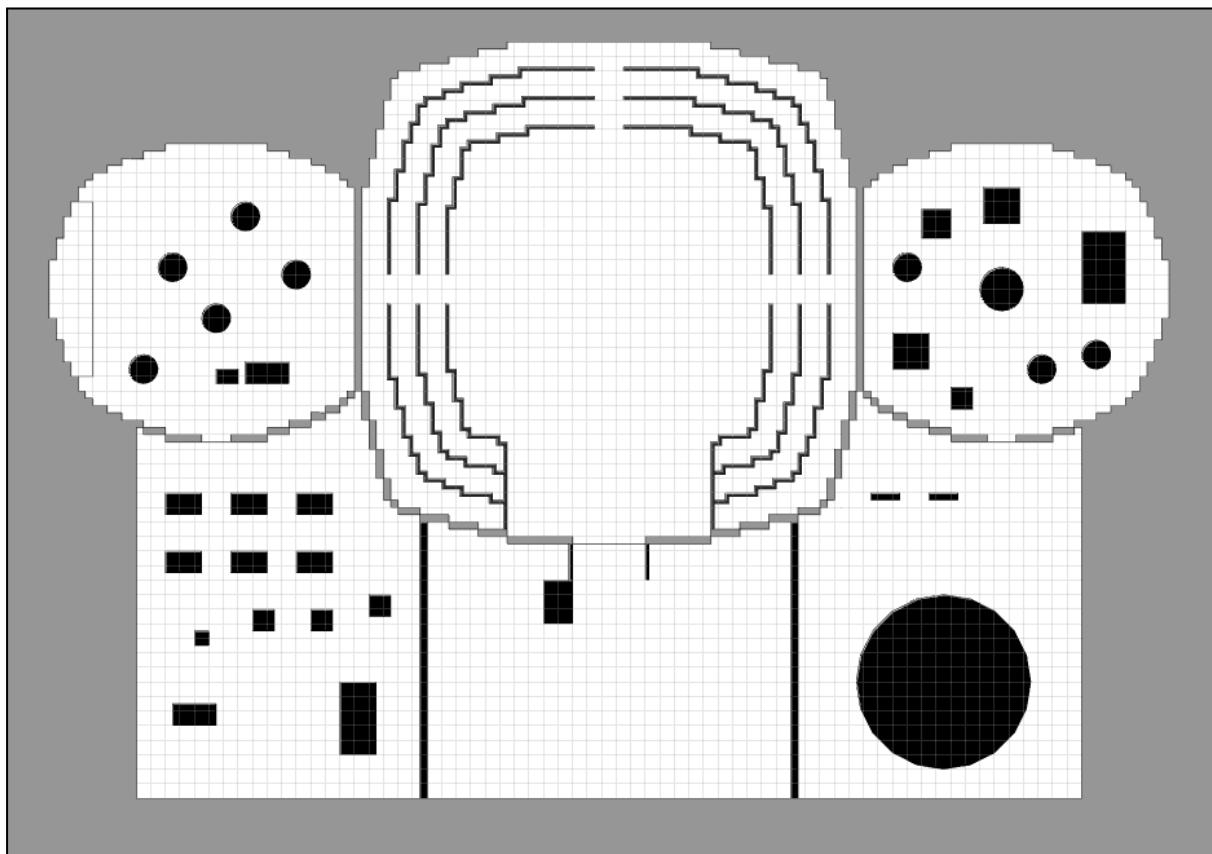


Props Reference

## ➤ Circus Metrics

- **Smallest Box:** h 1,80m x l 1,80m x w 1,80m
- **Biggest Box:** h 4,50m x l 4,00m x w 4,00m
- **Stand:** h 5,50m x l 5,00m x w 3,00m
- **Bench:** h 1,50m x l 4,00m x w 1,25m
- **Smallest Cage:** h 1,00m x l 2,00m x w 2,25m
- **Biggest Cage:** h 4,50m x l 7,00 x w 4,00m
- **Table:** h 1,25m x diameter 4,00m
- **Chair:** h 1,50m x l 1,00m x w 1,00m
- **Smallest Chest:** h 1,80m x l 2,25m x w 2,00m
- **Biggest Chest:** h 2,00m x l 4,00m x w 2,00m
- **Cart:** h 5,00m x l 6,00m x w 4,00m
- **Second Stage:** h 1,25m x l 20,00m x w 7,00m
- **Second Stage Box:** h 1,00 x l 2,00m x w 2,00m
- **Fence:** h 4,50m x l 6,00m x w 0,75m
- **Carousel:** h 17,00m x diameter 25,00m
- **Animals Platform:** h 2,50m x diameter 4,00m
- **Central Animal Platform:** h 1,50m x diameter 6,00m
- **Cannon:** h 3,00m x l 4,00 x w 2,50m
- **Shortest Wooden Bridge:** h 0,25m x l 3,00m x w 1,50m
- **Longest Wooden Bridge:** h 0,25m x l 23,00m x w 1,50m
- **Bus:** h 5,25m x l 14,50m x w 5,25m
- **Shortest Rope:** h 0,50m x l 15,50m x w 0,25m
- **Longest Rope:** h 0,50m x l 40,00m x w 0,25m
- **Ticket Stand:** h 7,00m x l 7,00m x w 5,00m
- **Door:** h 6,00m x l 4,00 x w 1,00m
- **Main Entrance:** h 11,50m x l 10,00m x w 1,00m
- **Handrail:** h 1,00m x w 0,50m
- **Stage Room Wall:** h 19,00 x w 1,00m
- **Side Room Wall:** h 15,00m x w 1,00m
- **Stands Stairs:** h 12,00m x l 12,00m x w 4,00m

