

# HANGOVER JOURNEY

GAME DESIGN DOCUMENT

**HANGOVER STUDIOS**

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## OVERVIEW

### ELEVATOR PITCH

2D Top-Down casual/puzzle game, with fun and medieval theme, made with enhanced classical assets and different challenge levels.

### DESIGN PILLARS

This is a puzzle casual game, with interaction between different types of doors and platforms that allow you to choose between one or more paths for the character to explore in levels. And to find the correct way to activate the path to follow.

### ENVIRONMENT

Tile palette designed, with different items and enhanced terrain to wander and interact. Also, some of these items act as portals.

### PUZZLES

This is the essence of this fun game because you as a player need to find the right combination to solve it and go to the next exploration area.

### PLAYER MOVEMENT

Our player can move freely around the environment, with the keys and arrows to find the items and interact with them, choosing which one is needed to complete the puzzle and break through to the next level.

### ENEMIES

They try to hurt the player, but he can defend and use their remains to complete the puzzle.

## OVERVIEW

### BRIEF DESCRIPTION

This game is set on a Top-Down view, so everyone can see and walk across the ground and interact with the items, enemies and puzzles there, with increasing levels of difficulties and some opponents to defeat.

### DETAILED DESCRIPTION

In this game our player interprets a warrior trying to find his way home, after a wild night in the tavern, but his path is not easy because some creatures have come to feast from the forest resources, so the villagers have closed the gates and only the ones who find the right answers to the puzzles are going to get home safe and sound.

### THEME

Classic medieval

### SETTING

2D graphics Top-Down terrain, in limited zone but on different levels.

### GENRE

Puzzle/Casual

### MAIN OBJECTIVE

Our character's main objective is to solve the puzzles and open a different path so he can arrive home safe after last night's razzle.

## OVERVIEW

## AESTHETICS

Every time someone tries to find his/ her way home after a long party night is an adventure, so our player can identify themselves with our warrior and make this experience a new interesting and fun road to remember this, and try to make them more enjoyable. Also, on some of these occasions it is not easy to find our keys or some of our belongings, those things usually can be missing or lost, because we can´t remember where we have left them, or if we have left them with friends or foes.

## INFLUENCES

### UNDERMINE

An action-adventure roguelike with a bit of RPG tossed in. Adventure deep into the UnderMine and discover powerful relics, deadly enemies, hidden secrets, and a few friends to help along the way.

