



**OFFICIAL GAME
DESIGN DOCUMENT**

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Chapter 1 - Overview

01. Introduction

Who needs a boat when you have a Viking Pal?

Bring your phone to the tavern and have an unforgettable night by cooperating with a friend in this ironic 2D top-down game.

Venture through the different seasons down the river, avoid obstacles and other hazards to reach the beautiful damsel.

02. Product Sheet

Product name	Ragnaraft
Genre	Casual Game Co-op
Target platform	Mobile (Android)
Price	Free to play
Release date	18/04/2025
Release language	English
Contact	ragnarafteam@gmail.com

02. Key Features

A Silly Cooperation

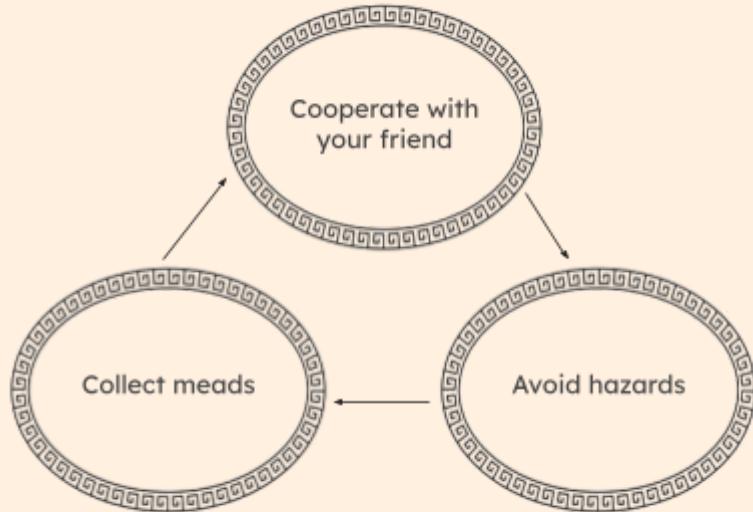
An odd boat, no compass, just two stubborn Vikings and a special cooperation. Each player controls a side of the boat to turn in the desired direction. Face the winding river crossing to reach the beautiful destination, otherwise... you will find yourself making friends with fishes.

The Irony of the River-ation

While sailing on the river, there will be moments of tension! Players must escape from a deadly situation, coordinating and alternating precise actions to inhale and blow the war horn. If you don't succeed... well, you might find out how much the river creatures like viking meat.

Chapter 2 - Gameplay

01. Gameplay Loop

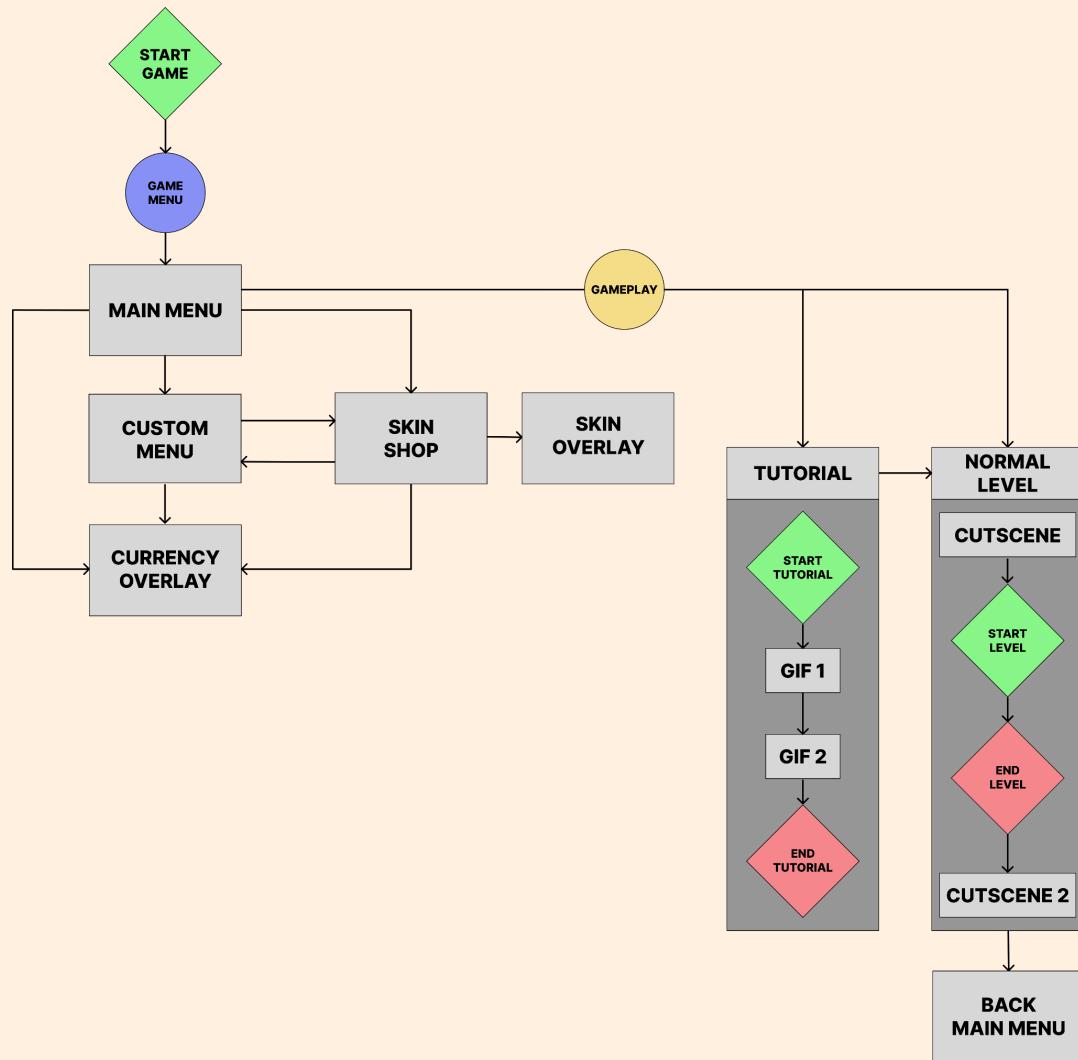


Overview

The players' goal is to get to the mouth of the river, reaching the damsel. To do this they will have to work together, moving and avoiding various obstacles (vertical, horizontal, individual and atmospheric). The game has a single level, the sections of which are randomised to make the challenge as varied and re-playable as possible. The increasing complexity of the level challenge is determined by the positioning of the obstacles and their combination.

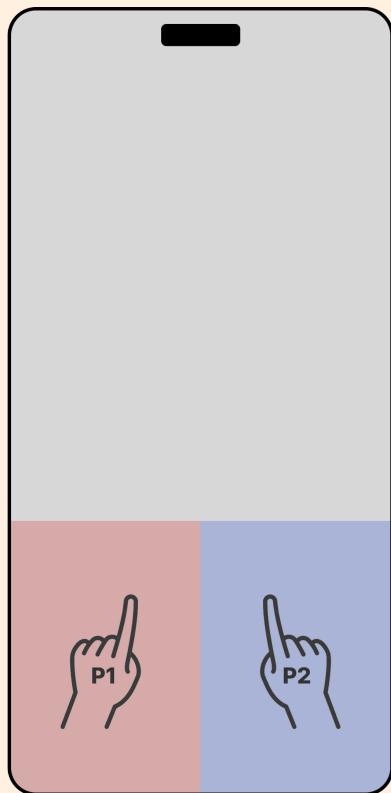
02. Game Flow

General game flow, including menu and level section



03. How To Play

The two Players use the phone in its portrait mode, each of them controlling their own bottom half of the screen.



Input

The interaction system in the game phase is based on keeping the fingers resting on the screen. The interactive areas are located at the bottom of the display and divide the screen into two halves of equal size (when the device is held vertically), occupying about one-third of the overall screen height. On input there is a cool-down of **0.15 sec** to prevent players from just tapping on the screen.

03. Mechanics

Character

Overview

The character is a particular boat, consisting of a Viking lying in the water with his belly down and another Viking positioned above it who controls the oars.

Character reference:



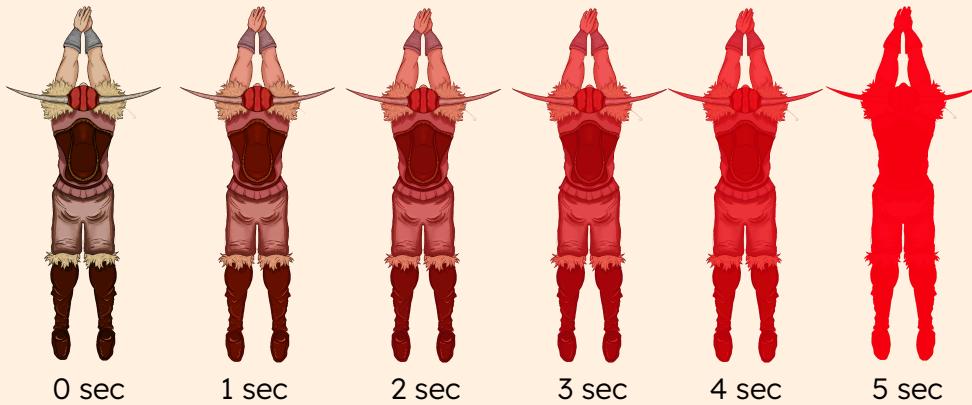
Movement

The boat will continuously **move** forward as long as at least one player provides **input**. If **no input** is given, the boat gradually straightens and slows down until it **sinks** after 5 seconds, leading to the **game over**.