## ➤ Circus Layout



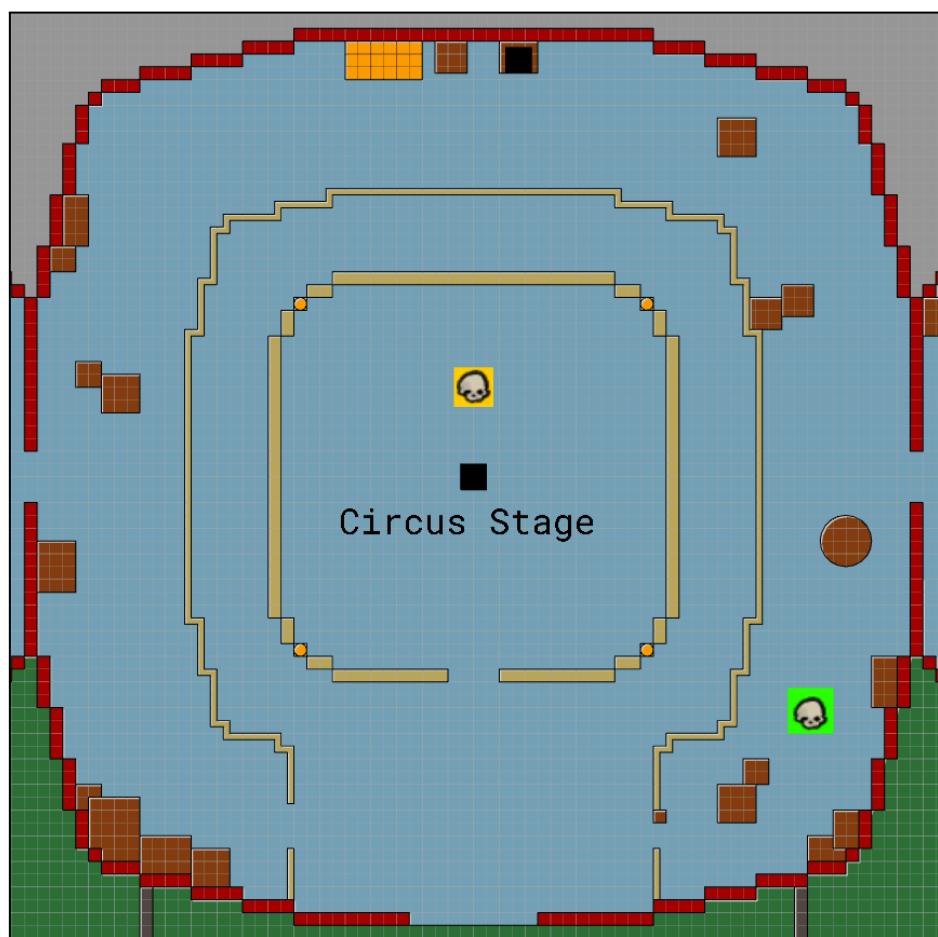
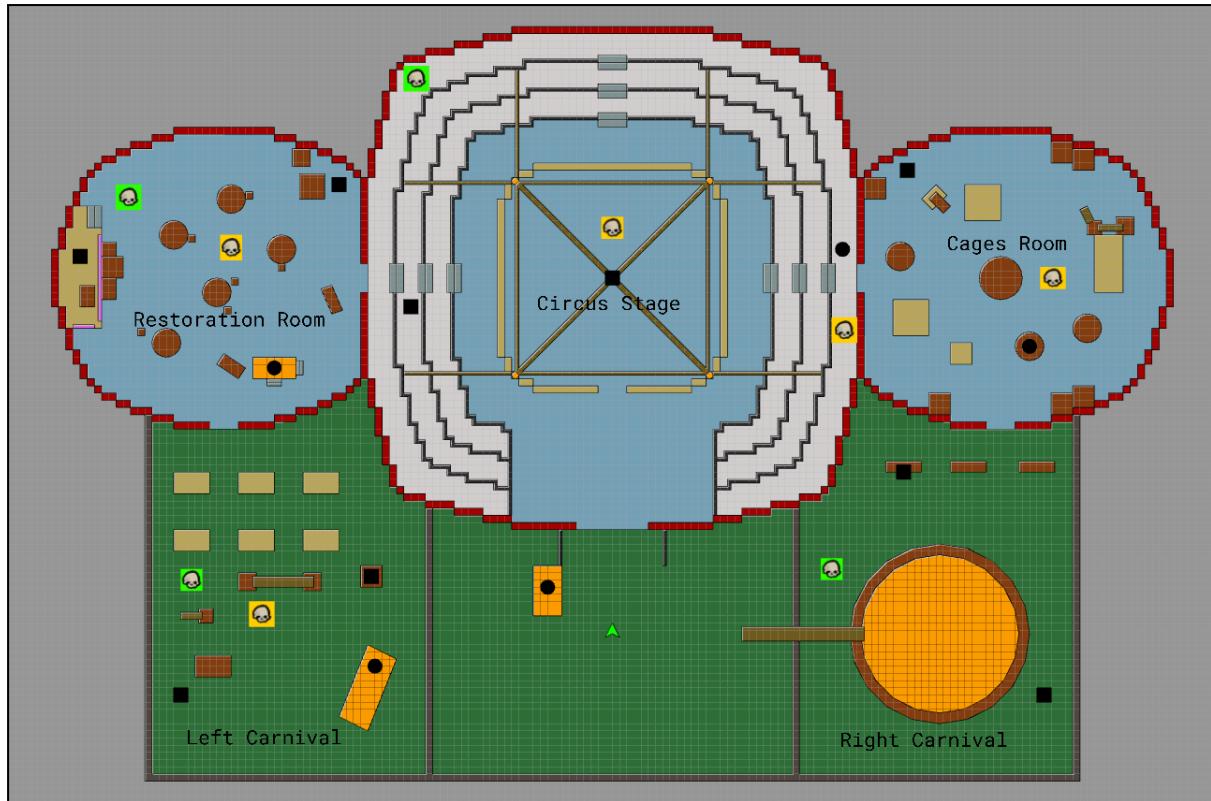
## ➤ Circus Draft

# Legend

	= Player starting position
	= Enemy starting position
	= Patch
	= Button
	= Tent Walls
	= Outer Walls
	= Stairs
	= Handrails
	= Obstacle 1
	= Obstacle 2
	= Obstacle 3
	= Crouch
	= Bridge
	= Tent Floor
	= Outside Floor
	= Higher Floor
	= NavMesh
	= Easy Enemy
	= Medium Enemy

### Tutorial pop-up:

- **At the beginning of the level, a pop-up blocking tutorial will appear,** introducing a new enemy unique to this level: Koko.
- **This tutorial will only be displayed the first time the level is entered.** The player will then be able to view this tutorial again from the main screen in the tutorial section.
- **Tutorial text:** “Koko is the most ridiculous of the bunch. This puppet needs 2 collectibles (patch + button) to be healed back.”