<https://store.steampowered.com/app/656350/UnderMine/>



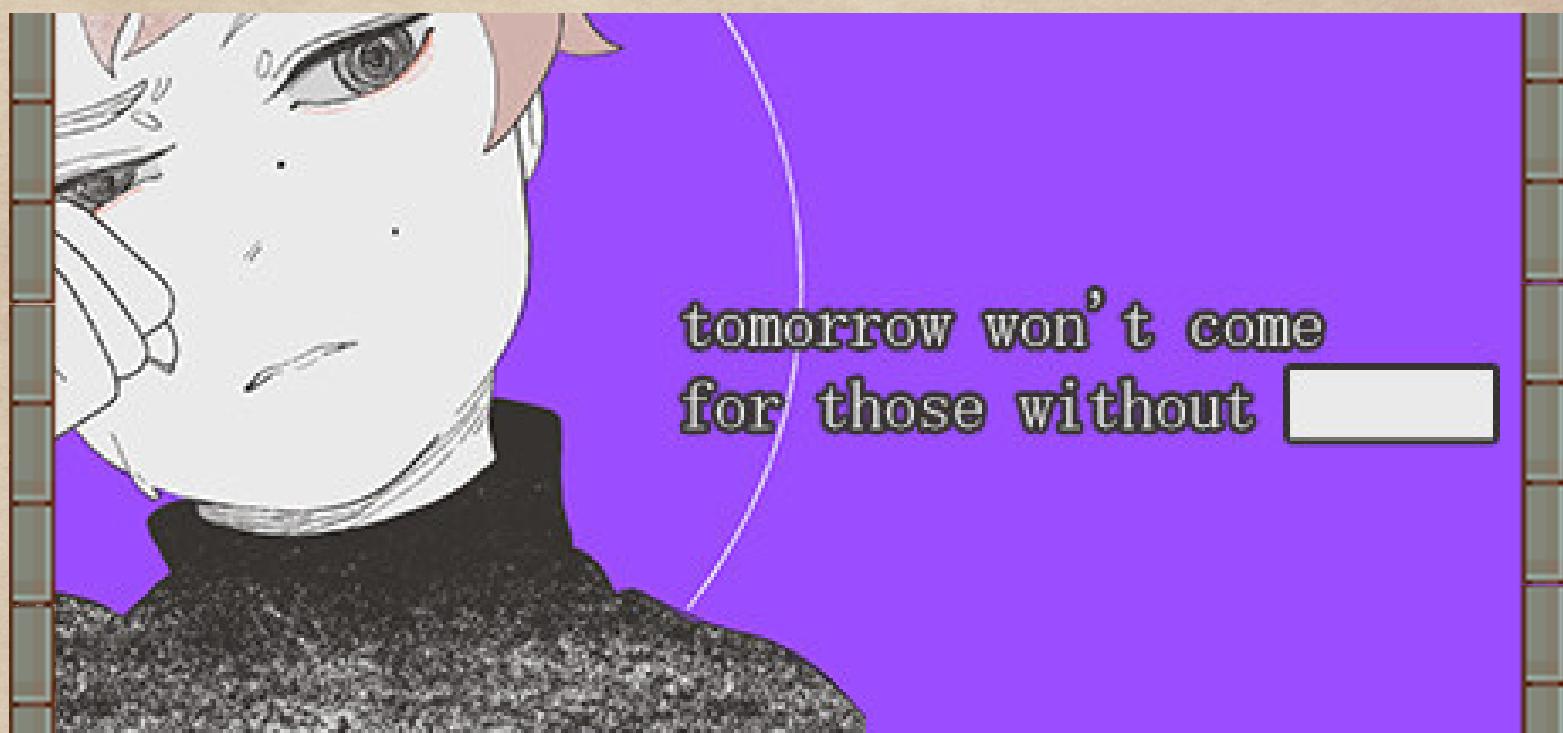
## OVERVIEW



### **TOMORROW WON'T COME FOR THOSE WITHOUT...**

"Tomorrow won't come for those without..." is a surreal puzzle / visual novel short story by etherane, creator of Hello Charlotte.

[https://store.steampowered.com/app/1334700/tomorrow\\_wont\\_come\\_for\\_those\\_without/](https://store.steampowered.com/app/1334700/tomorrow_wont_come_for_those_without/)



## OVERVIEW



### FORESTS SECRET

Is a cozy, nonviolent adventure game. You play as a traveler who has just arrived at a quiet forest settlement called Wabika, and must explore its mysterious paths, discover its ancient history, and make friends with its quirky inhabitants in order to find what it is you're searching for.

<https://bynine.itch.io/forestssecret>



# OVERVIEW



## KEY FEATURES

- Graphics and UI fully integrated and stylized
- Easy and fluid controls and interactions
- Fun and challenging levels
- Nice characters and elements

## TARGET AUDIENCE

This is mostly designed for the adult audience and veterans in the industry who like to enjoy some buzzing after a long working day.

## TARGET RATING

Rated E it may contain short reference to alcoholic beverages, not implicit.



## GAMEPLAY

### GAMEPLAY SUMMARY

Move the player around the terrain and try to find how to solve all the puzzles and open the doors, so you can walk your path, search in different levels and items so you can find those answers and arrive home safe.

### MODES

Each level has some diverse kind of items, difficult and doors that can be opened.

Level 1 is the easiest with only 1 door and not a lot of things

Level 2 and 3 are medium arduousness, varies on doors and keys

Level 4 is high and you need to think a little more.

### VICTORY CONDITIONS

The player needs to complete all puzzles, find the right paths and arrive home.

### CORE GAME LOOP

- Element 1: Walk paths, all paths are similar, but they going to have some obstacles and little decorations to identify them
- Element 2: Solve puzzles, all of them are similar, but its requirements are very different to each kind
- Element 3: Interaction with enemies and items, to find the right ones.



## GAMEPLAY

# CORE GAMEPLAY MECHANICS

## EXPLORE

- Details
  - Move between the terrain and levels, walk in every direction, dodge obstacles and set your rhythm.
- Implementation
  - Basic character movement, colliders, gravity and animations.

## SOLVE

- Details
  - Watch carefully on all details, find some similarities or resemblance of the objects and items in the scenery so you can relate them to find clues on how to solve each puzzle.
- Implementation
  - Some items have distinctive color patrons, defined for each door as clues to find the one who interacts and let the player pass through.

## INTERACTS

- Details
  - Try to place the items in the corresponding place, attracting them and setting the place where they must stand so that the doors react.
- Implementation
  - Each interaction item can be moved to a new place and start some reaction if it is placed in the right stand.