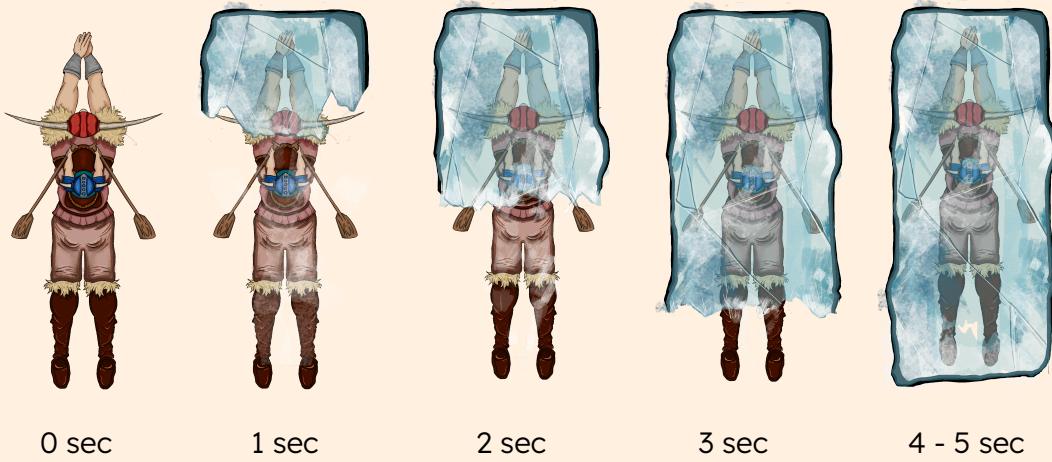
Sinking/Freezing System

When the players are about to drown, the colouring of the boat will gradually start to turn red. Should players find themselves above an icy area instead, the characters become frozen and not red.

Sinking:

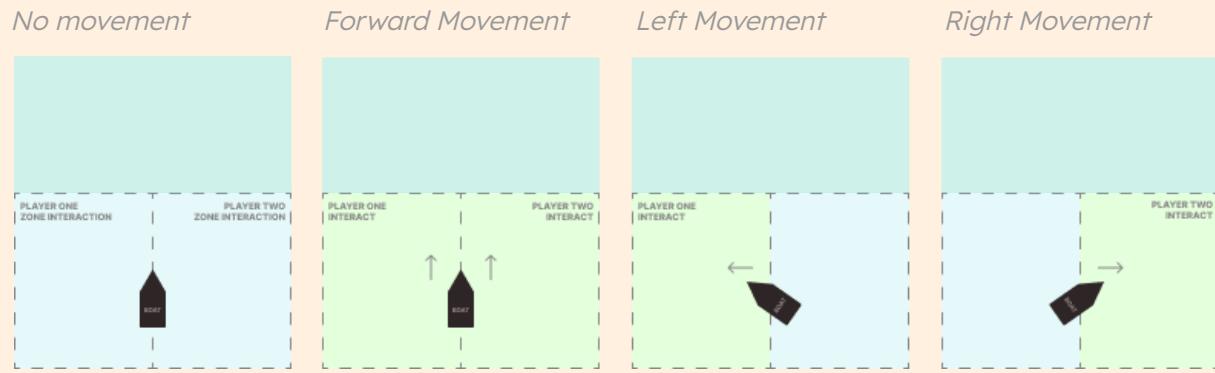


Freezing:



When **both** players are holding their sides, the boat moves **straight**.

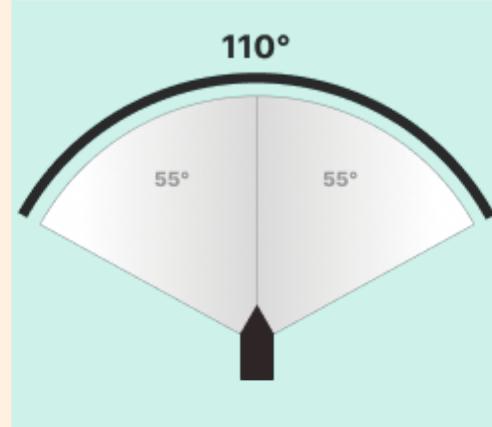
However, if **only one** player is holding their side, the boat **drifts** towards the same side.



Turning Flow:

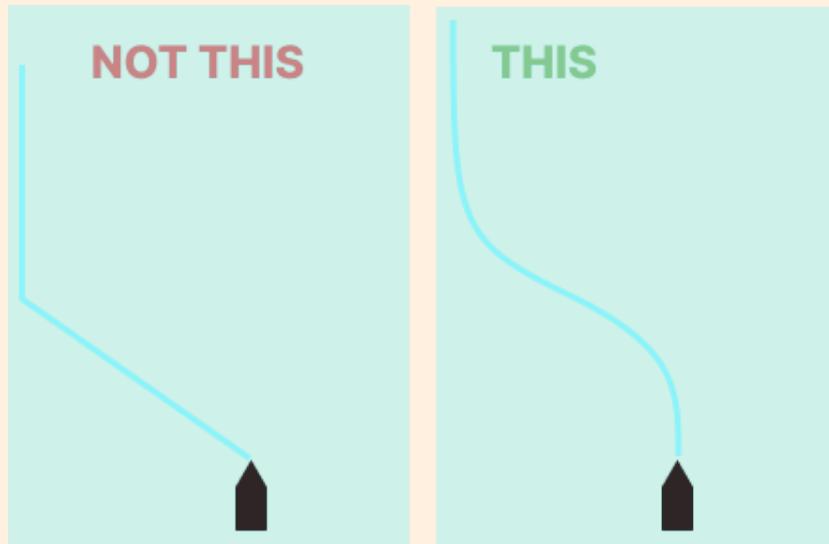
The rotation while the boat is turning covers a **total rotation** arc of 110° , i.e. 55° on each side from a straight position (left and right).

e.g. if one of the players will make a full right turn, rotating the boat 55° , the other player, wanting to turn totally left, will make a 110° rotation.



This action does not occur with an abrupt and instantaneous rotation after interaction by one of the players, but in a smooth and **progressive** manner.

Image reference for smooth turning.



Metrics: ([Movement Metrics](#))

Death Condition

All player death conditions within the level. These within the level lead to an overlay appearing on screen saying ‘you died’.

- ❖ Players die instantly in contact with river banks;
- ❖ Players die instantly in contact with deadly hazards ([Deadly Hazards](#));
- ❖ Players die instantly if sucked into the whirlpools ([Whirlpools](#))
- ❖ Players die after **5 seconds** if no input is given to the boat as it sinks ([Movement](#))

Respawn System

In ragnarraft players have the option to watch an advertising (AD/ADV) to **respawn** in the level **in case of death** (see [Monetization](#)), after the players has finished watching the AD he will be spawned in the “[Transition zones](#)” (obviously in the last Transition zone reached) and resume his game. They will be placed in the level between each section and they work as a **safe zone** with the total absence of obstacles.

Hazards

Players must navigate through the river, avoiding every obstacle without ever touching the banks.

Typologies:

Deadly hazards

This obstacles **block** the way of the river with **different sizes** and angolations. If the character collides with one of them it will sink, leading to game over.

Static

They are Deadly hazards that do not perform any kind of movement. Some obstacles can be combined to form new variant

- ❖ Vertical obstacles (Logs)

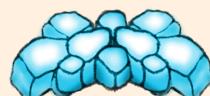


- ❖ Horizontal obstacles (Rocks, Ice blocks and Barrels)

Rock: Type 1



Ice block: Type 1



Barrel: Type 1

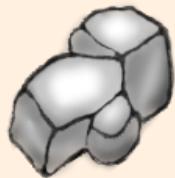


Ice barrel: Type 1



- ❖ Single obstacles (Rocks, Ice blocks, Chopped logs, Kraken tentacles)

Rock: Type 1



Rock: Type 2



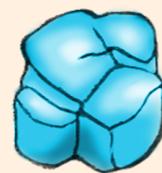
Rock: Type 3



Ice block: Type 1



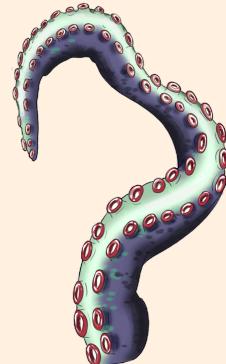
Ice block: Type 2



Ice block: Type 3



Tentacle: Type 1



Tentacle: Type 2



Tentacle: Type 3



Environmental hazards

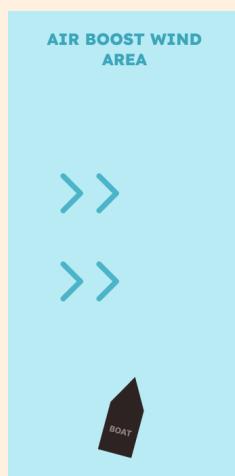
This calamities don't block the path but makes the maneuvers more challenging.

Wind gusts

This calamity appears in certain areas of the level and applies a **horizontal force** that affects the character's **movements**, dragging him towards a shore or the other.

Wind gusts influence a section of the level, covering the whole width of the screen, with variable length.

Metrics: ([Hazards Metric](#))



Ice

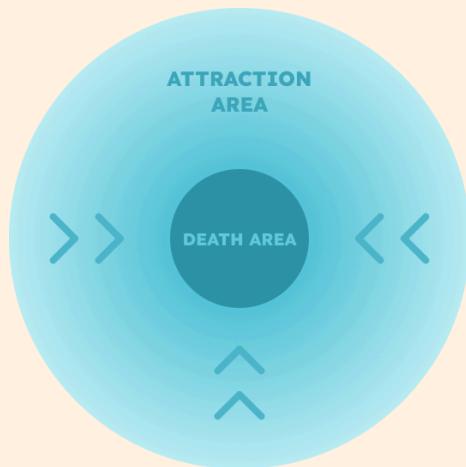
Some sections of the river are covered in ice, which causes the boat to **slip**, making it **slightly faster** and **harder** to change direction.

Metrics: ([Hazards Metric](#))

Whirlpools

They are very **dangerous** and the most tricky ones. They pull the boat **towards** their center; if the boat reaches the **center** of the Whirlpool, it's game over. The force of the whirlpool is weaker on the outside and stronger near the center.

