DEAD MELODY

Table of Contents

Change Log

When	Who	What
12/03/2025	Rafael Canhoto	Create GDD
13/03/2025	Rafael Canhoto	Added player and enemy diagrams. Added Level 1 breakdown.
13/03/2025	Sabrina Silva	Added art asset list.
14/03/2025	Sabrina Silva	Added themes and pillars.
14/03/2025	Lourenço Rosário	Added programmer asset list
15/03/2025	Rafael Canhoto	Update player and enemy diagrams. Added guitar diagram. Update game breakdown. Added synopsis, genre, platform and history.
16/03/2025	Rafael Canhoto	Update history, player and guitar mechanics Update game breakdown
16/03/2025	Lourenço Rosário	Updated programmer asset list

Overview

Synopsis

You play as Miguel from the Rivera family, a music lover, but his family is not so much… He plays guitar to charm people and make the world around him happier. To achieve this you have to solve some musical puzzles and learn to play various songs with your powerful guitar!

Genre

2D side scroller, puzzle and adventure

Platform

Windows PC, macOS

Story

Rivera family, the best shoe manufacturers in Santa Cecilia. Everyone in the family knows how to make shoes, from a young age they start practicing in some way, such as shining shoes, in Miguel's case.

Miguel has a hidden dream, a dream of creating music instead of shoes, however, his family has a hate for music due to past incidents with his great-great-grandmother.

While shining a mariachi's shoes and telling him his secret and family story, he was challenged to play the guitar, but when he was about to start he was caught by his grandmother and some relatives. Miguel's grandmother scolded him and then the Mariachi, and while she was doing it, Miguel escaped with the Mariachi's guitar.

After a lengthy escape he reached the cemetery and went to the tomb of his great-great-grandfather, the famous musician De La Cruz, who he thinks is the only family member who would understand him since he was also a musician. While Miguel was talking to his great-great-grandfather and playing the guitar, he passed into the world of the dead without realizing it.

Upon realizing this, he enters a panic and tries to leave the cemetery without being seen, but he crosses paths with his ancestors.

After explaining the situation, they try to help him return to the world of the living, but Miguel realizes that his ancestors have the same beliefs and ideals as his family and runs away from them as well. As he moves away from his ancestors, he comes across a stranger, Hector, who knows De La Cruz and manages to take him to him, on the condition that he helps him not to be forgotten.

After a long journey, they finally managed to meet De La Cruz and discovered the true story of betrayal between Hector and the famous musician.

With this, Miguel also discovers that his great-great-grandfather was a fake and his real great-great-grandfather is Hector. The family ended up discovering the truth because they were still chasing Miguel and joined forces to stop De La Cruz in a music competition.

The victors return together, each to their own world, Miguel to the world of the living to fulfill his promise and his ancestors to the world of the dead even more united with a "new" member.