## STORY

### BRIEF SUMMARY

On a Sunday morning after a good time with friend on the tavern our warrior finds himself in a part of the forest which he doesn't remember been, so a little more self-aware, he tries to get home as soon as possible, but soon finds out, this task is not going to be nearly easy, and some matters urges him to close the distance home.

### DETAILED

The game opens with our Viking, then with a raucous scene inside the village tavern, where our warrior, known as the Hangover Viking, revels in the company of friends, tankards of ale clashing together in hearty toasts. Laughter echoes off the wooden beams as the day wears on, and the sun begins its descent toward the horizon.

Cut to a disoriented Hangover Viking stumbling out of the tavern's door, the warm glow of the hearth fading behind him as he steps into the cool evening air. His brow furrows as he surveys his surroundings, the haze of ale clouding his memory as he struggles to recall the path home.

The forest looms ahead, its tangled branches casting eerie shadows in the fading light. Hangover Viking's steps falter as he realizes he's wandered into unfamiliar territory, his senses sharpening as the urgency to return home grips him.

With a determined grunt, Hangover Viking sets off through the forest, his steps unsteady but resolute. As he navigates the winding paths and dense undergrowth, he encounters a motley assortment of creatures lurking among the trees, their eyes gleaming with mischief.

In a series of comedic yet action-packed encounters, Hangover Viking fumbles his way through battles with these green slimes, red crabs, and gollem like creatures , his sword swinging wildly as he struggles to maintain his balance. Despite his inebriated state, Hangover Viking's Viking instincts kick in, and he dispatches his foes with a combination of brute force and clumsy finesse.

As Hangover Viking battles onward, he discovers that these green slimes, red crabs, and gollem like creatures hold the key to unlocking the path home. With each victory, he gains a clearer sense of direction, using his wits and unconventional tactics to navigate the forest's labyrinthine paths.

## STORY

Amidst the chaos and confusion, Hangover Viking's determination never wavers, fueled by the promise of a warm hearth and a well-deserved rest at journey's end. With each step forward, he draws closer to home, his spirits buoyed by the thought of reuniting with friends and loved ones.

As the cinematic draws to a close, Hangover Viking emerges from the forest's depths, the familiar sight of his village coming into view on the horizon. With a triumphant roar, he charges forward, his homecoming within reach as he embraces the adventures that await him on the journey ahead.

The screen fades to black, leaving viewers with a sense of anticipation and excitement for the adventures that lie in store for Hangover Viking and his merry band of companions.



## CHARACTERS

### CHARACTER 1: HANGOVER VIKING

2D Sprite of an viking warrior  
Animated walk  
Animated run  
Animated attack  
Easy and fun to control

### CHARACTER 2: GREEN SLIME

A common little minion which helps our player  
2D Sprite of a green slime  
Animated follow  
Interactive and command

### CHARACTER 3: RED CRAB

A common little minion which helps our player  
2D Sprite of a red crab  
Animated follow  
Interactive and command

### CHARACTER 4: BLUE GOLLEM

A common little minion which helps our player  
2D Sprite of a blue golem  
Animated follow  
Interactive and command

## LEVEL DESIGN

### FIRST LEVEL

- Goal: Find the clues to solve the puzzle and get to the hollow door.
- Mood: Walk across the different roads, interact with the items and enjoy the music.
- Some objects and items are interactive and you can move them, others are simply decorations, also you can find some interactive creatures like minions and make them follow you, you'll see some altars and doors which are necessary to complete the level.

### SECOND LEVEL

- Goal: Find the clues to solve the puzzle and get to the hollow door, this one is a middle difficult one so it won't be so easy.
- Mood: Since this one is way different from the first one, you can enjoy a little more challenge. But also take it easy and relax with the environment and the music.
- Some objects and items are interactive and you can move them.

### THIRD LEVEL

- Goal: Find the clues to solve the puzzle and get to the hollow door, this one is also the middle difficulty but we assure you this challenge is fun.
- Mood: In this one the challenge is greater since this level has twice the size of the second one. But you will enjoy our environment and music the same cause we made it for you to go with the flow.
- Some objects and items are interactive and you can move them.

### FOURTH LEVEL

- Goal: Find the clues to solve the puzzle and get to the hollow door, this one is also the middle difficulty but we assure you this challenge is fun.
- Mood: In this one the challenge is greater since this level has twice the size of the second one. But you will enjoy our environment and music the same cause we made it for you to go with the flow.
- Some objects and items are interactive and you can move them.

## CONVEYANCE MECHANISMS

### DOORS

These doors can be opened to allow the player access to new paths.