Metrics: ([Hazards Metric](#))



Environment sprite

In-game, players will see objects on the river banks, these objects are only for decoration purposes and they don't affect the gameplay

Decoration model



Decoration model



Decoration model



Sprite List

Here we have a sprite list containing all the game assets in the level and a figma link where we can observe how they appear visually.

List of assets:

[Sprite list](#)

Visual appearance of assets:

[Figma link](#)

Collectible

Meads are the **only** currency in the game.

Rules

They can be **collected** by players during the level by **colliding** with them.

An HUD counter will show how many Meads the players are collecting **during that run**. At the end of the run, in both cases of victory or death, the players will **always gain** the number of Meads collected up to that point.

The counter and the Meads will reset each time the players restart the game.

In case of a victory, players will gain a bonus of +150 mead. Meads can be spent in the shop to purchase character's skin.

Typologies:

Standard collectible

This is the most common and collectible that gives [3] Meads.

Rare collectible

This collectible is more rare, during the level, there will only be a few of them, placed in tricky positions. Each one gives [6] Meads.

Microtransactions:

This currency can also be obtained by spending real-life money in the game shop ([Microtransactions](#))

Progress Saving System

The saving system is used to protect players in case of **crashes** - involuntary game **closures**. Maintaining some game states such as: resuming the game where the players were left or if the meads are obtained in case of game closure.

Players condition	Unexpected problem	Results	Save before close? (background)
Players playing the tutorial.	Game closes (background).	Game will freeze in the point where the app closed.	Yes
Players playing a normal run	Game closes (background)	Game will freeze in the point where the app closed	Yes
Players wins (meads)	Game closes (background)	Players will obtain meads & game will freeze in victory screen	Yes
Players lose (meads)	Game closes (background)	Players will obtain meads & game will freeze on the death screen. Players can't watch the ad for respawn	Yes
Players is watching AD for rewards	Game closes (background) (while the ad is displayed)	Players will not receive the bonus from that AD	No
Players are watching an AD	Game closes (background) (while the ad is displayed)	The AD will resume from where the game closed	Yes
Player is buying a skin	Game closes (background)	Saving will happen as soon as the player clicks the purchase button	Yes
Player is changing Skin	Game closes (Background)	Skin is saved when Player press "equip" otherwise it will not be saved in case of closure	Yes

04. Controls

Throughout the application, 3 types of input are specifically used: one for the navigation of game menus and one for actual gameplay.

In-Game Controls

“Hold down” Interaction.

Menu Controls

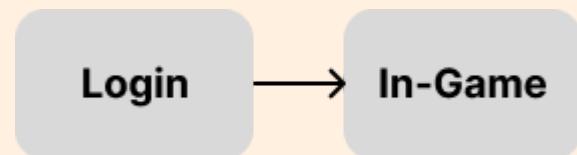
“Tap” and “Scroll” Interaction.

Scrolling is only provided within the ‘custom’ menu, where, via a carousel, players can choose and equip the skins they have purchased in the shop.

Chapter 3 - Tutorial

01. FTUE

Diagram



Login

As soon as the players download the game and open it, the first thing they will see is the menu screen, which will only have the most important buttons active: Play, sounds & social login, forcing new players to follow the tutorial. The shop, customize & currency shop will be **disabled** until the players finish their first game.

The tutorial checkbox is locked until players play the first run.

In-Game

The tutorial takes place in an **independent game scene**, which precedes the normal game level. The structure of this level is a **simplified** version of the standard level, in which the basic game mechanics are introduced through GIFs and micro-sections where players can replicate what they have learnt, additionally stimulated by the collection of mead.

The first time players complete the tutorial, they win the game immediately and claim the meads that they've collected. All the meads collected during tutorials after the first time won't count.

GIF Tutorial flow

GIF	Duration
Movement forward	4 seconds
Movement L/R - Sink	9 seconds

Tutorial phases description

Phase 01 Movement forward:

In this phase it is shown how both players must hold their respective sides of the screen to move the boat straight ahead.

Phase 02 (A) Movement L/R:

In this phase players are shown to press on the left side of the screen to turn right and vice versa.

Phase 02 (B) Sink:

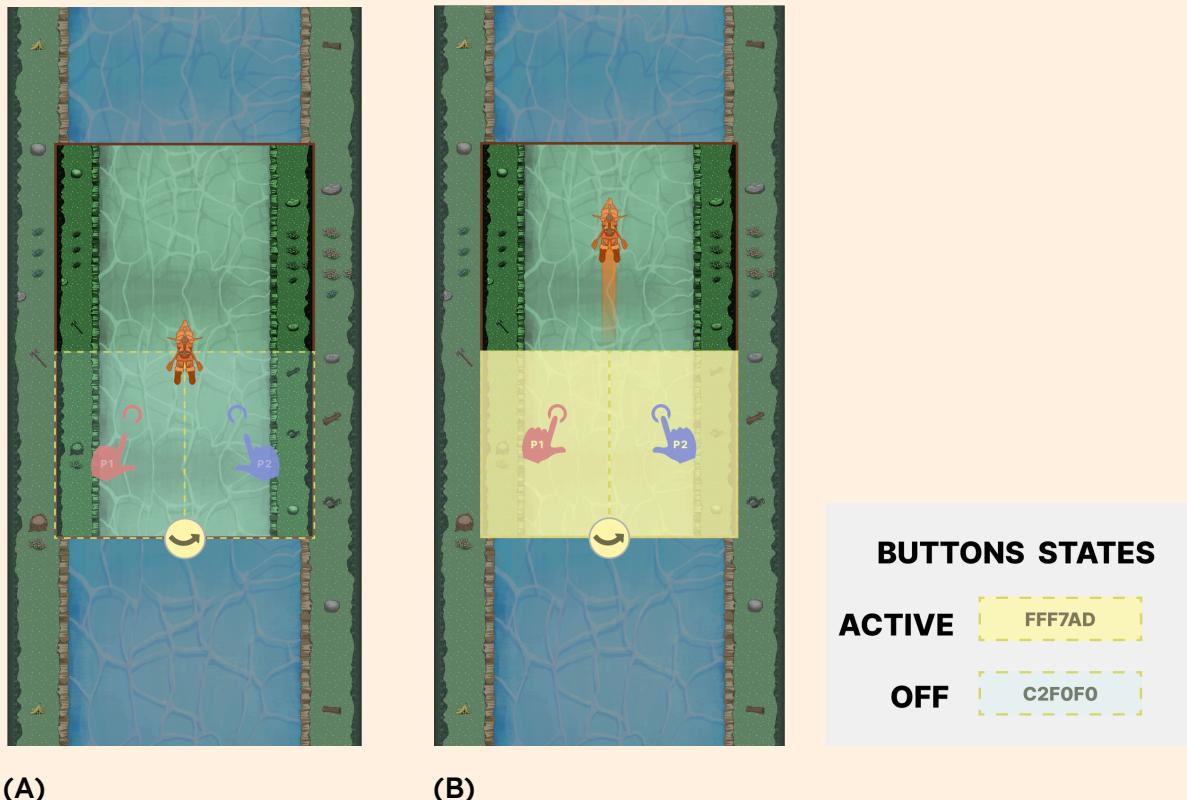
In this phase, players are shown how in the **absence** of on-screen input from any player, the boat will gradually turn red and a warning sign will appear at the top of the boat. This situation, if prolonged for 5 seconds, will lead to death by drowning.

Phase 02 (A) and (B) will happen and be shown together in succession.

Tutorial GIF Frame

There will be three in-game GIFs, each placed at different times in the tutorial.

Phase 01_Movement forward



Overview

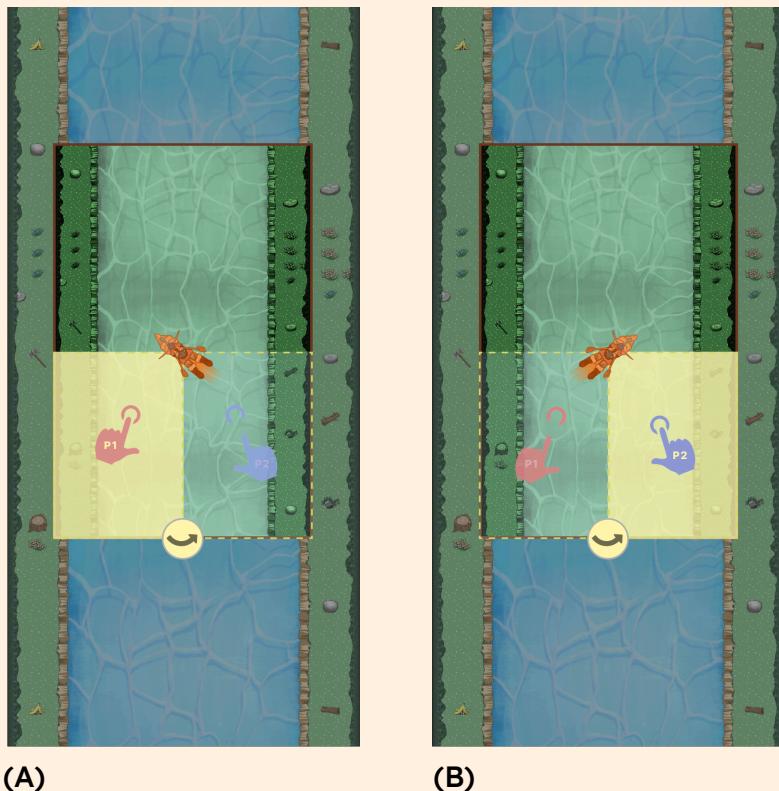
Both players must hold down the 2 buttons to start the game and move forward.

UI Elements

At the bottom of the screen there are 2 buttons that are initially inactive with an icon indicating that they have not been pressed.

In the **B**-frame, the 2 buttons are active with an icon indicating to hold them down.