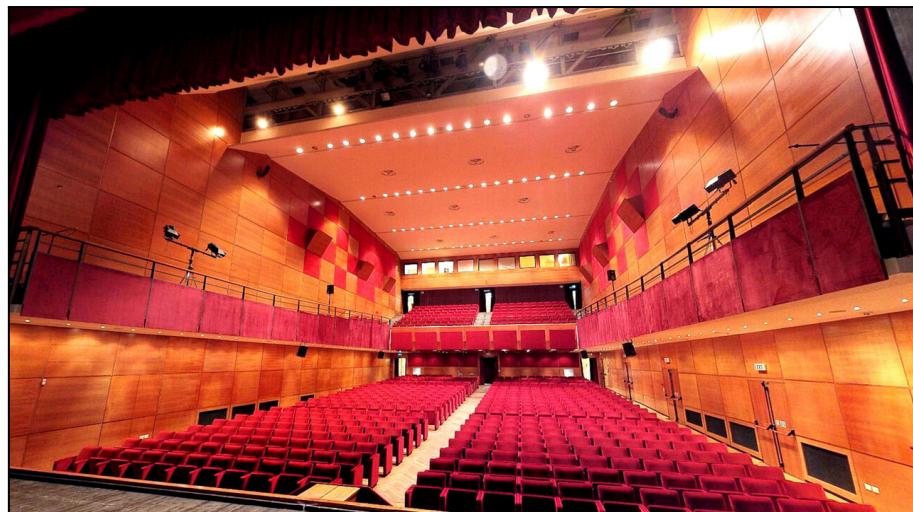
# Theatre

## ➤ Theatre Concept

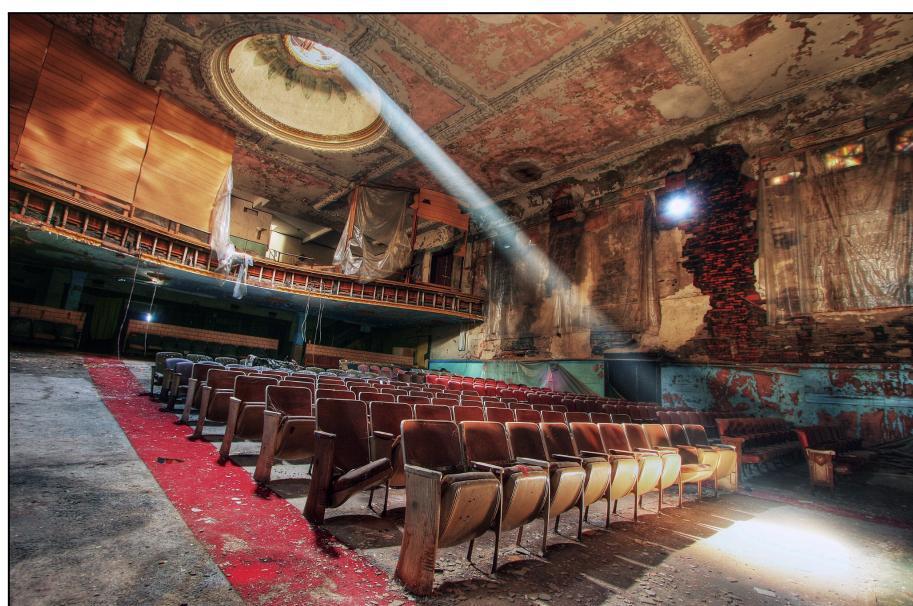
- **The level will be entirely set indoors.**
- Main level reference:
  - **Alan Wake 2** (Poet's Cinema);
  - **Bioshock** (Fleet Hall).
- **It takes place in a theater that is partially abandoned and perpetually under renovation.**
- Due to its abandonment, there will be signs of voodoo rituals scattered throughout—evidence of trespassers using the space for arcane purposes.
- The theater layout is loosely inspired by **Teatro Fabbri in Forlì** (in terms of structure, not aesthetics).
- The environment will be divided into four distinct but interconnected areas:
  - **Auditorium:**
    - Ground Floor
    - 1st Floor
    - 2nd Floor (Upper Stage)
  - **Backstage:**
    - Storage
    - Security
    - Dressing Room
  - **Rest Area:**
    - Restaurant
    - Restrooms
- The main auditorium acts as a central hub, with all areas interconnected.
- The level also includes vertical traversal.
- There will be a platforming section above the stage, along the overhead rigging, used for collecting key items required in later QTE sequences.
- Each area will be designed with enough space to allow smooth gameplay using the Bobbin Biter.
- Shortcuts will include not only corridors and rooms but also scaffolding, planks, and debris.
- The level will feature **15 enemies: 5 easy, 6 medium, 4 hard.**
  - **Zone 1, 2, 13, 15, 16 (Draft): 2 easy, 3 medium, 2 hard.**
  - **Zone 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 14 (Draft): 3 easy, 3 medium, 2 hard.**
- All three item types required for QTE crafting—**buttons, zippers, and patches**—will be present. The number of items will exactly match what's

needed to re-stitch all puppets, and their placement will be carefully distributed based on the type of enemies present in each zone.

- There will be **crouch paths** and **slide paths** integrated into the layout.
- Doors may be present, but they will always remain open.
- Curtains will serve as visual obstructions but will be fully physics-interactive and traversable.
- The level will be designed around stealth dynamics, featuring plenty of cover elements such as theater seats, furniture, shelving, and equipment crates.



**Auditorium structure reference: Teatro Fabbri in Forlì**



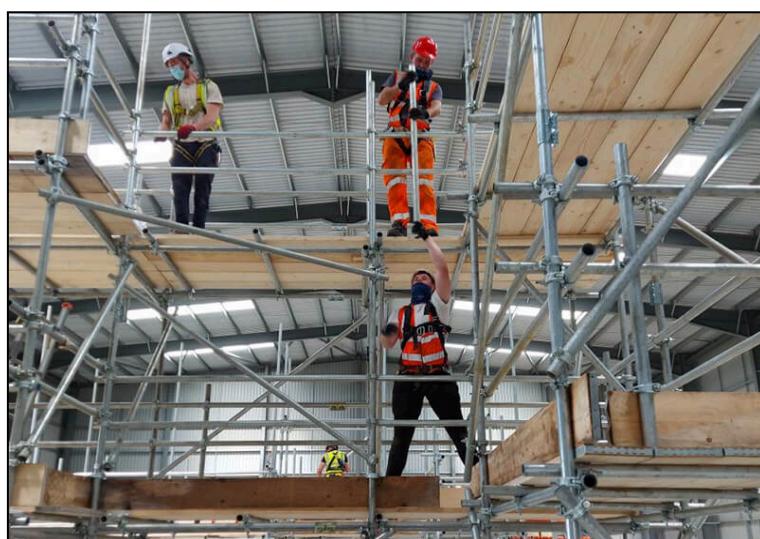
**Auditorium structure reference: Fleet Hall (BioShock)**