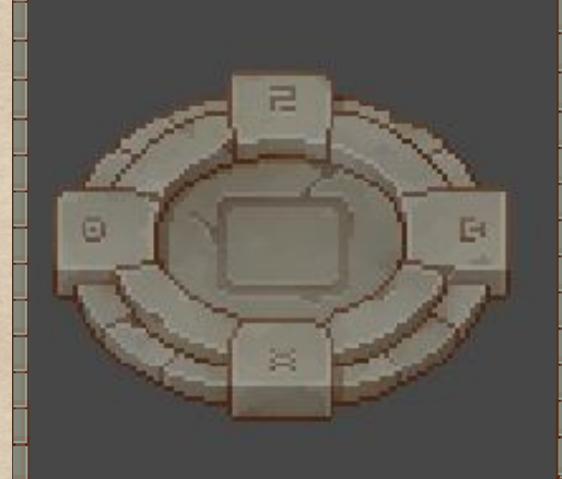
### PILLARS

The pillar shows the player which type of color item is needed to activate the altars.



### ALTARS

Altars can be activated only if the right item is set on it.



# CINEMATICS

## INTRO

You can see a brief sliding screen which allows you to know our character's story and how he finds the way home after finding the clues and opening all paths to get through.



HANGOVER VIKING, A HOMECOMING TALE



KNOWN AS THE HANGOVER VIKING, REVELS IN THE COMPANY OF FRIENDS, TANKARDS OF ALE CLASHING TOGETHER IN HEARTY TOASTS. LAUGHTER ECHOES OFF THE WOODEN BEAMS AS THE DAY WEARS ON, AND THE SUN BEGINS ITS DESCENT TOWARD THE HORIZON.



HANGOVER VIKING STUMBLING OUT OF THE TAVERN'S DOOR, THE WARM GLOW OF THE HEARTH FADING BEHIND HIM AS HE STEPS INTO THE COOL EVENING AIR. HIS BROW FURROWS AS HE SURVEYS HIS SURROUNDINGS, THE HAZE OF ALE CLOUDING HIS MEMORY AS HE STRUGGLES TO RECALL THE PATH HOME.



HANGOVER VIKING'S STEPS FALTER AS HE REALIZES HE'S WANDERED INTO UNFAMILIAR TERRITORY, HIS SENSES SHARPENING AS THE URGENCY TO RETURN HOME GRIPS HIM. WITH A DETERMINED GRUNT, HANGOVER VIKING SETS OFF THROUGH THE FOREST, HIS STEPS UNSTEADY BUT RESOLUTE.



AS HE NAVIGATES THE WINDING PATHS AND DENSE UNDERGROWTH, HE ENCOUNTERS A NOTLEY ASSORTMENT OF CREATURES LURKING, IN A SERIES OF COMEDIC YET ACTION-PACKED ENCOUNTERS, HANGOVER VIKING FUMBLES HIS WAY THROUGH BATTLES WITH THESE GREEN SLIMES, RED CRABS, AND GOLEM LIKE CREATURES



AS HANGOVER VIKING BATTLES ONWARD, HE DISCOVERS THAT THESE GREEN SLIMES, RED CRABS, AND GOLEM LIKE CREATURES HOLD THE KEY TO UNLOCKING THE PATH HOME. WITH EACH VICTORY

## CINEMATICS



# SCREENS

## TITLE SCREEN

In this screen you can see some of the assets we have use to create our environments and decorations, also the player is going to.