Phase 02_(A)_Movement L/R



Overview

Both players must alternate between pressing the 2 buttons to move left and right. To encourage this action there are some Meads on the river.

UI Elements

At the bottom of the screen there are 2 buttons and an icon showing the action players must take to move left or right. The button to press is in the active state, the button to release is in the off state, these in the **B**-frame alternate.

Phase 02_(B)_Sink



(A)



(B)



(C)



(D)

Overview

If both players do not interact or the boat slows down and stops, it sinks.

UI Elements

The boat starts to **change colour** to red and a danger symbol appears.

At the bottom of the screen there are 2 inactive buttons with an icon respectively indicating that no one is holding the boat.

In the **D** frame, on the other hand, the 2 buttons are active with an icon respectively indicating that both sides must be pressed to prevent the boat from sinking.

Chapter 4 - Level Design

01. Overview

Game camera: Top-down view, portrait orientation, follows players' movement.

General structure: The level has a start and an end, it will be divided in sections, each one offering different challenges (obstacle standard/advanced sections, ice section).

Main goal: Reach the end of the level, collecting as much currency (mead) as possible.

Concept: The level is set on a river with two banks on the left and right sides of the screen.

Environmental references: Woodland landscape, snowy woodland landscape.

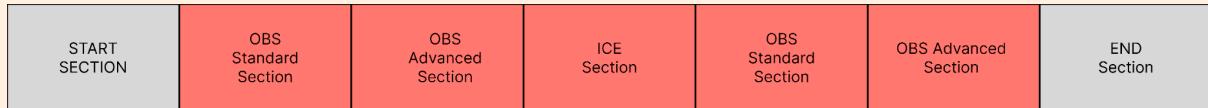
02. Rules

The subdivision of the sections inside the level varies depending on the type of gameplay. Their arrangement is fundamental to creating balanced and different gameplay experiences.

The level is structured in the following sections:

Section name	Average time for completion
Start Section	~5 seconds
Obstacle (Standard) Section	~15 seconds
Obstacle (Advanced) Section	~12.5 seconds
Ice Section	~15 seconds
End Section	~5 seconds

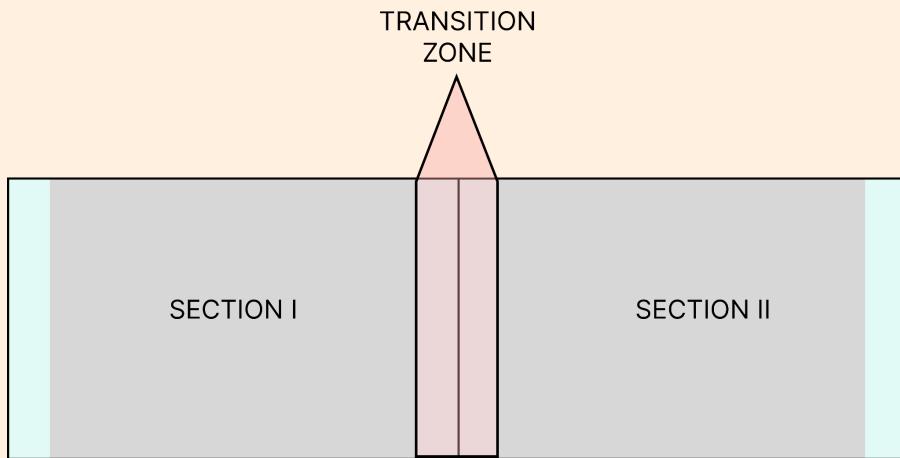
The **linear succession** of the sections dictates the structure of the level:



The areas highlighted in red are related to the actual gameplay.

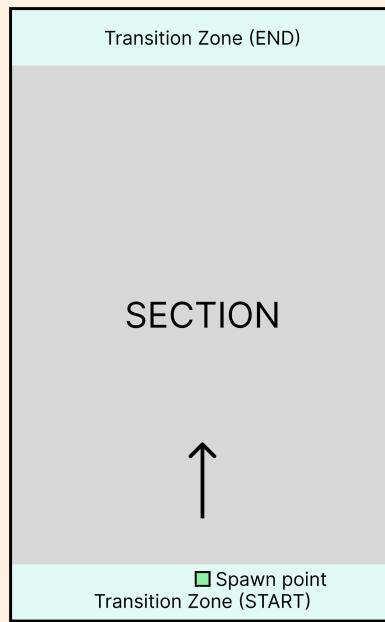
Transition zones

Between one section and another, there will be a transition zone. They are short “safe areas” that give players time to understand they are entering a new section and get ready for its gameplay, and to avoid inconsistencies in the random selection of the variants.



Furthermore, the final transition areas of each section will feature **spawn points** that act as checkpoints, allowing players to continue their run after a failure.

When players reach a final transition, the most recent checkpoint will be updated to the next one.

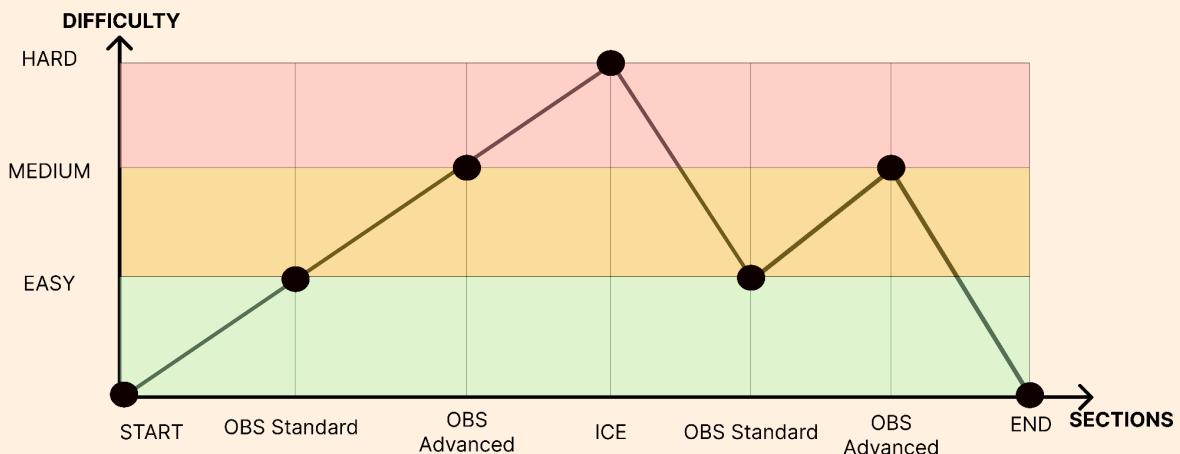


Difficulty curve

The linear succession will gradually increase the level's difficulty, while keeping a balanced pacing by alternating easier sections.

Sections will be classified into 3 **difficulty degrees**: Easy, Medium and Hard.

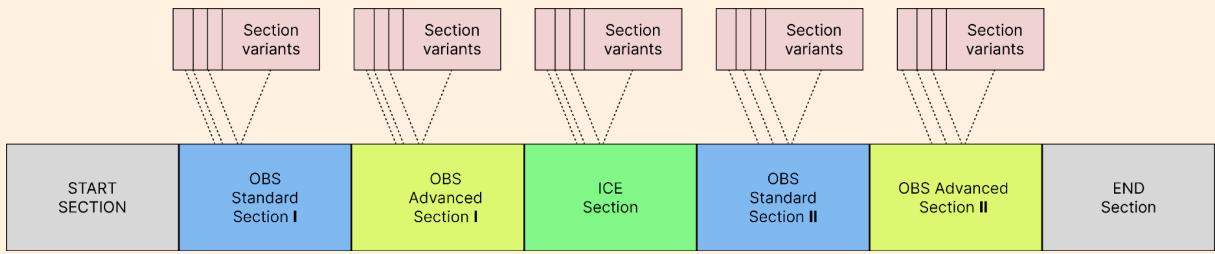
The distinction between three grades of difficulty is established through variations in obstacle density and positioning, timing demands, and the presence of additional gameplay modifiers that impact navigation and decision-making.



Variants and random selection patterns

Every time the level starts, the structure of the sections' linear succession will remain unchanged, while different variants of certain sections (Obstacle Standard, Advanced, and Ice section) will be randomly chosen to create a new gameplay experience each time.

ATTENTION: When generating the level, if a variant is selected, it will be excluded from the pull, so it will not be repeated in the same level.



Level Combinations:

Each level comprises five sections in the following order: A - B - C - A - B.

(A = Obstacle Standard Section, B = Obstacle Advanced Section, C = ICE Section)

- Available variants:
 1. A (*Obstacle Standard Section*): **4** variants (A1, A2, ..., A4);
 2. B (*Obstacle Advanced Section*): **6** variants (B1, B2, ..., B6);
 3. C (*ICE Section*): **6** variants (C1, C2, ..., C6).
- Constraints:
 1. The two A sections must use different variants;
 2. The two B sections must use different variants;
 3. No constraints for section C (used only once).
- Combination calculation:
 1. A: $4 \times 3 = 12$;
 2. B: $6 \times 5 = 30$;
 3. C: 6 options.
- Total unique level combinations:
 $12 \times 30 \times 6 = \mathbf{2160}$ unique levels

Section Types and Objectives

This paragraph outlines the different sections of a level and their specific objectives, gameplay mechanics, and constraints. Each section is designed to offer unique challenges and experiences, from safe areas to more complex regions filled with obstacles and hazardous environments.

Start section

Gameplay:

Players start in a small safe area where they're given a visual description of the events. In this first section, they will start moving automatically until the next section.

