HASSU KAUHUPELI GDD

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## Team

Project Lead/Design/Story/Documentation  
Touko

2D Graphics  
Sara

3D Graphics  
Eelis

Audio  
Daniil and Sami

Programming  
Eelis

## Overview

The game we’re thinking about is a horror and cartoon-themed puzzle platformer PC in vein of Abe’s Odyssey. You would be a realistic human trying to escape cartoon creatures in vein of Who Framed Roger Rabbit, with cartoon characters trying to murder you in cartoony ways.

-Main character and the backgrounds are semi-realistic 3D, but enemies and pretty much anything interactable is clearly 2D cartoon.

-Doors are your safety from monsters chasing you. After all, cartoon characters can never open closed doors… or can they? Maybe later they could learn how to open doors if they see the player enter or there could be a specific monster that just breaks through.

-Main character could be an animator who can draw things into reality to solve puzzles and fight off monsters, but he needs to stand still and pull out his drawing board. (Work as an inventory? Collected items could be called “ideas” and be summoned at will, granted that you have the time and space to draw them.) He could be a very overworked, very tired man in his 30s who at first thinks he’s just in a dire need of sleep before the danger of the situation becomes obvious. He could also collect animation sheets, which would determine the ending. (He has to present the animation to his bosses the next day?)

-The idea is to play around with how gruesome cartoons would be in real life, such as getting hit with a falling anvil will squish a cartoon character in a funny way, but a real human would be reduced to a bloodstain on the ground.

-You could also just hit things with the drawing board to solve some puzzles and stun some smaller, weaker enemies that haven’t seen you yet. Such enemies could be like those annoying and loud sidekicks that don’t hurt you directly, but they draw the attention of bigger, more dangerous enemies.

-You have 1 hit before death, (with the exception of very small things like bees that take like, 3 seconds of standing in the bee cloud to actually kill you.) so you have to observe your surroundings and carefully plan your actions, but also be fast on your feet. Enemies are defeated with cunning, not brute force.

-You could use shadows to hide from enemies. Main character could be either completely invisible in dark or have a faint outline, but enemies’ presence in the shadows is signaled by their eyes being visible in the dark. Game would play around a lot of cartoon sensibilities like this to create an unnerving atmosphere.

-We could make a jumpscare where a 3D object becomes a 2D object or vice versa. Maybe a cartoon character becomes “real” and jumps at the screen?

-Maybe a fire where the flames are animated?

-Maybe there could be enemies disguised as background objects, such as a tablecloth hiding a monster that cartoonishly inches sideways to follow you until unveiling itself. We could use other cartoony antics like this to create a sense of paranoia, such as a clearly cartoony sign on a real door saying things like “This Way” or “Look Behind You”.