## IN-GAME



## TECHNICAL

### OPTIONS MENU

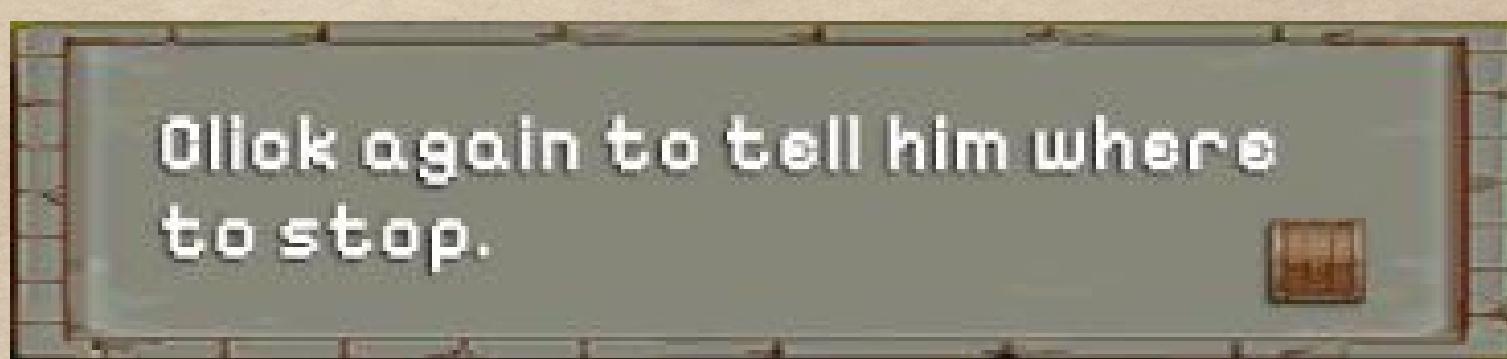
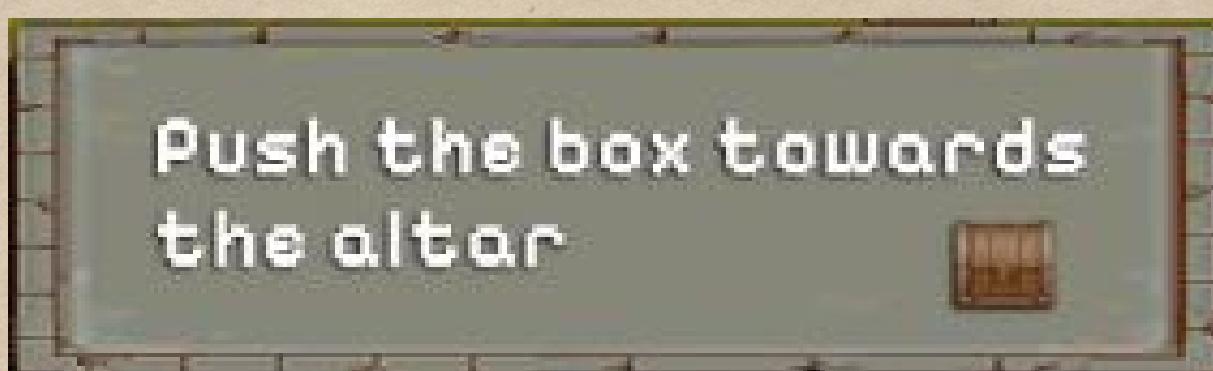
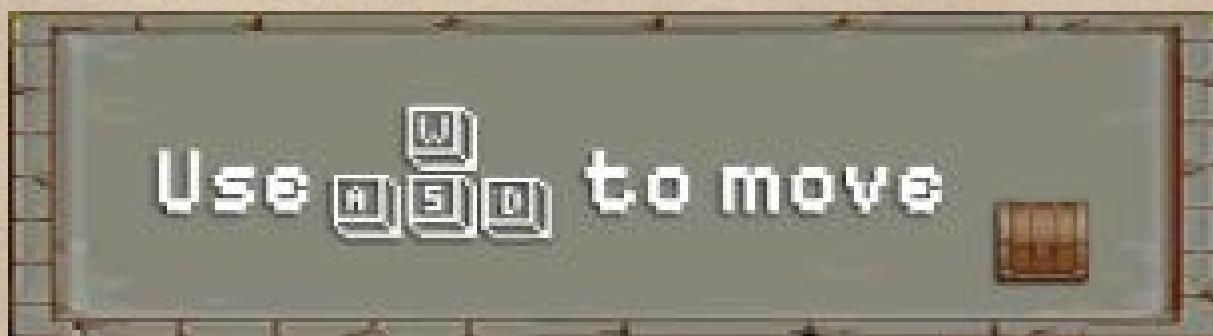


### CREDITS



## TECHNICAL

### TUTORIAL



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## TECHNICAL

# GAME ENGINE

We are using Unity 2021.3.5f1, with C# scripting, because this is the one we are learning how to use and to take advantage of each of its tools in order to create a product according to the requirements and parameters established for this GameJam.

# CONTROLS

## BUTTON A

Move the player to the left.

## BUTTON D

Move the player to the right.

## BUTTON W

Move the player up.

## BUTTON S

Move the player down.

## BUTTON LEFT CLICK

Choose the minion to follow the player.

Choose the position to leave the minion.