Constraints:

Difficulty	Automatic
Obstacles	-
Hazards	-

Obstacle Standard Section

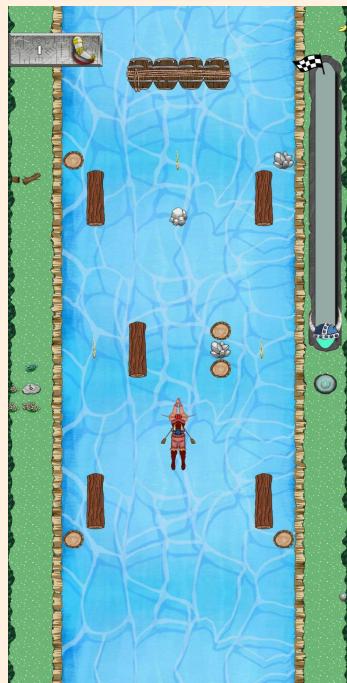
Gameplay:

Players must traverse an area of the river that contains different types of obstacles while collecting as many meads as they can.

Constraints:

Difficulty	Easy
Obstacles	Type I Type II Type III
Hazards	-

Reference:



Obstacle Advanced Section

Gameplay:

Unlike the Standard version, the obstacles' patterns will be more complex, and wind will be introduced as an environmental hazard. At the end of the section, players will have to avoid the Kraken's tentacles.

Constraints:

Difficulty	Medium		
Obstacles	Type I Type II Type III	Whirlpools	Tentacles
Hazards	Wind		

Reference:



Ice Section

Gameplay:

Characterized by the presence of icy water that alters the characters' movement physics, making traversal more challenging.

Constraints:

Difficulty	Hard	
Obstacles	Type I Type II Type III	Whirlpools
Hazards	Ice	Wind (optional)

Reference:



End Section

Gameplay:

A small area that marks the end of the level. Players are automatically guided towards the opening on the shore, stopping in front of it.

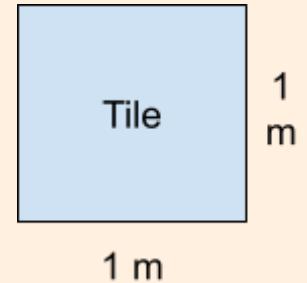
Constraints:

Difficulty	Automatic
Obstacles	-
Hazards	-

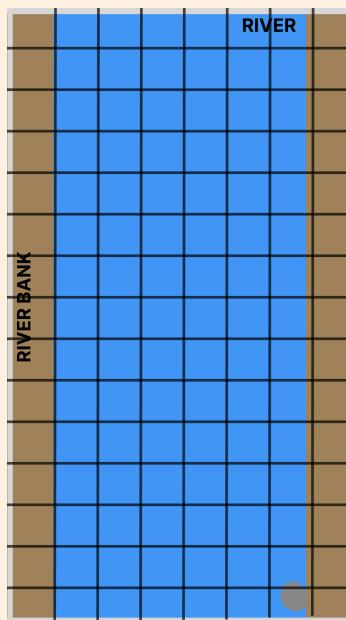
03. Metrics

Level Unit

The game levels will be entirely built using tiles as the unit of reference, and will follow this structure, adjusting their dimensions and proportions according to the tile grid.



1 m



Characters

Entity	X(tile unit)	Z(tile unit)
Character	1	2

Level

Entity	X(tile unit)	Z(tile unit)
River	11	-
Bank (L / R)	1	-

Sections (prefab blocks)

Entity	X(tile unit)	Z(tile unit)
Tutorial	11	96
Start	11	32

Obstacle Standard	11	96
Obstacle Advanced	11	80
Ice	11	96
End	11	32

Deadly Hazards

Some of the following obstacles can be placed along the **horizontal** and **vertical** axes relative to the river.

Entity	X(tile unit)	Z(tile unit)
Obstacle type I	1	1
Obstacle type II	1	3
Obstacle type III	2	5
Kraken's Tentacle	1	2

Environmental hazards

Entity	X(tile unit)	Z(tile unit)
Whirlpool Normal	4	4
Whirlpool Large	5	5

Currency (Collectibles)

Entity	X(tile unit)	Z(tile unit)
Currency type I	1	1
Currency type II	1	1

04. Level Tutorial

Tutorial level will have a different structure to the rules specified above, the tutorial section will serve to introduce the basic mechanics of the game, such as: movement, and first game obstacles.

Figma Link: [Layout](#)

05. Level Layouts

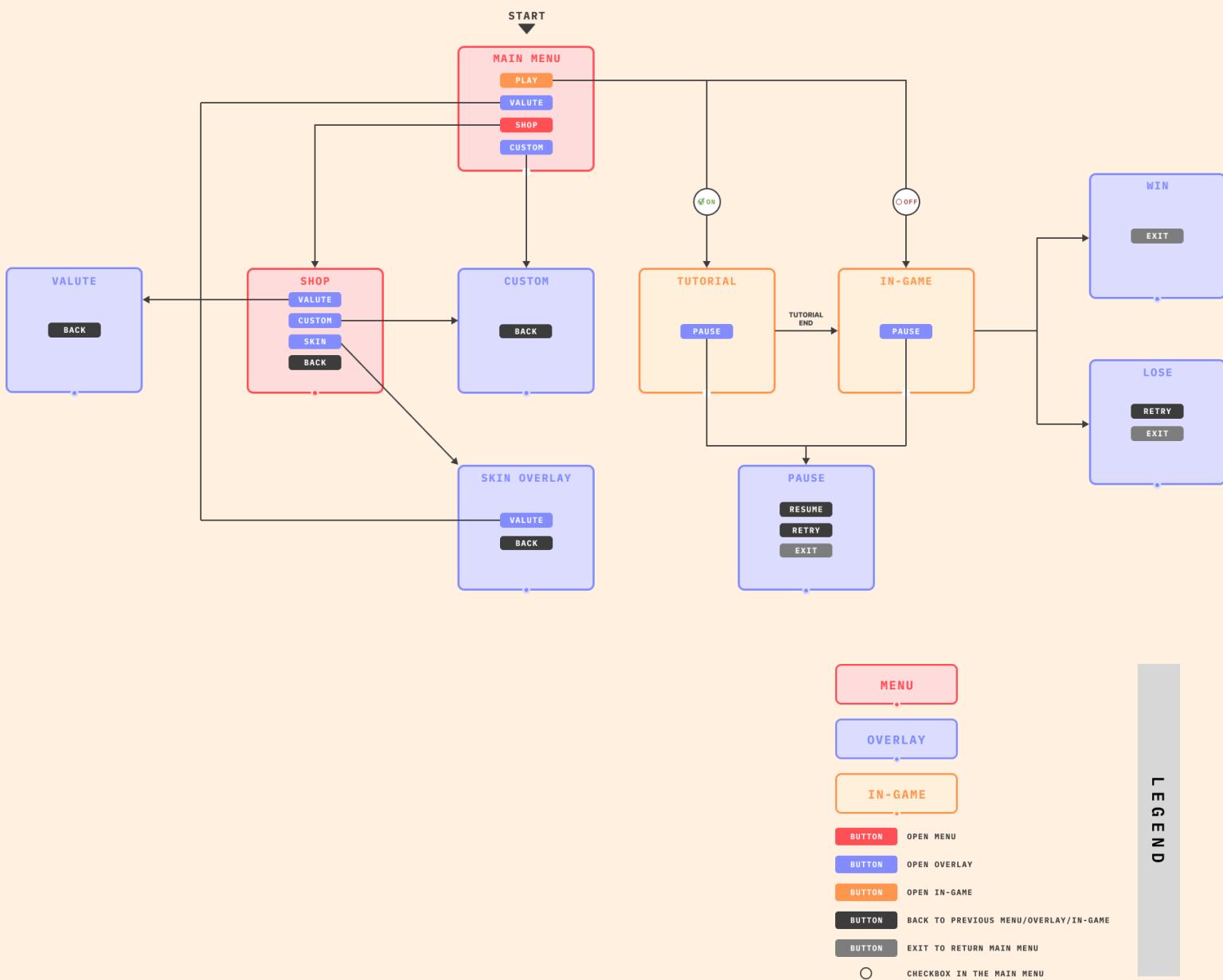
Figma Link: [Layouts](#)

Chapter 5 - UX/UI

01. Menu Navigation

Flowchart (UX)

Inside this Flowchart all the buttons or GUI elements in the game are not shown, only those that allow you to navigate through the menus.



02. Rules GUI/HUD

Behaviour

General outline of the behaviour of GUI and HUD elements in the game.

Button behaviour

Every button has 2 base states:

Normal = This is the base state of every button. Bright color with no alteration of the sprite



Active (Pressed) = This state occurs when players press on a button to use it. The button gets darker.



Extra States/Behaviours:

Some buttons have other others states or behaviours that are specified in the wireframe

Overlay behaviour

When a new overlay is opened, while another overlay is already present in the background, the latter is closed and makes room for the newly opened overlay.

In-Game Overlay

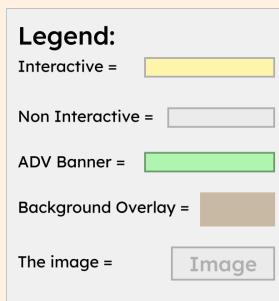
When the players are playing, the game will freeze for **1,5 second** in the following conditions:

1. Players are resuming the game by the option menu in game;
2. Once the players have finished watching the ad to respawn at the point where they died;

In this freeze state players are unable to perform any actions in game.