Theatre layout reference: Poet's Cinema Map (Alan Wake 2)



Storage reference: Poet's Cinema backstage (Alan Wake 2)



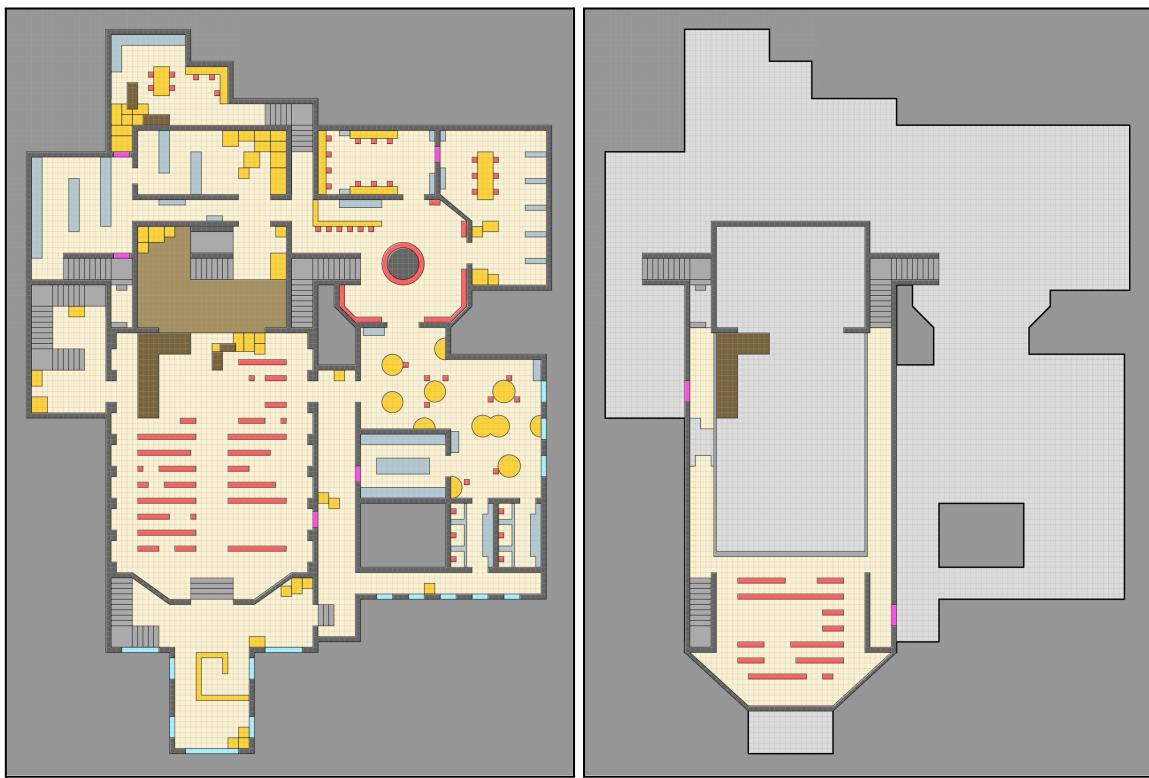
Scaffolding reference

## ➤ Theatre Metrics

- **Bar Counter**
  - **Short side:** h 1,50m x l 5,00m x w 1,00m
  - **Long side:** h 1,50m x l 13,00m x w 1,00m
- **Bar Exposition:** h 4,00m x l 8,00m x w 1,00m
- **Big Stairs:** h 18,00m x l 17,00m x w 14,00m
- **Box 01:** h 2,00m x l 2,00m x w 2,00m
- **Box 02:** h 2,00m x l 2,50m x w 2,00m
- **Box 03:** h 3,00m x l 3,00m x w 2,00m
- **Box 04:** h 2,00m x l 3,00m x w 3,00m
- **Bar Central Column + Circle Couch:** h 4,00m x l 9,00m x w 9,00m
- **Couch 01:** h 1,50m x l 2,00m x w 2,00m
- **Couch 02:** h 1,50m x l 3,50m x w 2,00m
- **Couch 03:**
  - **Long side:** h 1,50m x l 8,00m x w 2,00m
  - **Short side:** h 1,50m x l 5,00m x w 2,00m
- **Couch 04:**
  - **Long side:** h 1,50m x l 5,00m x w 2,00m
  - **Short side:** h 1,50m x l 4,00m x w 2,00m
- **Door 01:** h 3,00m x l 4,00m x w 1,00m
- **Door 02:** h 3,00m x l 3,00m x w 1,00m
- **Door 03:** h 5,00m x l 6,00m x w 1,00m
- **Door 04:** h 4,00m x l 8,00m x w 1,00m
- **Crouch 01:** h 1,00m x l 3,00m x w 1,00m
- **Crouch 02:** h 1,00m x l 4,00m x w 1,00m
- **Dressing room Cabins (all the block):** h 6,00m x l 29,00m x w 4,00m
- **Dressing Table (with Stool and Mirror):** h 2,25m x l 3,00m x w 2,00m
- **Dressing room Curtain:** h 2,50m x l 3,50m x w 0,125m
- **Americane:**
  - **Horizontal Americana:** h 28,00m x l 1,50m x w 1,50m
  - **Short Horizontal Americana:** h 10,00m x l 1,50m x w 1,50m
  - **Vertical Americana:** h 13,00m x l 1,50m x w 1,50m
- **Kitchen:**
  - **Sides:** h 3,25m x l 16,00m x w 1,25m
  - **Central Kitchen:** h 1,00m x l 8,00m x w 3,00m
- **Locker:** h 2,50m x l 1,00m x w 1,00m
- **Office Chair:** h 1,25m x l 1,00m x w 1,00m
- **Office Table 01:** h 1,00m x l 5,50m x w 1,50m
- **Office Table 02:** h 1,00m x l 8,00m x w 1,50m
- **Restaurant Chair:** h 1,75m x l 1,00m x w 1,00m
- **Restaurant Furniture:** h 3,00m x l 4,00m x w 1,50m
- **Restaurant Table:** h 1,00m x diameter 4,00m