# DEVELOPMENT

## CLASSES

### MANAGER

- SceneManager
  - 01\_StartMenu
  - Level 1
  - Level 2
  - Level 3
  - Level 4
  - Credits
- SoundManager
  - AudioSource
  - AudioClip
  - AudioMixer

### PLAYER

- PlayerMovement #1
  - Animator
- PlayerPickMinion #2
  - Animator
  - FollowPlayer

### UI

- SceneTransitionUI
- MoveBackground #1
- RepeatBackground #2

### MINIONS

- FollowPlayer #1
  - Animator
- MinionSteps #2
- ObjectType #3

### PROPS

- ActivateAltar #1
- DoorActivation #2
  - Animator
- FinalDoor #3
  - SceneManager
  - IActivableObject

## VISUAL ART

### STYLE

The game has a 2D style with pixel art content, camera type top down, so using this pixel art assets and sprites. We created the terrain on a tiled palette and stylized its content to create different kinds of levels, each one with a distinct size. to give our players the sensation of progressive challenge and difficulty.

The start menu, tutorial and all elements between those were created from scratch and adapted to our own style, so they convey the different shapes and themes of the game.  
<Use visuals to convey this: sketches and concept art of locations, characters, etc. - Great for getting a sense for what the game will look like and for presenting the idea to stakeholders.>



## AUDIO

### STYLE

Medieval 8 bits middle.

### MUSIC

- 1- Crystal Veil (Loop)
- 2 - Scepter of Shadows (Loop)

### SOUND EFFECTS

#### STYLIZED

- Altar Sound In
- Altar Sound Out
- Portal Gate Change Level
- BlueGolemDown
- BlueGolemFollow
- GreenSlimeDown
- GreenSlimeFollow
- RedCrabDown
- RedCrabFollow
- Player Steps

#### ORIGINAL

- 53975-SCIENCE\_FICTION\_LEVITATION\_MOVEMENT\_SHORT\_01
- 110305-Male\_screams\_with\_an\_angry\_build\_up-Nightingale\_Music\_Productions-12622
- 155166-687-short-slow-crispy-slime-horror-slither-guts-squelch-movement-creature-low-slow\_009
- 155168-682-short-slow-crispy-slime-horror-slither-guts-squelch-movement-creature-low-slow\_004
- 484281-SCIEnrg-Gurgleport\_Flangy\_Teleport\_Portal-NMS-Soundsnap
- Balloon-deflate-squeak-1-184059
- Cute-animal-squeak-5-188096
- Laser\_Impact\_Light\_6
- running-in-grass-6237

## PROJECT SCOPE

### TIME SCALE

This is 2 day timeline project for the second GameJam for Generation Unity junior Devs Bootcamp.

### ANTICIPATED GAMEPLAY TIME

We expect that the game can be completed from one (1) to six (6) hours.

### TARGET PLATFORMS

This game is planned to be played initially on web browsers such as Chrome, Brave, Firefox, Opera, Safari, etc.

### TEAM

- Team Member #1 Juan José Paz García
  - Developer, level design, codification and documentation
  - 3 hard working days lol
- Team Member #2 Jacobo Vásquez Muñoz
  - UI/UX design and implementation, FX and documentation
  - 3 hard working days lol
- Team Member #3 Gabriel Nicolás Chaves Torres
  - Level design, implementation, sound effects and documentation
  - 3 hard working days lol
- Team Member #4 Laura Cristina Correa Patiño
  - Project management, Level design and documentation
  - 3 hard working days lol

### MONETIZATION

Donations.