In the end, the Rivera family is reunited and happy, Miguel manages to fulfill his dream and Hector is not forgotten and manages to be with his family again.
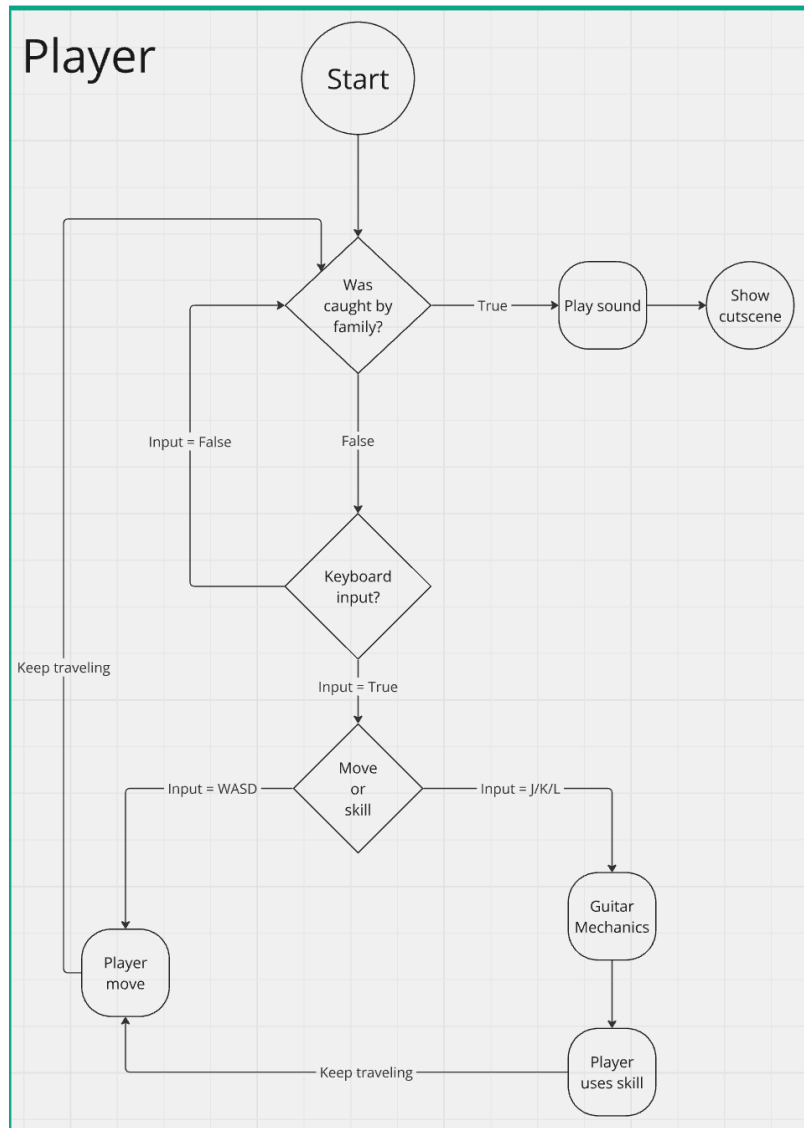
Themes

- **Family:** The game highlights the importance of family. The story reminds us to honor the loved ones.

- **Death and Legacy:** Inspired by Death Day in Mexico, death doesn't mean the end of love or connections, remembering the family and the loved ones who have already passed away but keeping the memories alive.

- **Music and Dreams:** Miguel is passionate about music and dreams about being a musician but to do so he confronts his grandmother and aunt Victoria.

- **Identity:** Miguel has to discover how he really is and what he wants for the future keeping the balance between family and music.

- **Forgiveness:** Throughout the story, there are moments of forgiveness and understanding between families showing that it is possible to solve broken bonds.
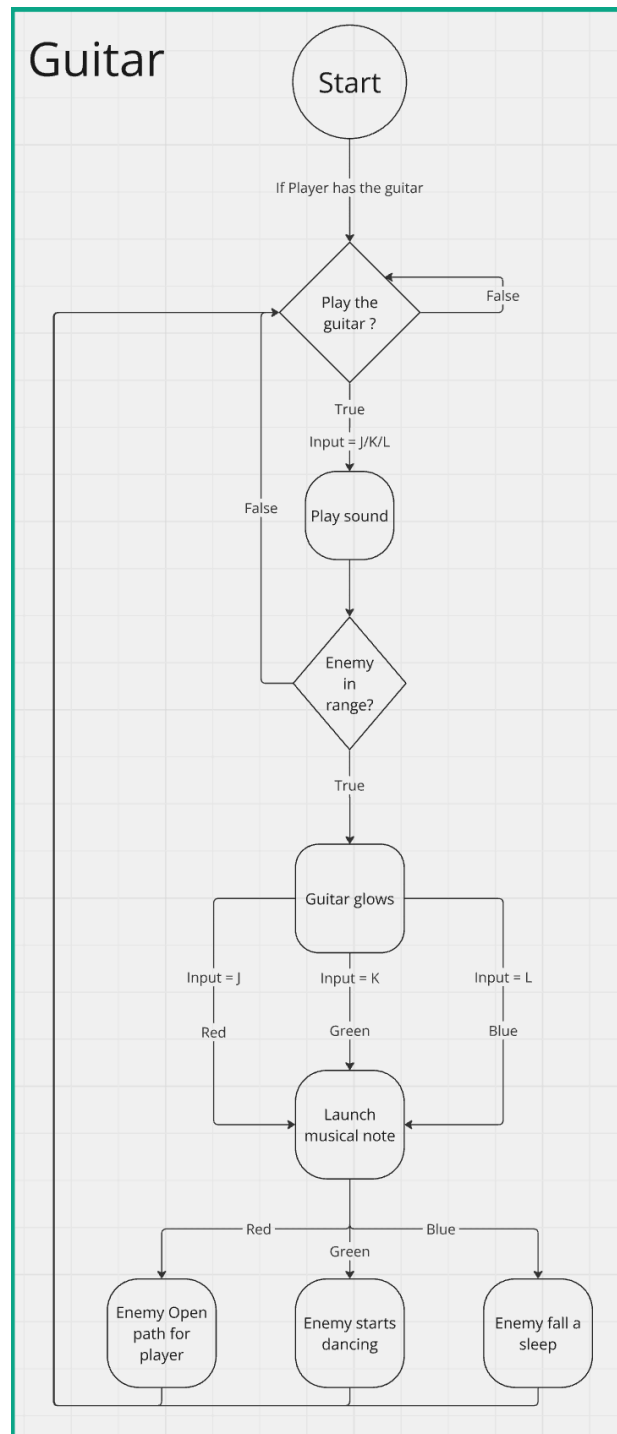
Gameplay