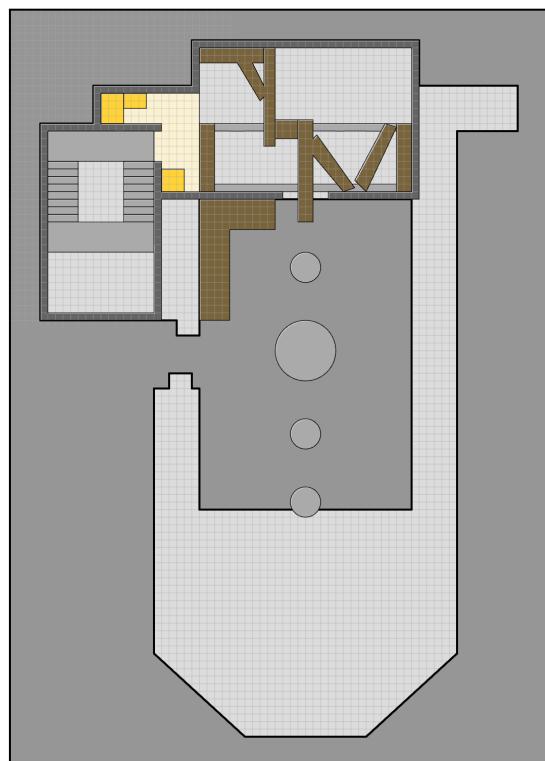
- **Restaurant Window:** h 4,00m x l 4,00m x w 0,50m
- **Window 01:** h 2,00m x l 3,00m x w 0,50m
- **Window 02:** h 4,00m x l 4,00m x w 0,50m
- **Window 03:** h 1,50m x l 7,00m x w 0,50m
- **Window 04:** h 4,00m x l 7,00m x w 0,50m
- **Roof Window 01:** h 5,00m x l 5,00m x 0,50m
- **Roof Window 02:** h 12,00m x l 9,00m x 0,50m
- **Scaffolding:**
  - **Short side:** h 17,00m x l 6,00m x w 4,00m
  - **Long side:** h 17,00m x l 16,00m x w 4,00m
- **Security Panel:**
  - **Short side:** h 4,00m x l 5,00 x w 2,00m
  - **Long aide:** h 4,00m x l 11,00 x w 2,00m
- **Shelf 01:** h 4,00 x l 8,00m x 2,00m
- **Shelf 02:** h 4,00 x l 10,00m x 2,00m
- **Shelf 03:** h 4,00 x l 13,00m x 2,00m
- **Shelf 04:** h 4,00 x l 19,00m x 2,00m
- **Stool:** h 1,00m x l 1,00m x w 1,00m
- **Theatre Sit:** h 1,50m x l 1,50m x w 1,25m
- **Ticket Counter**
  - **Long side:** h 1,00m x l 9,50m x 0,50m
  - **Short side:** h 1,00m x l 6,50m x 0,50m
- **Chandelier 01:** h 2,00m x diameter 8,00m
- **Chandelier 02:** h 2,00m x diameter 4,00m
- **Stage Curtain 01:** h **MAX** 12,00m x l **MAX** 7,00m x w 0,125m
- **Stage Curtain 02:** h **MAX** 12,00m x l **MAX** 7,00m x w 0,125m
- **Theatre Sign Board:**
  - **Left and right support part:** h 12,50m x l 2,00m x w 0,25m
  - **Board left part:** h 7,00m x l 12, 00 x w 0,25m
  - **Board right part:** h 7,00m x l 12, 75m x w 0,25m

## ➤ Theatre Layout



Ground Floor

1st Floor



2nd Floor

## ➤ Theatre Draft

### Areas

- ① = Auditorium/Stage
- ② = Entrance
- ③ = L Corridor
- ④ = Restrooms
- ⑤ = Kitchen
- ⑥ = Restaurant
- ⑦ = Bar
- ⑧ = Dressing Room 1
- ⑨ = Dressing Room 2
- ⑩ = Backstage Corridor
- ⑪ = Storage 1
- ⑫ = Storage 2
- ⑬ = Big Stairs Room
- ⑭ = Security Room
- ⑮ = Auditorium 1st Floor
- ⑯ = Auditorium 2nd Floor