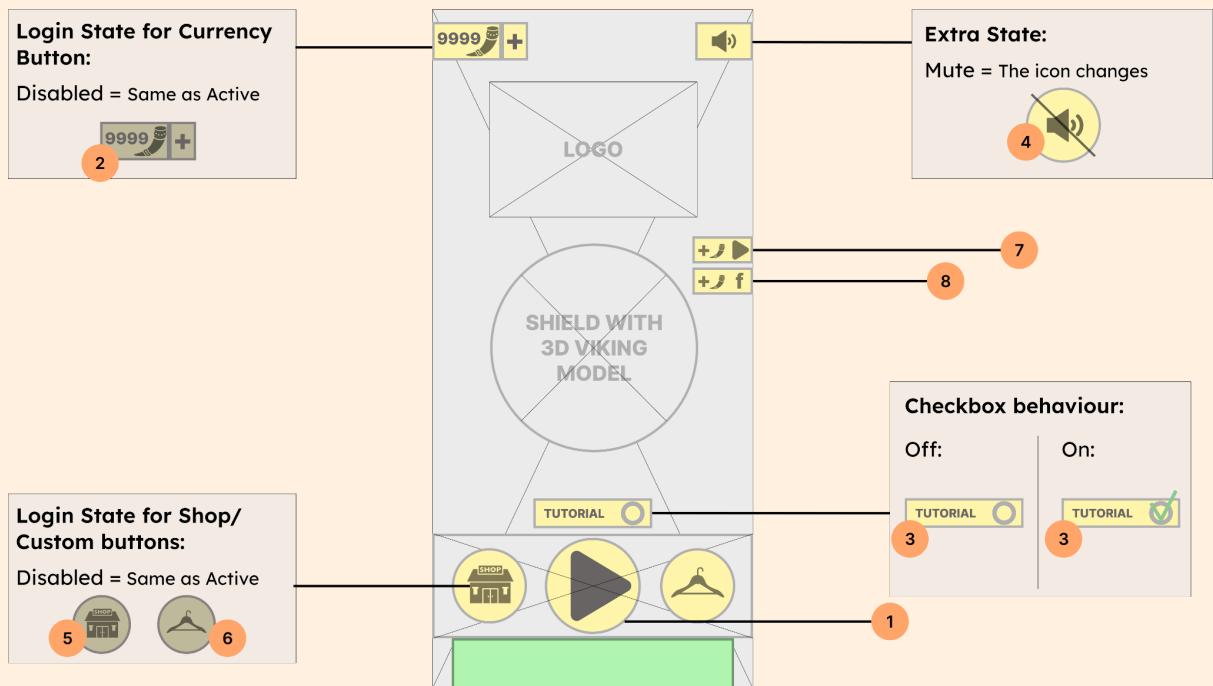
The freeze state won't affect OST & SFX

03. Wireframes GUI/HUD



Main Menu

Main menu' is the **first** thing the player will see when opening the game. Players can access all the necessary functions of the game.



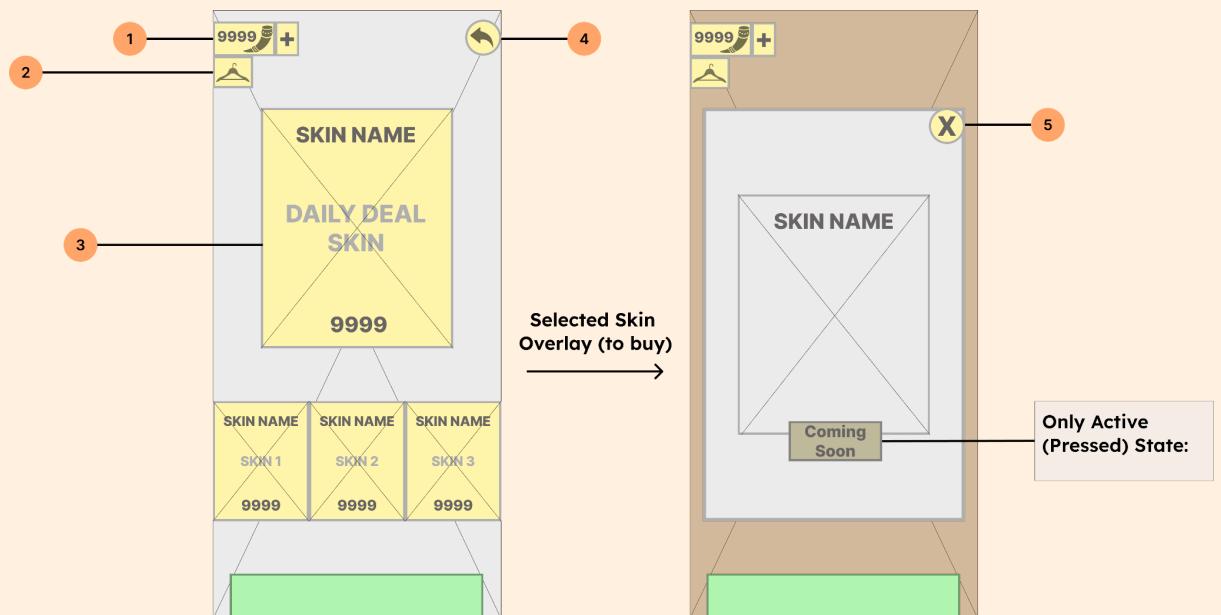
Button description

- 1) **Play Button:** Normal state, when pressed leads to the playable level.
- 2) **Meads Currency Bar:** Normal state, when pressed leads to the currency section menu.
- 3) **Tutorial Checkbox:** The checkbox will always be in a normal state. When ticked, players will play the level with the tutorial enabled. If unticked, players will play the level without the tutorial.
- 4) **Volume Button:** Always on normal state, when pressed mutes the audio changing icon, player can press this button anytime in the menu'.
- 5) **Store Button:** Normal state, when pressed leads to the store section.

- 6) Custom Button:** Normal state when pressed leads to the custom section.
- 7) Google Play Games Button:** Normal state when pressed leads to the link with google page (external) this button will stay always normal in case players wants to change his account.
- 8) Facebook Button:** Normal state when pressed leads to the link with facebook page (external) this button will stay always in normal state in case players wants to change his account.
-

Shop Menu

Shop menu: Players can buy skins and see the discounted skin deal, players can access this page via the main menu.

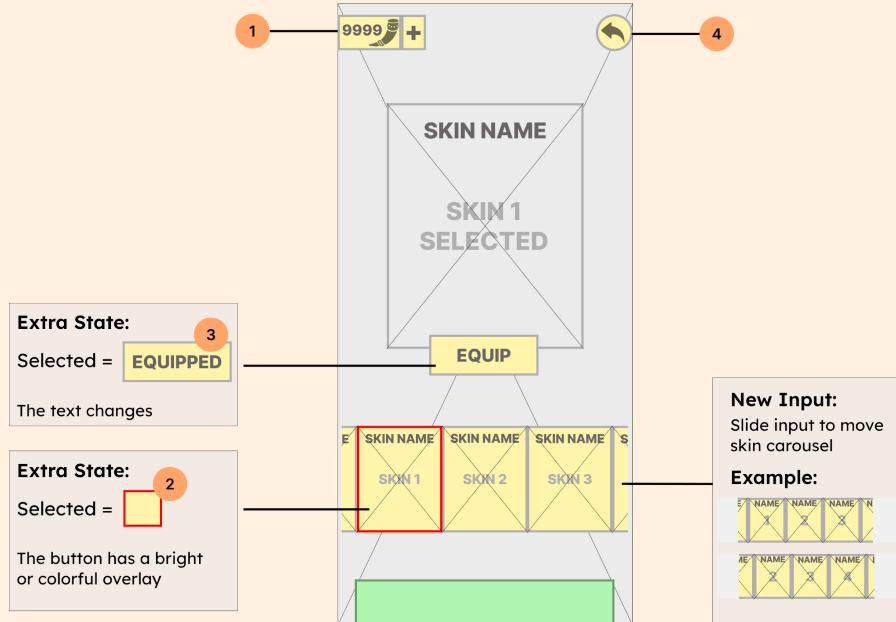


Button description

- 1) **Meads Currency Button:** Normal state, when pressed leads to the currency overlay.
- 2) **Skin Customization Button:** Normal state, when pressed leads to the custom menu.
- 3) **Skin cards:** Normal state, when pressed the state turns to pressed and leads to another overlay.
- 4) **“Back” Button:** Normal state, when pressed leads to the main menu.
- 5) **“X” Button:** Normal state, when pressed close the “Selected Skin Overlay”.

Customize Menu

Customize: Players can change skins to bring in the game, this page can be accessed via the main menu and icon in the shop.

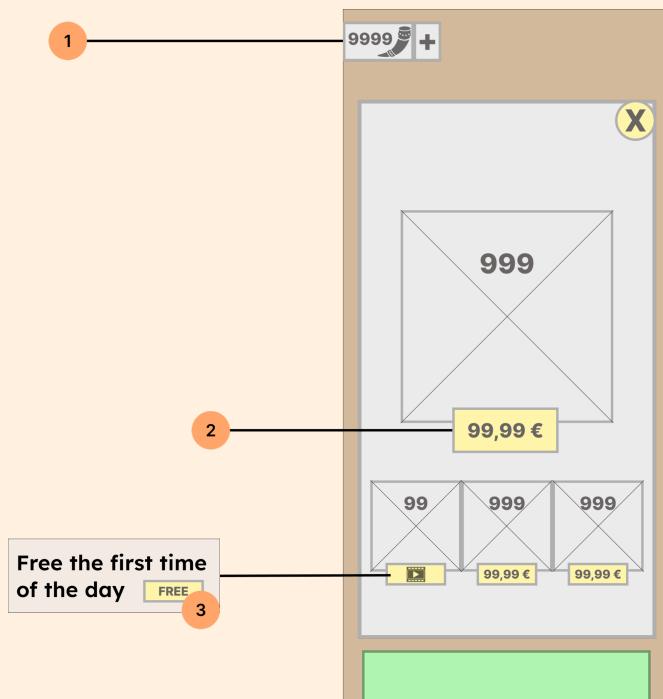


Button description

- 1) **Meads currency button:** Normal state, when pressed leads to the currency menu.
- 2) **Skin cards:** State Normal, when selected the button will have a bright overlay.
- 3) **Equip button:** State disabled until a skin card is selected, when a skin is selected the state turns Normal and after pressing the state will turn disabled with a text saying “EQUIPPED”.
- 4) **“Back” Button:** Normal state, when pressed closes the current page showing the main menu.

IAP Screen

IAP screen: Players can buy currency by paying real money, players can access this menu via meads counter on top of the screen.

