

# DEAD MELODY



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## 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	Updated player and enemy diagrams. Added guitar diagram. Updated game breakdown. Added synopsis, genre, platform and history.
16/03/2025	Rafael Canhoto	Updated history, player and guitar mechanics Update game breakdown
16/03/2025	Lourenço Rosário	Updated programmer asset list
17/03/2025	Rafael Canhoto	Updated themes and design pillars
18/03/2025	Rafael Canhoto	Updated Level Design Section
21/03/2025	Rafael Canhoto	Updated Level Design Section and add Playtest forms
21/03/2025	Sabrina Silva	Updated playtest section
29/03/2025- 31/03/2025	Rafael Canhoto	Update Design Pillars, Mechanics and Level Design

# **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 and Legacy:** The game highlights the importance of family. The story reminds us to honor the loved ones.
- **Death:** Inspired by Death Day in Mexico, death doesn't mean the end of life 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 Abuelita and great-great-grandmother 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 (work in progress)

- **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.



## Mechanics

### Player Mechanics

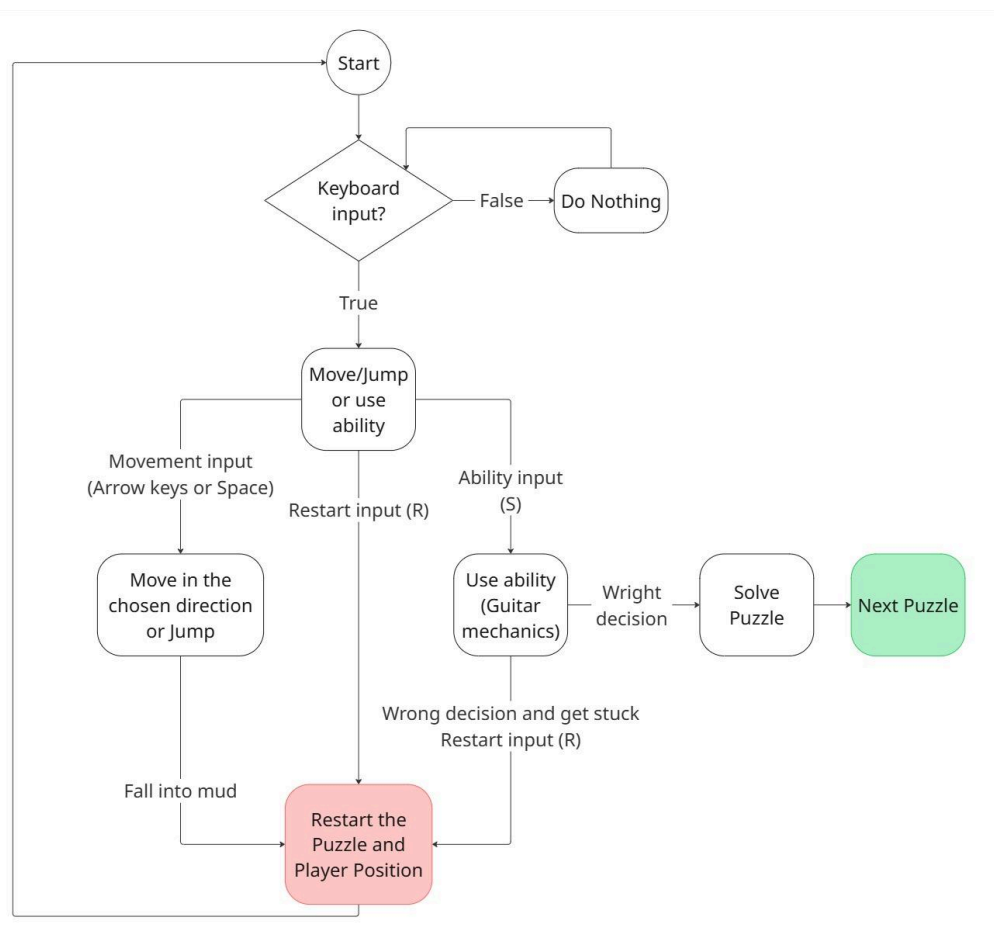
Miguel (player) is designed to be small and agile, he can move, jump and play his guitar (work in progress).