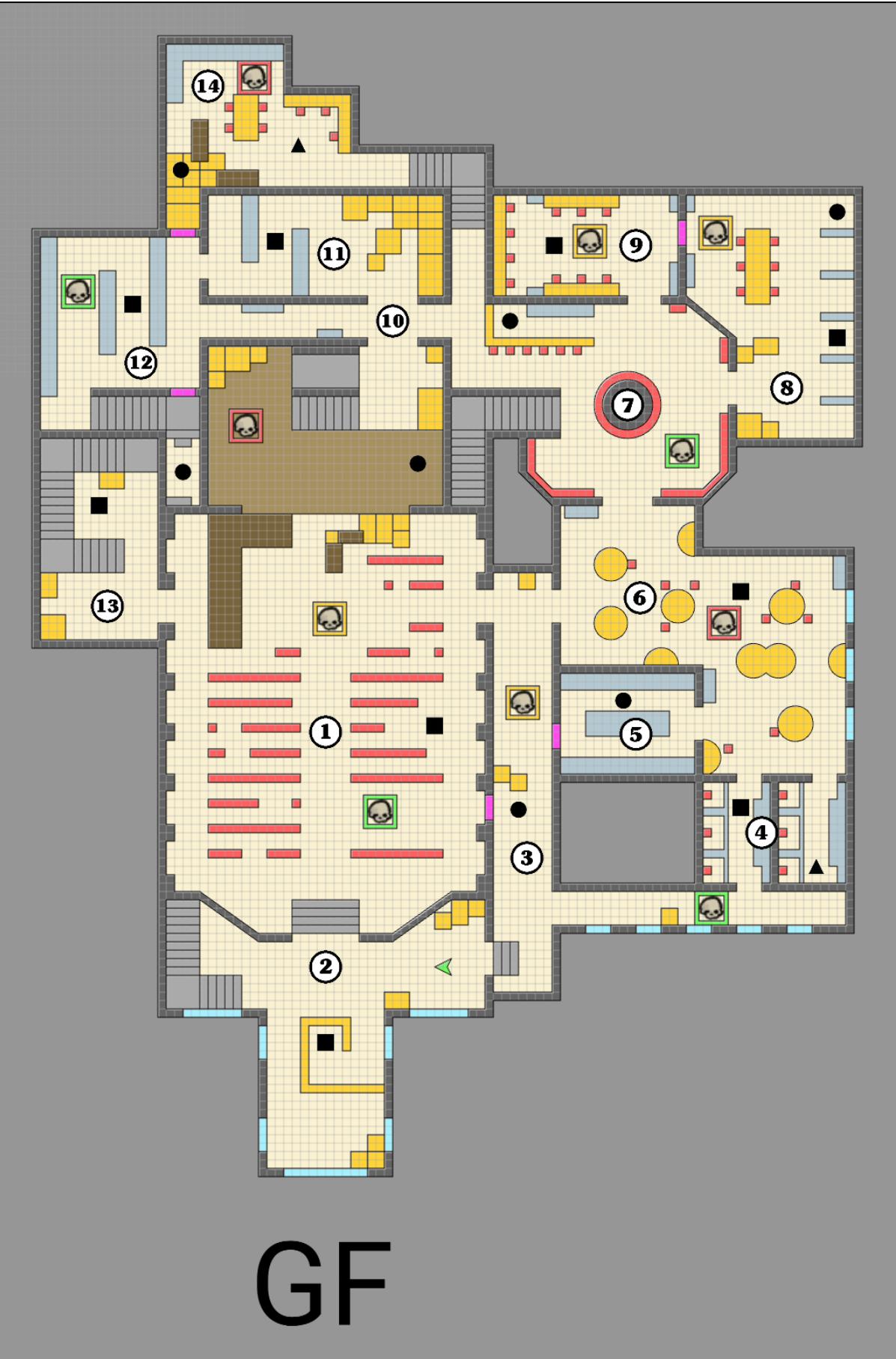
### Legend

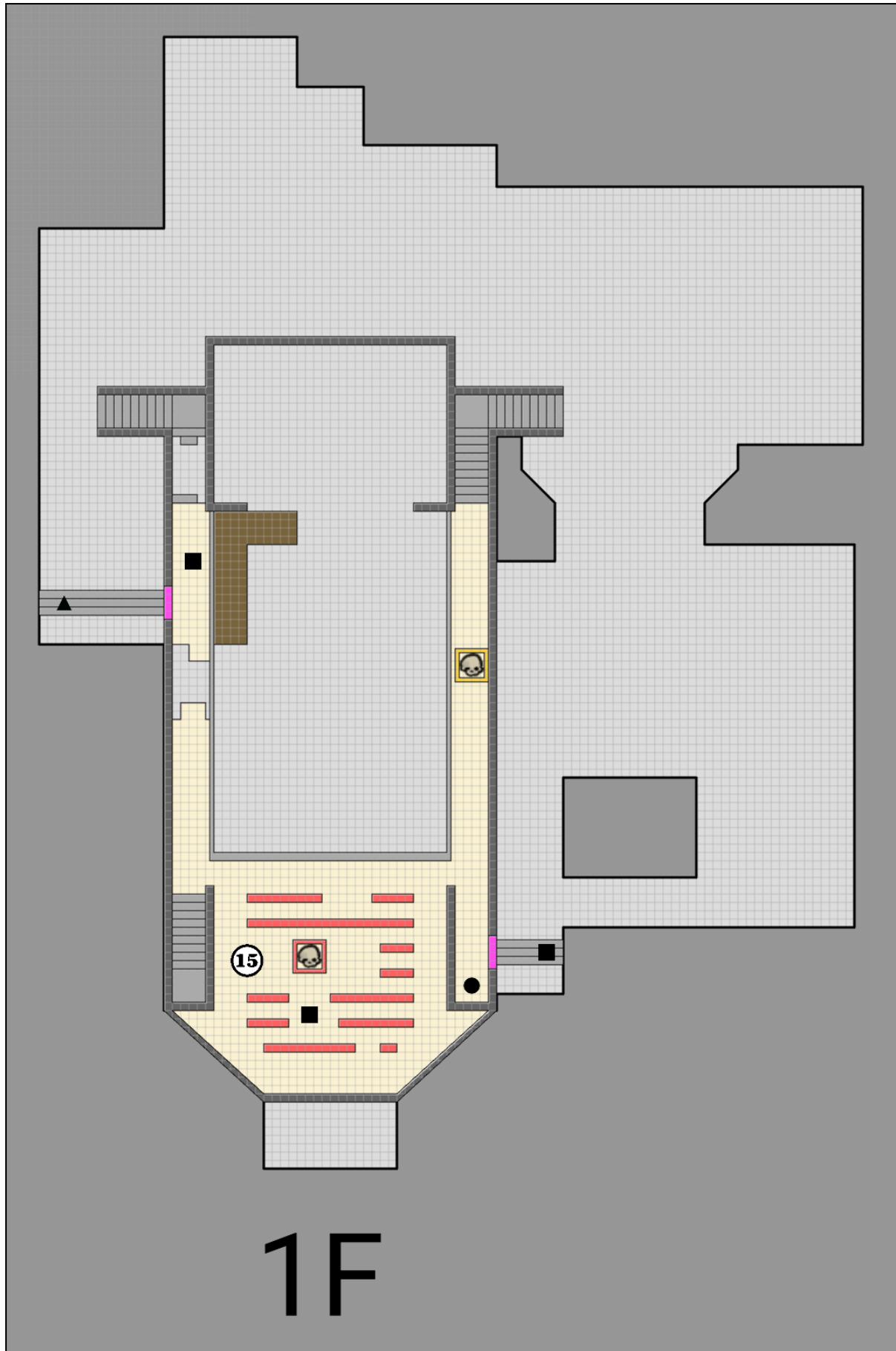
- ◀ = Player starting position
- 💀 = Enemy starting position
- = Patch
- = Button
- ▲ = Zip
- = Floor
- ▨ = Walls
- ▢ = Windows
- ▤ = Stairs
- ▨ = Stage
- ▣ = Crouch
- ▢ = Obstacle 1
- ▢ = Obstacle 2
- ▢ = Obstacle 3
- ▢ = Obstacle 4
- ▢ = Juju
- ▢ = Koko
- ▢ = Gruntz