Design Pillars

- **Family:** The character begins this adventure due to a curse placed on his family. He tries to break it so he can do what he loves the most, which is making a living from music.

- **Puzzle:** Different notes will be scattered around the map , each associated with a key and by playing the notes in the correct order, the player can unlock new parts of the map.

- **Music:** The guitar that the main character, Miguel, carries allows him not only to unlock new stages but also being able to remove obstacles from the path.
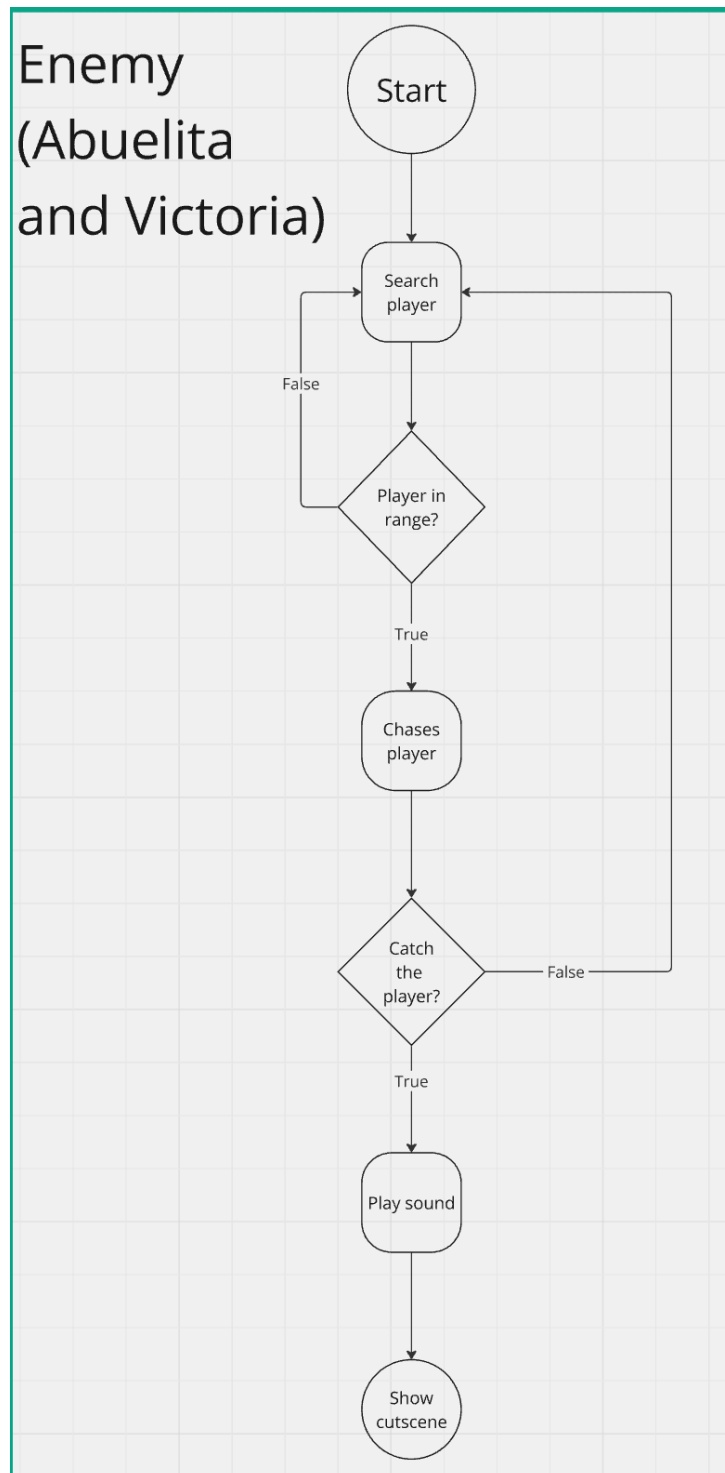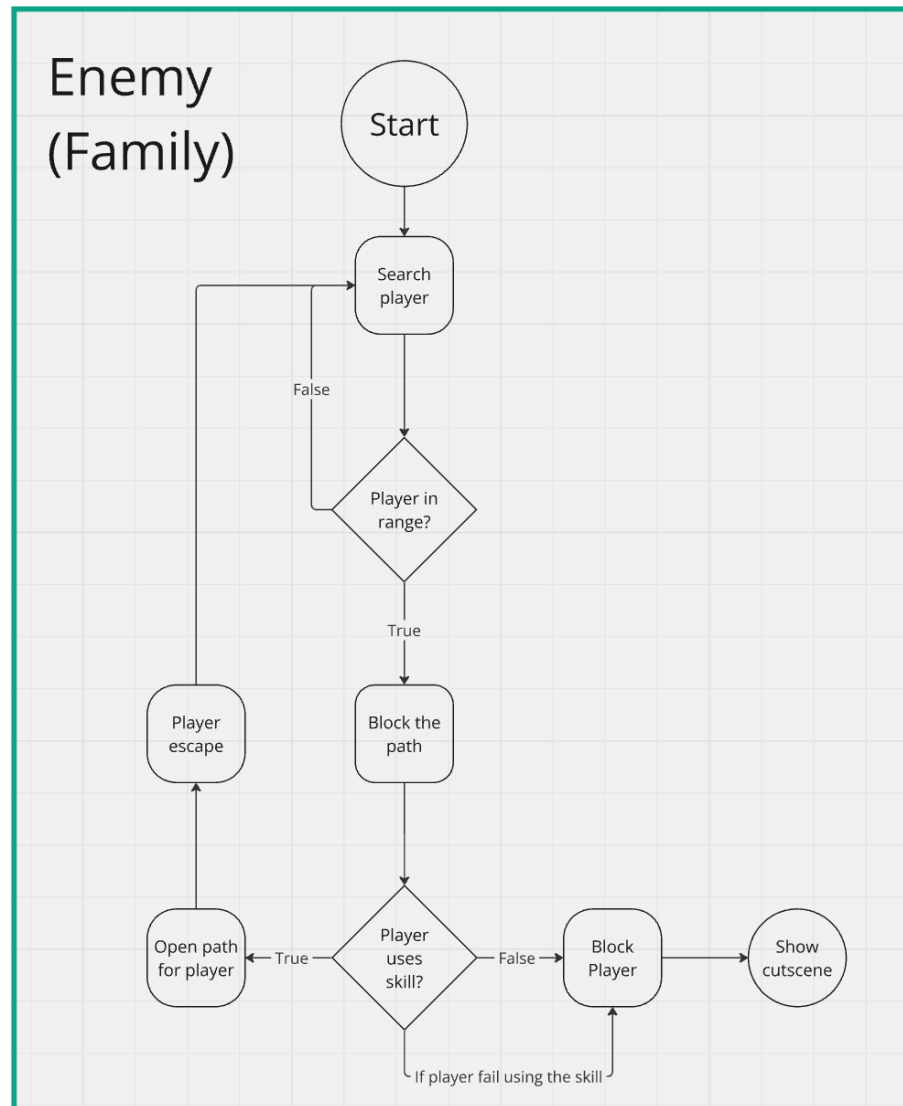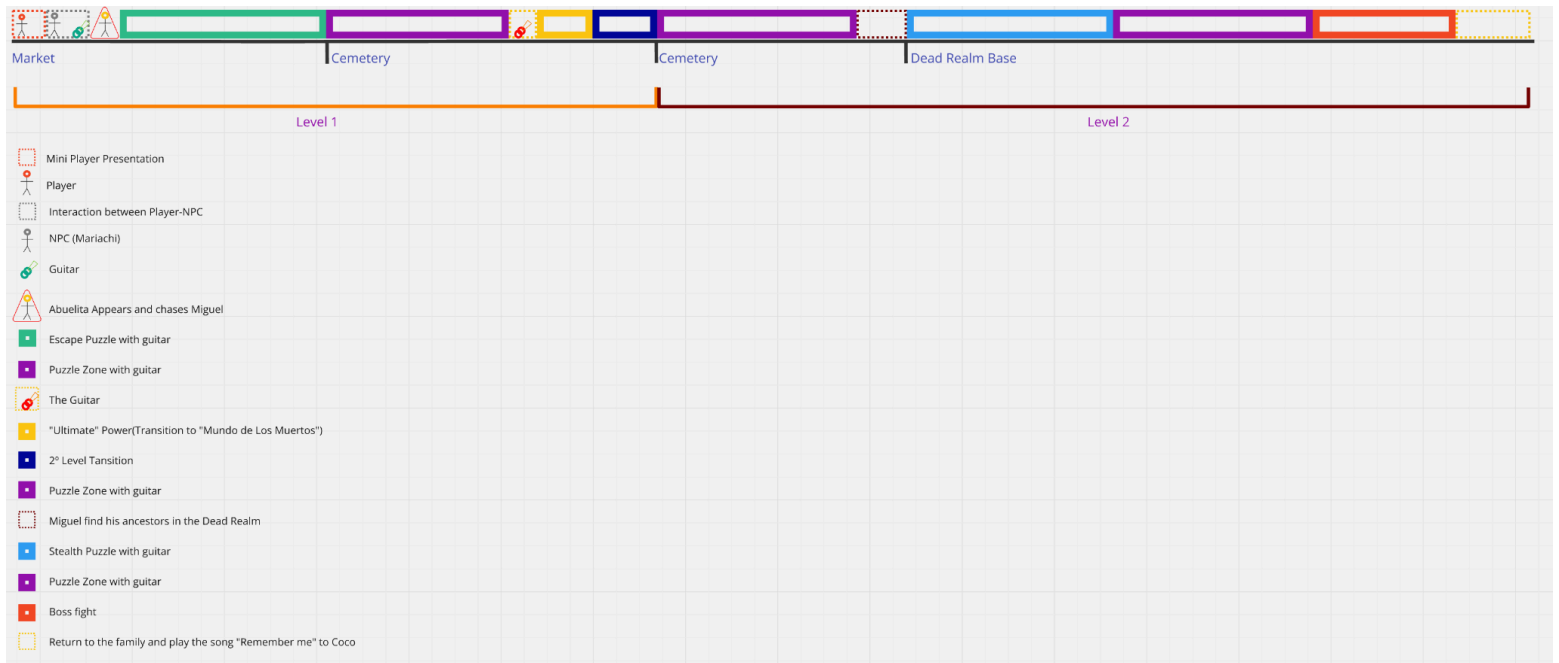
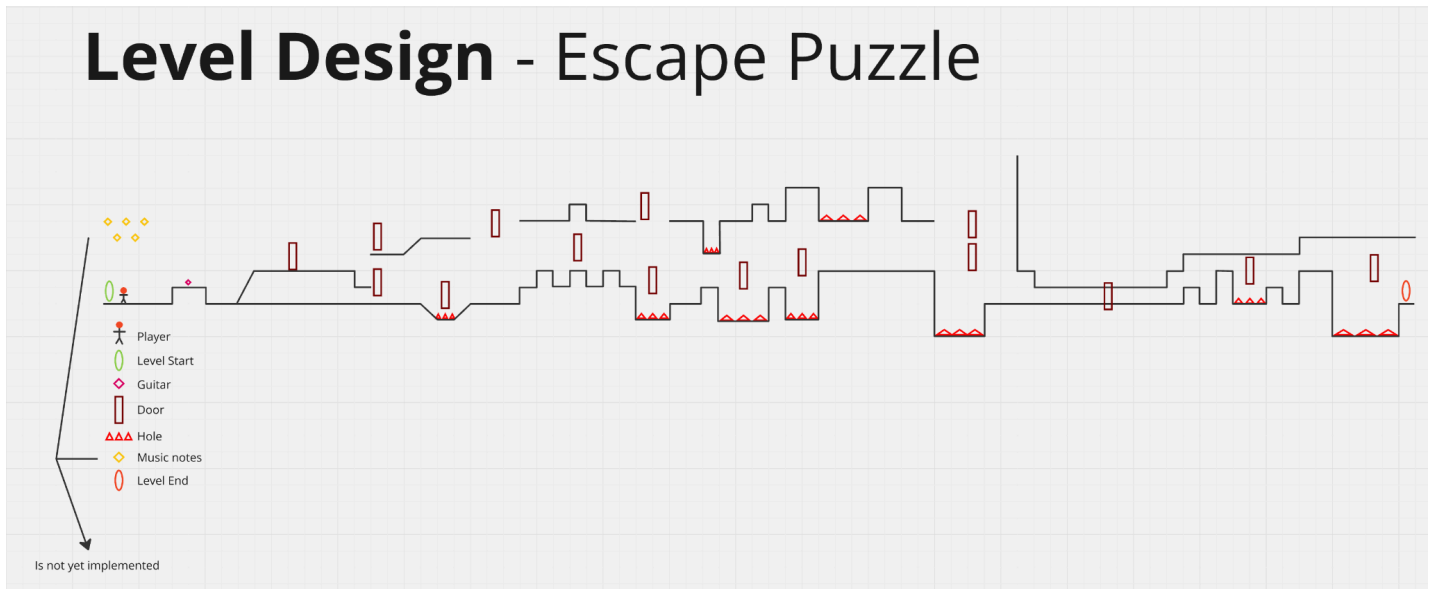# Player Mechanics