# SCHEDULE

		Author	Label	Projects	Milestones	Assignee	Sort
■	○ 0 Open ✓ 18 Closed						
■	○ <a href="#">Background Art</a> <small>Design enhancement Priority: Medium</small>						
	#25 by Kertiax was closed 17 hours ago ↗ UI/UX import and...						
■	○ <a href="#">All documents and archives completed</a> <small>documentation enhancement Merge</small>				1		
	#23 by Kertiax was closed yesterday ↗ Documentation ...						
■	○ <a href="#">Completion of level 1,2 design</a> <small>Design enhancement Merge</small>				1		
	#22 by Kertiax was closed yesterday ↗ Level design and...						
■	○ <a href="#">Completion of development upgrades</a> <small>Dev Merge Priority: High</small>				4		
	#21 by Kertiax was closed yesterday ↗ Scripts Creation ...						
■	○ <a href="#">UI updates completed</a> <small>Design Merge</small>				1		
	#20 by Kertiax was closed yesterday ↗ UI/UX import and...						
■	○ <a href="#">GDD and docs for projects</a> <small>documentation</small>				1		
	#16 by Kertiax was closed 2 days ago ↗ Documentation ...						
■	○ <a href="#">Level design</a> <small>Design</small>						
	#15 by Kertiax was closed 2 days ago ↗ Level design and...						
■	○ <a href="#">Scripting</a> <small>Dev</small>				1		
	#14 by Kertiax was closed 3 days ago ↗ Scripts Creation ...						
■	○ <a href="#">Ui Tasks</a> <small>Design</small>						1
	#13 by Kertiax was closed 2 days ago ↗ UI/UX import and...						
■	○ <a href="#">Job coordination and role assignment</a> <small>documentation</small>						
	#12 by Kertiax was closed 2 days ago ↗ Hito 1: Planificati...						
■	○ <a href="#">Merge 1</a> <small>enhancement</small>						
	#11 by Kertiax was closed 3 days ago ↗ Merge 1 All fold...						
■	○ <a href="#">Assets</a> <small>enhancement</small>						
	#10 by Kertiax was closed 3 days ago ↗ Asset's discussi...						
■	○ <a href="#">Add main folders</a> <small>enhancement</small>						
	#9 by Kertiax was closed 3 days ago ↗ Creation of the ...						
■	○ <a href="#">Unity project creation</a> <small>enhancement</small>						
	#8 by Kertiax was closed 3 days ago ↗ Unity project cre...						
■	○ <a href="#">Repository creation</a> <small>enhancement</small>						
	#7 by Kertiax was closed 3 days ago ↗ Creation of the ...						
■	○ <a href="#">Team Plans for new game</a> <small>Priority: High</small>						
	#6 by Kertiax was closed 3 days ago ↗ Planification						
■	○ <a href="#">Definitions</a> <small>Priority: High</small>						
	#5 by Kertiax was closed 3 days ago ↗ Definition Game ...						
■	○ <a href="#">Team Plan</a> <small>Priority: High</small>						
	#4 by Kertiax was closed 3 days ago ↗ Hito 1: Planificati...						

# FIRST DAY REPORT

Title	Iteration	Linked pull requests	Assignees	Status	Milestone	Labels
1 <input checked="" type="checkbox"/> Team Plan #4	Iteration 1		juanjosepaz, Kertiax, ...	Done	Hito 1: Planification	Priority: High
2 <input checked="" type="checkbox"/> Definitions #5	Iteration 1		juanjosepaz, Kertiax, ...	Done	Definition Game type	Priority: High
3 <input checked="" type="checkbox"/> Repository creation #7	Iteration 1		juanjosepaz, Kertiax, ...	Done	Creation of the main folder...	enhancement
4 <input checked="" type="checkbox"/> Team Plans for new game #6	Iteration 1		juanjosepaz, Kertiax, ...	Done	Planification	Priority: High
5 <input checked="" type="checkbox"/> Unity project creation #8	Iteration 1		juanjosepaz, Kertiax, ...	Done	Unity project creation	enhancement
6 <input checked="" type="checkbox"/> Add main folders #9	Iteration 1		juanjosepaz, Kertiax, ...	Done	Creation of the main folder...	enhancement
7 <input checked="" type="checkbox"/> Assets #10	Iteration 1		juanjosepaz, Kertiax, ...	Done	Asset's discusion and choose	enhancement
8 <input checked="" type="checkbox"/> Job coordination and role assignment #12	Iteration 1		juanjosepaz, KoboAb...	Done	Hito 1: Planification	documentation
9 <input checked="" type="checkbox"/> Merge 1 #11	Iteration 1		Kertiax	Done	Merge 1 All folders and ass...	enhancement
10 <input checked="" type="checkbox"/> Cinemachine and TMPro added #1	Iteration 1			Done		