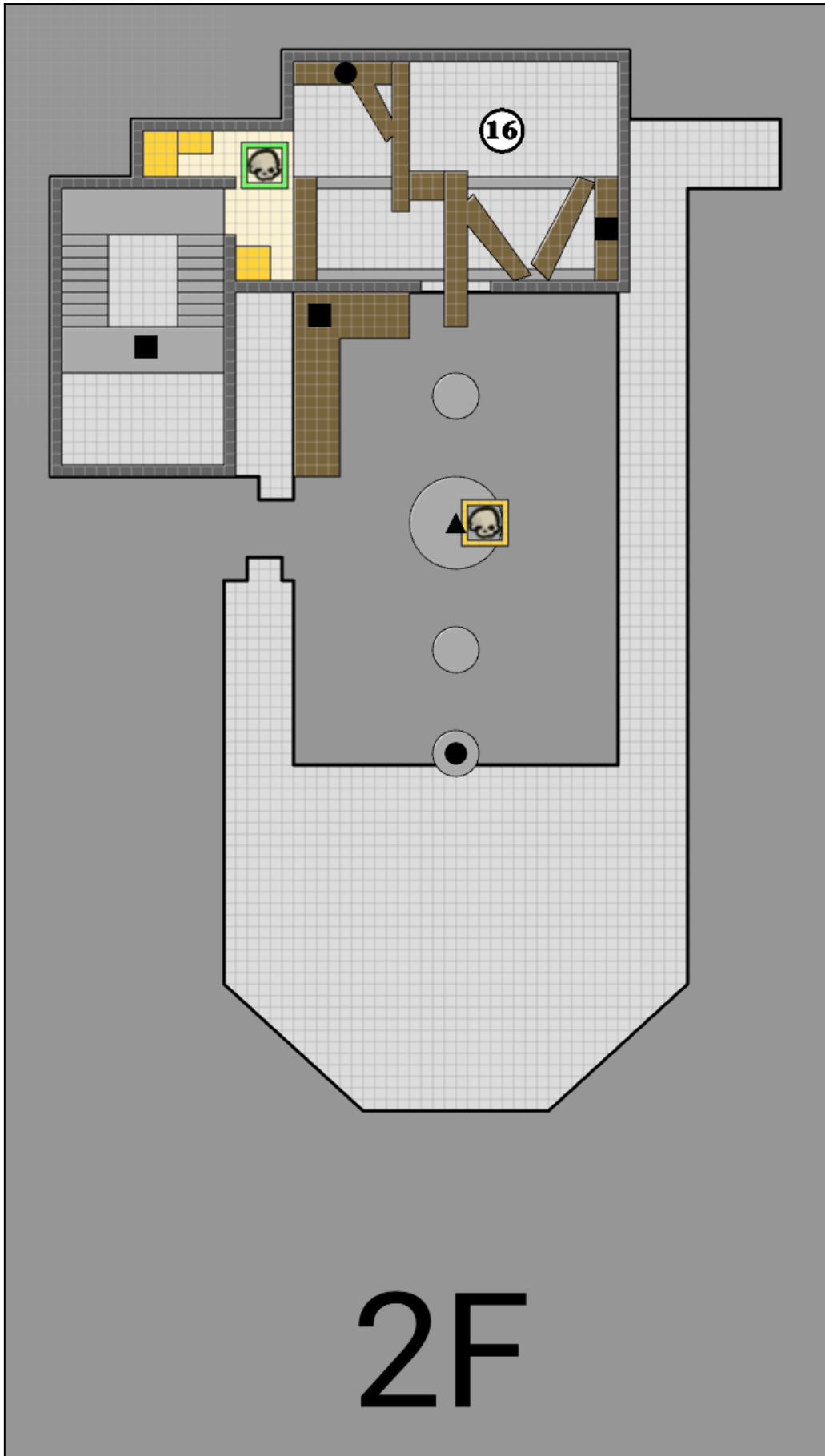
Scale: 1 square = 1 m

### Tutorial pop-up:

- **At the beginning of the level, a pop-up blocking tutorial will appear,** introducing a new enemy unique to this level: Gruntz.
- **This tutorial will only be displayed the first time the level is entered.** The player will then be able to view this tutorial again from the main screen in the tutorial section.
- **Tutorial text:** “Gruntz the angriest and most problematic of the bunch. This puppet needs all the 3 collectibles (patch + button + zipper) to be healed back.”







# UI/UX

## Flowchart

➤ Flowchart Link: [Flowchart](#)

## Wireframe

➤ Wireframe Link: [Wireframe](#)

## Mockup

➤ Mockup Link: [Mockup](#)

## Buttons

**Button normal state:** No effect



**Button hover state:** Text size increase + change color (fake light)



# HUD

## Player HUD icon and interactions:

To ensure the player always knows what to do and how they are progressing, we provide a clear and informative HUD immediately upon entering each level.

### ➤ Permanent HUD Elements (Always Visible)

- Remaining/ Purified Puppets Counter
  - Displays the number of puppets **left to purify** and how many have already been purified. The puppets sprite will shake if a doll is near  
*Example: "Puppets: 3 / 4 Purified"*
- Level Timer
  - A countdown timer shows how much time the player has left to complete the level.
- Inventory Display
  - Shows the currently collected or equipped items. Items will shake if a pickup is near at least 20m

### ➤ Temporary HUD Elements (Contextual Feedback)

- Hooked Feedback
  - When a harpoon successfully connects with an enemy, a temporary message appears on screen with the text: "Hooked"
- Crouch effect
  - Player will see a fog/cloud effect on the border side of the screen when they are crouching
- Timer extra seconds
  - Player can see the extra time added next to the timer when successfully purifying an enemy
- Running FOV change
  - Player can see a slightly FOV change when they are sprinting with the shift key
  - **FOV change 80 → 90**

- Stealth attack
  - When the player crouches behind a puppet and is in position to **perform** a stealth attack, an on-screen text prompt will appear.  
"Press E"

## ➤ Quick Time Events (QTE)

Each QTE is displayed with a **dedicated** key/button prompt, ensuring accessibility and readability. Prompts are clearly visible and indicate exactly what the player must press to succeed.

# Economy

## Economy Values

➤ Economy Link: [Economy Values](#)

# Art 2d/3d

## Overview

The game embraces a playful, **irreverent tone, blending quirky humor with strange voodoo aesthetics** and its cartoonish visuals are rich with tailoring and voodoo references.

**The mood balances weird and silly**, crafting a delightfully offbeat world that supports both stealthy gameplay and absurd situations. The puppets are as ridiculous as they are creepy, in a universe sewn together with mischief and mystery.

## Art Bible

The link below takes you to the art bible.

➤ Art Bible Link: [Art Bible](#)

## Texture/Assets List

The link below has a list of all assets and textures in the game including: their name, their description and their measures.