Guitar Mechanics

Enemy Mechanics

Level Design

Overview diagram by zones

Market   Cemetery   Cemetery   Dead Realm Base

Level 1   Level 2

- Mini Player Presentation
- Player
- Interaction between Player-NPC
- NPC (Mariachi)
- Guitar
- Abuelita Appears and chases Miguel
- Escape Puzzle with guitar
- Puzzle Zone with guitar
- The Guitar
- "Ultimate" Power(Transition to "Mundo de Los Muertos")
- 2° Level Tansition
- Puzzle Zone with guitar
- Miguel find his ancestors in the Dead Realm
- Stealth Puzzle with guitar
- Puzzle Zone with guitar
- Boss fight
- Return to the family and play the song "Remember me" to Coco

Level 1

Level Design - Escape Puzzle

12

Playtest

Asset list

Art

Cemetery Day
-Graves;
-Tombstones;
-Candles;
-Flowers;
-Humans;

Market
-Bandstand;
-Stores;
-Humans;

-Cemetery Night
-Graves;
-Tombstones;
-Candles;
-Flowers;
-Dead people;

Bridge
-Colorful bridge;
-Dead people;

Characters
-Miguel;
    -Guitar
-Dog and spirits (if we have time);
-Hector (if we have time)
-Abuelita;
-Victoria;

Programmer

Player - Player has a position display, and a sound player, so every time a certain input is activated, the sound of a guitar is played

Enemy WalkBack - The code is written so that the enemy knows where the player is at all times, and if the player is in a certain threshold, he can activate a trigger animation in the enemy. This is available for 1 to 3 keys at the same time, depending on the enemy, level and puzzle, this allows the player to have some variety in the "attacks" he can use

Enemy Follow - The enemy will deduct the player's position from its own to track the player and follow it. This code is still in development, hasn't been tested yet

Fazer a avó/Victoria perseguir o player	In progress
Miguel - mecânica da guitarra 3 sons	In progress
Fazer o código para o npc	Completed
Mudar de okapikit para código	In progress