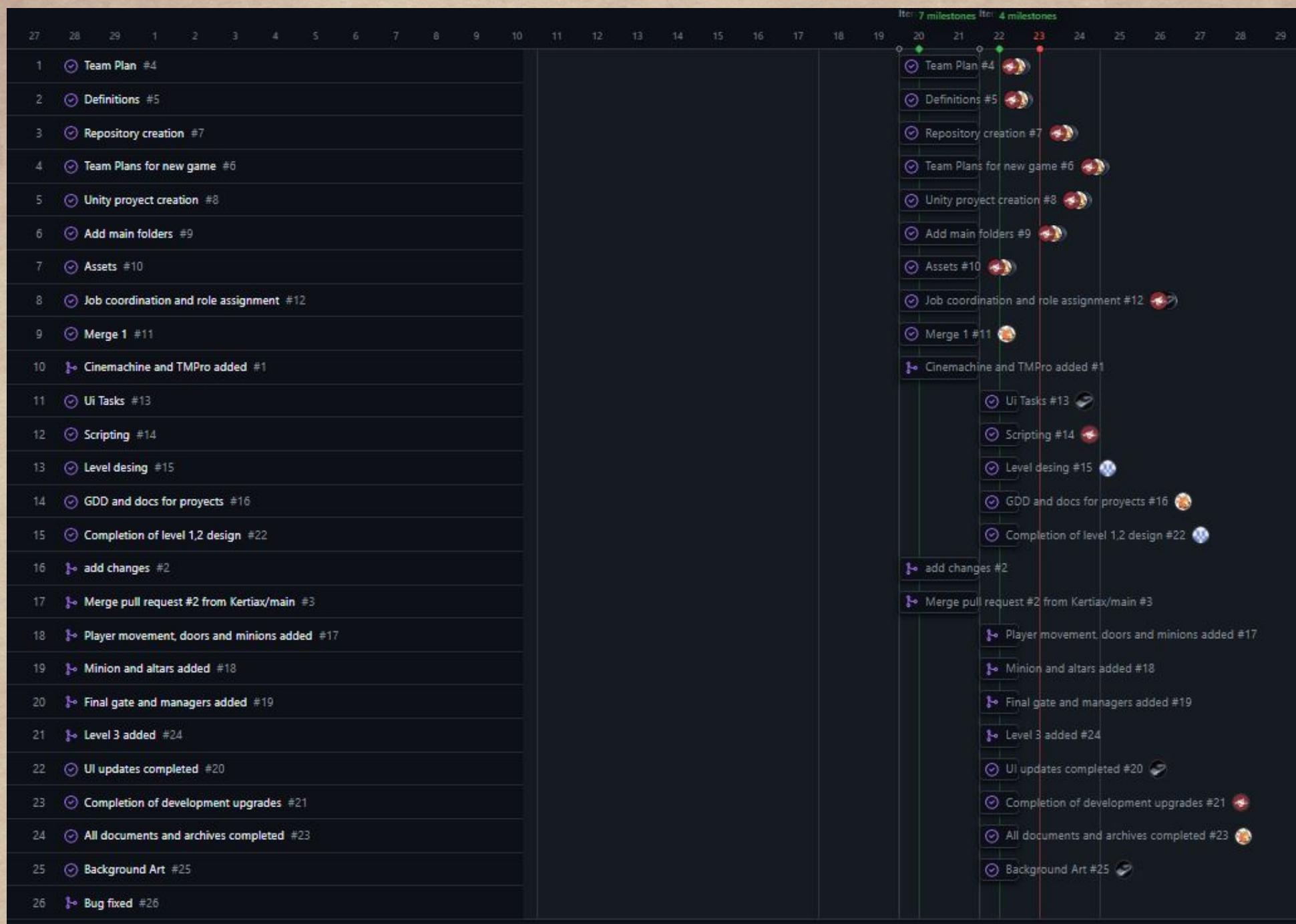
## SECOND DAY REPORT

11	UI Tasks #13	Iteration 2	KoboAbe	Done	UI/UX import and updates	Design
12	Scripting #14	Iteration 2	juanjosepaz	Done	Scripts Creation and test	Dev
13	Level design #15	Iteration 2	nicolaschavesw	Done	Level design and Envir...	Design
14	GDD and docs for projects #16	Iteration 2	Kertiax	Done	Documentation GDD and PI...	Documentation
15	Completion of level 1.2 design #22	Iteration 2	nicolaschavesw	Done	Level design and Envirment...	Design enhancement
16	add changes #2	Iteration 1		Done		
17	Merge pull request #2 from Kertiax/main #3	Iteration 1		Done		
18	Player movement, doors and minions added #17	Iteration 2		Done		
19	Minion and altars added #18	Iteration 2		Done		

# LAST DAY EARLY REPORT

20	📌 Final gate and managers added #19	Iteration 2			Done		
21	📌 Level 3 added #24	Iteration 2			Done		
22	✅ UI updates completed #20	Iteration 2	📌 #19	KoboAbe	Done	UI/FX import and updates	Design Merge
23	✅ Completion of development upgrades #21	Iteration 2	📌 #1 📌 #17 📌 #18	juanjosepaz	Done	Scripts Creation and test	Dev Merge Priority: High
24	✅ All documents and archives completed #23	Iteration 2	📌 #2	Kertax	Done	Documentation GDD and PI...	documentation enhancement
25	✅ Background Art #25	Iteration 2		KoboAbe	Done	UI/FX import and updates	Design enhancement
26	📌 Bug fixed #26				Done		

# LAST DAY FINAL REPORT



# LAST DAY FINAL REPORT

Contributions to main, excluding merge commits