➤ Texture/Assets List Link: [Texture/Assets List](#)

## Animation List

➤ Animation List Link: [Animation List](#)

## VFX List

➤ VFX List Link: [VFX List](#)

# Sound

## Overview

The in-game sounds are inspired by **tribal music**, so it will mostly be drums and flutes. While the player roams around the level, **the music will be quiet and if it's spotted, the music will be louder.**

Despite being optional, stealth can be a useful tool for those who prefer that playstyle, therefore, sounds are vital for a balanced experience. Each enemy has their distinct noise when patrolling so they are easily identifiable.

Combat and crafting are meant to mimic the work of a tailor so the sound will have to reflect that while being satisfying to ear (ex. leather ripping when reeling an enemy or zipping sounds when crafting a purified puppet, ecc..)

## Sound Effects List

The link below has a list of all sounds in the game including: their name, their description and their trigger.

➤ Sound List Link: [Sound List](#)

# Narrative

## Story Premise

The player takes on the role of "**Voo-Dude**" a tribal tailor with a specialization in crafting voodoo dolls.

One day, he attempted to craft his magnum opus, **a voodoo doll that could bring back the dead**. He used his tailor's skills to create the vessel. The only thing remaining was a touch of magic.

He read the instructions from an old book about witchcraft and began the ritual, as it went on, the creator felt something was going wrong, the ground began to shake, and suddenly the doll erupted with black magic, causing **every doll to come to life**.

The outcome wasn't what he had asked for; the dolls were alive, but they acted like animals, not humans. He reread the book and noticed that the ritual **required purified dolls made from specific materials**. The puppets went frantic and tore through the house until they escaped.

Voo-Dude needed to finish what he started, so he quickly fashioned a makeshift weapon from his rifle and other tools to recapture them alive. He began hunting when he discovered that **the puppets were attracted to places of entertainment**.

## Narrative Implementation

The narrative component will be explicitly delivered through **short cutscenes**, which will **appear exclusively in Play Mode**—a mode where the player must complete all levels in sequence, starting from the tutorial.

These narrative cutscenes will be featured at the following key moments:

- At the **start of Play Mode**.
- **After** completing the **tutorial level**.
- At the **end of the final level** set in the theater.

## Cutscenes

The cutscenes will be composed of a video showing the level these scenes will feature brief **text-based narration** with no voiceover.

At the end of each cutscene, the game will automatically proceed to the next scene. In the case of the final cutscene, the credits will be displayed immediately afterward. Players will have the option to **skip any cutscene at any time by clicking the “Skip” button in the UI.**

➤ **Prologue Cutscene Link:** [PrologueCutscene](#)

➤ **Tutorial Ending Cutscene Link:** [TutorialCutscene](#)

➤ **Ending Cutscene Link:** [EndingCutscene](#)

## Text for Cutscenes

➤ **Prologue Cutscene Text**

**Option 1: first person, comic-like dialogue**

“Finally, the doll that would bring back the dead, my magnum opus, is almost complete. Now, only one step remains... THE CHANTING.”

“shoobity doobity noobity shoobity doobity noobity SHOOBITY DOOBITY NOOBITY”

“ugh... What happened? HEY STOP DESTROYING MY STUFF! damn, my dolls, they escaped.”

“Fine, it’s time to patch the situation then.”

**Option 2: third person, narrator**

“This is the story of the legendary “Voo-Dude”, a tailor that creates voodoo dolls of all shapes and sizes.

One night, he performed a ritual in an attempt to create a doll that could bring back the dead, his magnum opus as he calls it.

Unfortunately, the tailor's "inability to read quite well" caused the ritual to go south quickly.

Dark magic erupted from the ground causing all of his puppets to come alive as frantic little beasts.

They tore through his house and escaped into the wild. Voo-Dude had a new objective now, to capture all of them and complete the ritual... correctly this time."

## ➤ Tutorial Ending Cutscene Text

### Option 1: first person, comic-like dialogue

"Alright, i should be done here"

"Mmh? Well would you look at that, it seems they're attracted to places of entertainment.

"Let's see, there's an abandoned theater and a circus nearby. I bet the rest of them are there. Ok, let's not waste any time and let's move.

### Option 2: third person, narrator

"Voo-dude managed to capture all the dolls in the area and made an important discovery. They were attracted to places of entertainment!

He remembered there was an abandoned theater and a circus nearby, he bet the rest of them were there.

Without wasting further time, the tailor continued his journey."

## ➤ Ending Cutscene Text

### Option 1: first person, comic-like dialogue

"Finally, I captured all of them. Now it's time start the ritual again"

"Ok, i followed every step and so far nothing bad happened. There's a tomb nearby, let's test the doll"

"OH DEAD ONE, I SUMMON YOU, RISE FROM THE GRAVE AND LIVE AGAIN!"

"It's moving! I did it! Let's go home my precious."

### **Option 2: third person, narrator**

“Voo-Dude captured all of the lost dolls and now it was time to restart the ritual. He carefully followed all the steps and thankfully nothing went wrong yet.

The tailor, filled with excitement, quickly put the doll to the test. He went to a nearby tomb and summoned the spirit of the dead into the puppet.

The doll started to move and behave like a normal human being, together they return home and live happily ever after.

# Credits

## Lead Design

FEDERICO DEL GAUDIO

## Producer

THOMAS PECORARO

## Gameplay Design

FEDERICO DEL GAUDIO

MARCELLO BANFI

DAVIDE RUOCCH

THOMAS PECORARO

LUCA PIRASTRU

## Level Design

MARCELLO BANFI [Theatre]

DAVIDE RUOCCH [Tutorial Level - Circus]

## UI/UX Design

FEDERICO DEL GAUDIO

THOMAS PECORARO

## Sound Design

FEDERICO DEL GAUDIO

MARCELLO BANFI

LUCA PIRASTRU

## Narrative Design

LUCA PIRASTRU

## Lead Programming:

HAMZA BEN SAID

## Programming:

IVAN DEL GAUDIO

ALESSIO RUNGI

## Lead Art 2d/3d:

ANDREI CADRI'

## Art 2d/3d:

ALESSANDRA BIANCHI

TIMOTHY ZACCAGNI

## Voices

Voo-Dude - MARCELLO BANFI

Juju - MARCELLO BANFI

Koko - HAMZA BEN SAID

Gruntz - DAVIDE RUOCCH