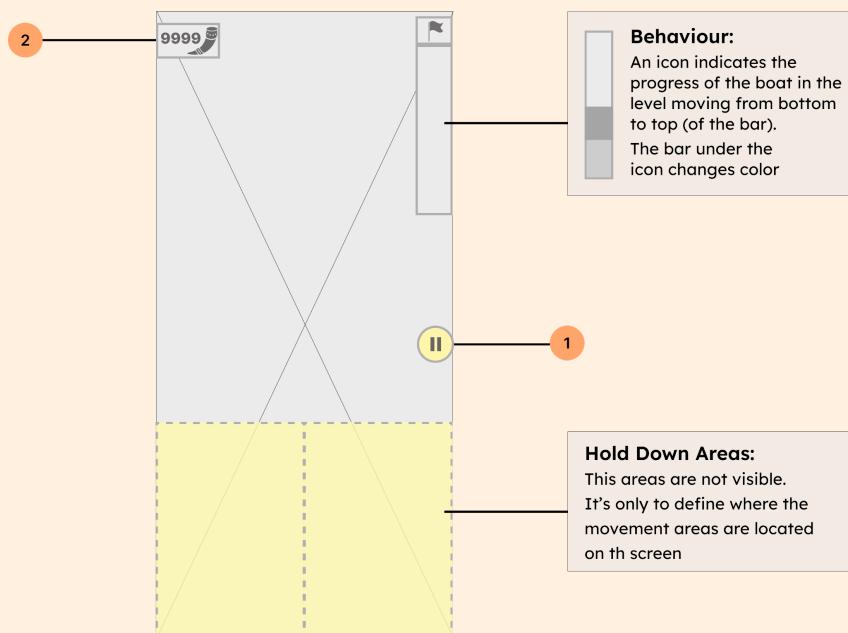


Button description

- 1) Meads currency button: state Disabled.
- 2) Microtransaction buttons: state Normal, when pressed all the buttons turns disabled until the IAP process is done (external situations example: Google Play payment process).
- 3) ADS/Free button: the button will be in a Normal state. Once every 24 hours, it will display the text "Free," allowing the player to claim a reward. After that, it will switch to a rewarded ad button. The player can watch ads up to four times, after which the button will be disabled until the next reset.
- 4) "X" button: Normal state, when pressed closes the current page showing the main menu.

In-Game UI

In-Game UI: Players can press the option button in case of need.

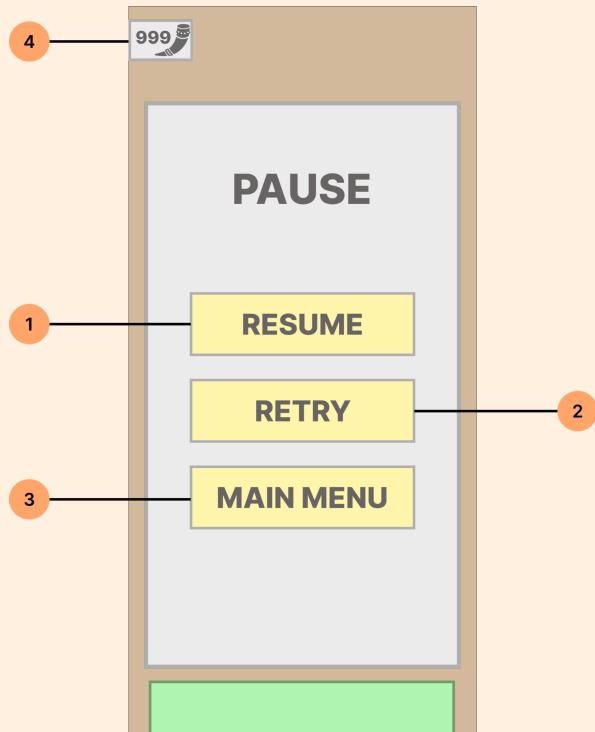


Button description

- 1) **Pause button:** state Normal, when pressed opens the “pause” menu.
 - 2) **Meads counter:** view only.
-

Pause Screen

Pause screen: Players can pause their game in needed, only accessible in game.



Button description

1) Resume button: state Normal, when pressed closes the “pause” menu and return to the game level.

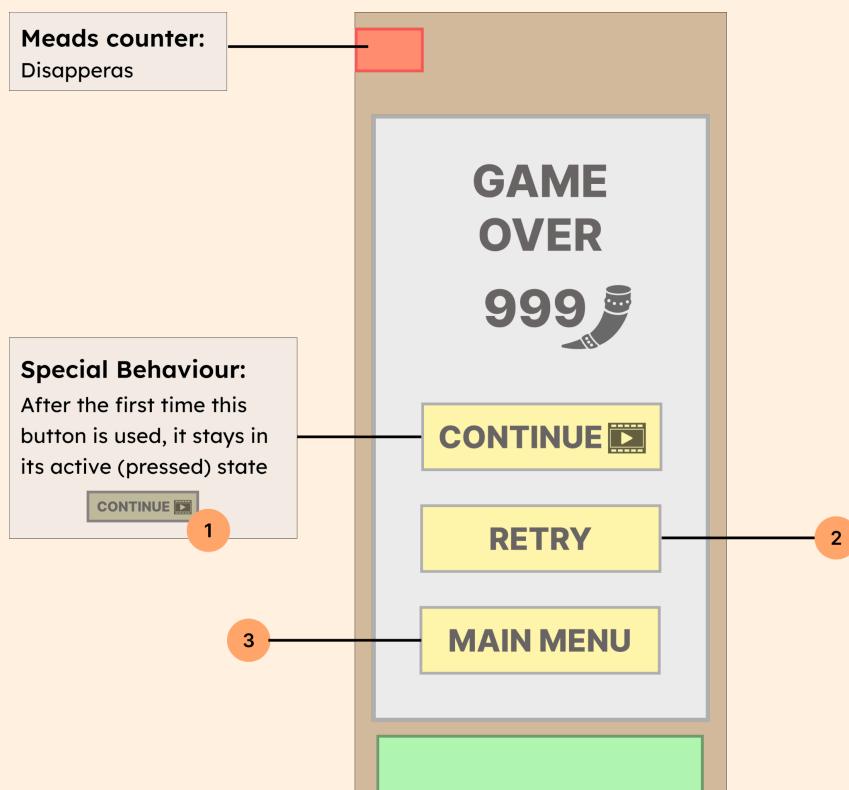
2) Retry button: state Normal, when pressed closes the “pause” menu and restart the game level.

3) Main menu button: state Normal, when pressed closes the “pause” menu and return to the main menu.

4) Meads counter: view only.

Game Over Screen

Game over screen: this screen shows only when players die in the game.

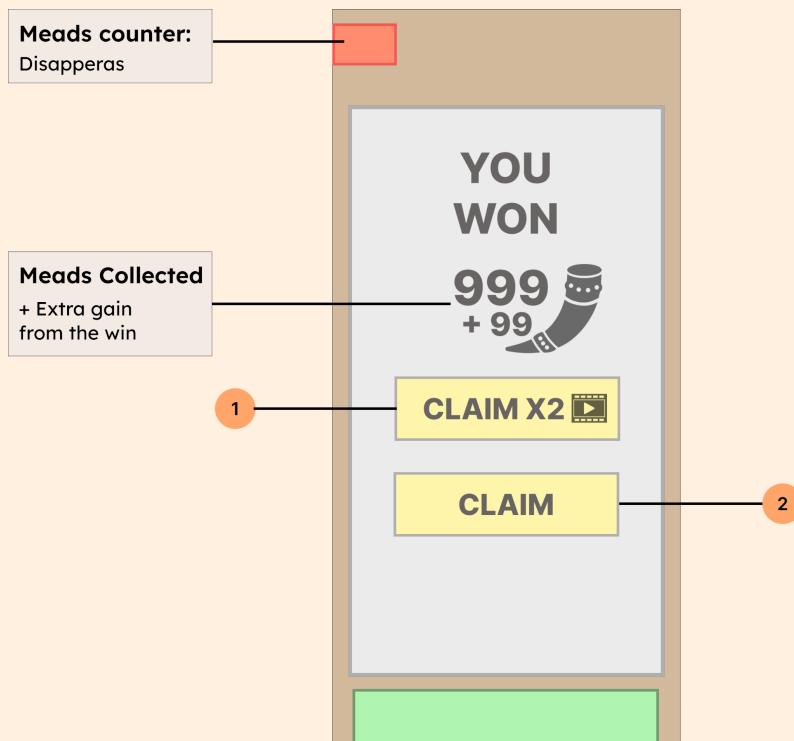


Button description

- 1) **Continue button:** state Normal, when pressed opens an adv, after the adv is completed the player will respawn in the level.
- 2) **Retry button:** state Normal, when pressed restarts the level.
- 3) **Main Menù button:** state Normal, when pressed returns to the main menu collecting the meads obtained.

Win Screen

Win screen: this screen shows only when players win the level.



Button description

- 1) **Claim button x2:** state Normal, when pressed starts an ad, at the end players returns to the main menu collecting double the meads.
- 2) **Claim button:** state Normal, when pressed returns to the main menu collecting the meads obtained.

Chapter 6 - Monetization

0.1 Monetization Document

Documentation of Ragnarraft's monetization and social engagement system.

Link ([Monetization Document](#))

Chapter 7 - Economy

0.1 Character Movement

Vertical Speed	Time to reach Vertical Speed	Horizontal Speed	Time to reach Horizontal Speed	Max rotation angle(°)
3.5	1.5	4	0.5	55

0.2 Environmental Hazards

Wind Gust

Wind Force
±0.8

Ice

Slip Speed	Time to reach Slip Speed	Horizontal Speed	Time to reach Horizontal Speed	Max rotation angle
4	3	5.5	1.2	50

Whirlpool

Type	Whirlpool Radius	Deadly Zone Radius	Whirlpool Force
Normal	2	0.5	2.5
Large	2.5	1	2.5

0.3 Collectibles

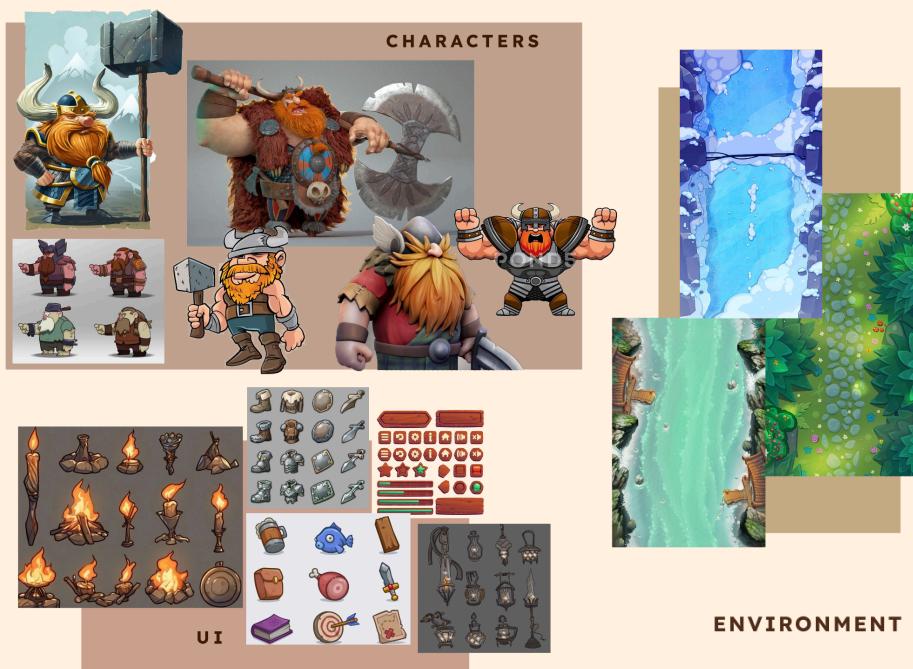
Common Mead Value	Rare Mead Value	Win reward
3	9	50

Chapter 8 - Art

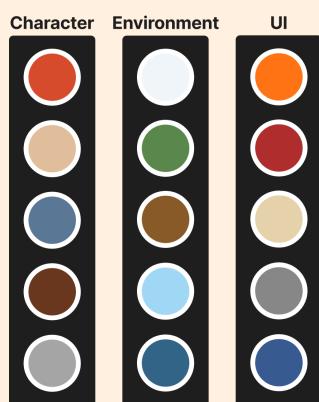
01. Overview

Ragnarraft's art style is pervaded by humor that characterizes the entire gaming experience, clearly influencing the 2D assets and visual elements.

02. Mood Board



Palette



03. UI

Here we have a list of UI elements present in the game and a link to Figma where we can observe how these appear visually.

Link: [+ UI List](#)

Link: [UI Figma](#)

In-Game UI Screens

Main Menu

The main menu traces the game's Norse aesthetic and co-operative intent, incorporating elements that convey the ironic mood of the work.



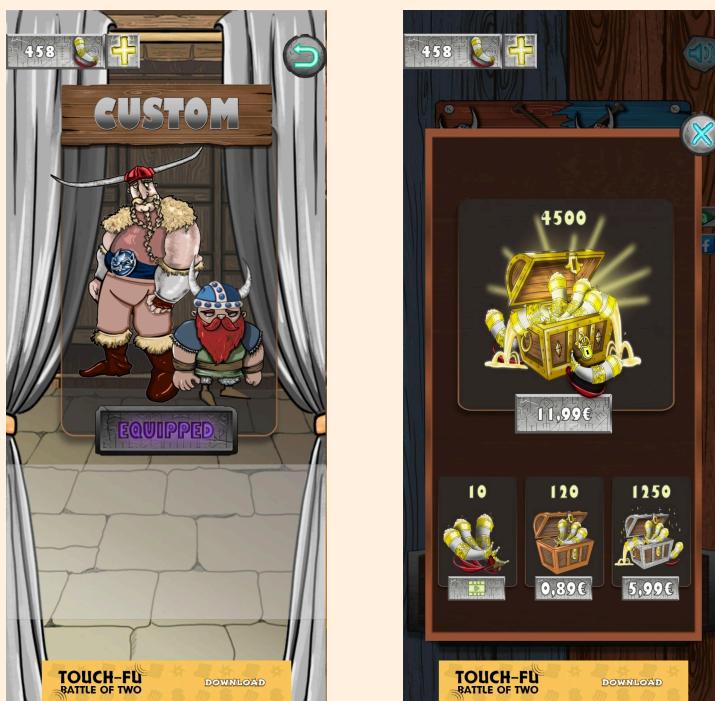
Shop Menu

The shop traces the Norse aesthetic, this one is set inside a tavern.



Custom Menu + IAP Screen

The shop traces the Norse aesthetic, this one is set inside a dressing room of the tavern.



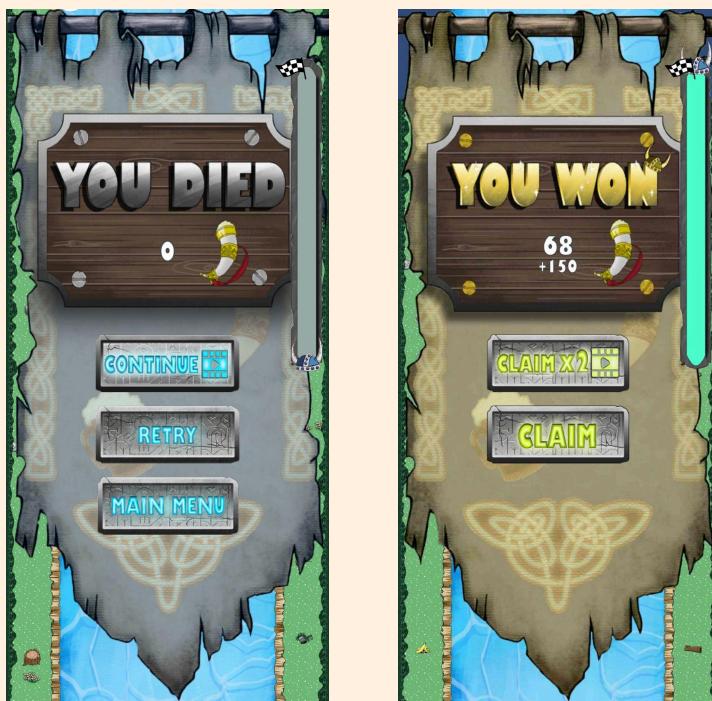
Pause Overlay

The “Pause” overlay traces the Norse aesthetic, this visually depicts a banner.



Game Over Screen + Win Screen

The overlays of ‘Game Over’ and ‘Win’ trace the Norse aesthetic, this one visually depicting a banner.



04. ANIM / VFX Asset

Link: [+ ART / VFX Asset list](#)

05. Art Bible

Link: [Art Bible](#)

06. Game Logo

For the game's logo and Icon, we maintained the intention of having a visual identity that communicated the cooperative nature of the experience.



07. Font

Link: [Gill Sans Ultra Bold Condensed Regular](#)

Gill Sans Ultra Bold Condensed Regular

Gill Sans Ultra Bold Condensed Regular is a Regular TrueType Font. It has been downloaded 8647 times. 7 users have given the font a rating of 4.29 out of 5. You can find more information about Gill Sans Ultra Bold Condensed Regular and its character map in the sections below. Please verify that you're a human to download the font for free.

Chapter 9 - Narrative

01. Overview

The game's narrative respects the humorous vein already conveyed by the art style, telling the "story" mainly through the use of comic strips at the beginning and end of the level.

02. Lore

Two young Vikings, Timothee and Gordo, decide to conquer a lady by braving a river full of dangers. Their "strategy", however, is as brilliant as that of a bottle cap: they use their bodies as a boat, as common sense seems not to be part of their equipment. Between disasters, trapped companions, and a river that tests them, they eventually make it to the mouth and meet the lady, who is what really matters.

03. Comic Strips

Opening Scene

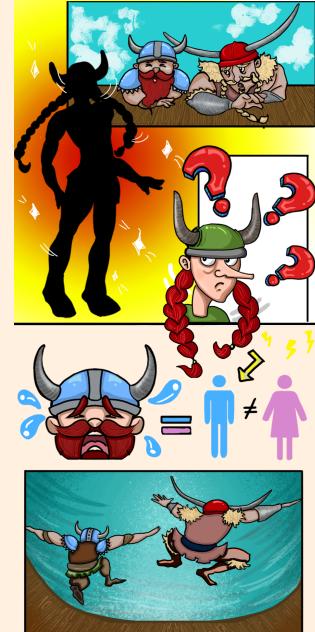
The two Vikings spot a lady in the distance down the river and decide to reach her. They come across a boat but instead of using it, they dive into the water. Gordo lies flat on the surface, with Timothee perched on top, using him as a makeshift boat.

Winning Scene

Finally the vikings reach the beautiful damsel, with long, shining hair.

Gordo and Timothee drag themselves on the shore, tired but moved that they did it. As they celebrate the lady turns towards them, revealing her... ehm wait... HIS masculine face!?

This shocking discovery makes the two friends jump in the water again and sprint away from that place.



Chapter 10 - Sound

01. Rules

Ragnarraft's OST and sound effects are intended to emphasise and enhance the enjoyment of the game, they too have an underlying humorous streak.

OSTs have a fade-in and fade-out sound duration of approx:

	Fade-In	Fade-Out
Shop OST	17 sec	7 sec
Main Menu OST	5 sec	5 sec

02. Sound List

Link: [!\[\]\(f1c6cbc058dfea4ba2a2b55c6ed6b047_img.jpg\) SFX](#)