He is the only character of this size because he is a child.



Miguel character

### Flowchart

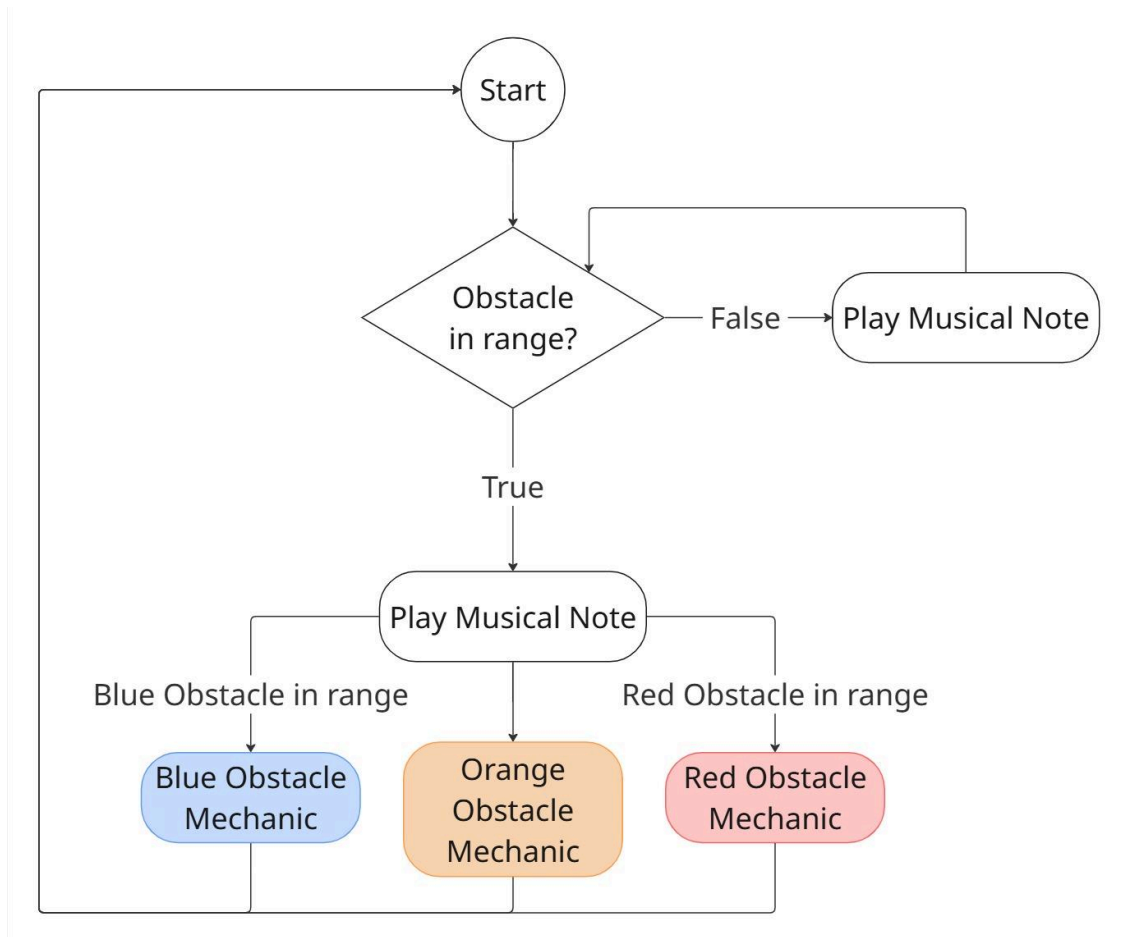


[Link to open Flowchart](#)

## Guitar Mechanic

Miguel 's instrument. Uses it to charm his family and people (obstacles) along the way and to make the world a happier place.

### Flowchart



[Link to open Flowchart](#)

\*we had problems implementing Miguel's spritesheet, that's why in the last playtest Miguel still has the "default" look

## Obstacles Mechanics (Family and people)

Obstacles appear in different forms and shapes to difficult Miguel 's life during his journey. Below you will find all the obstacles and what each one does.

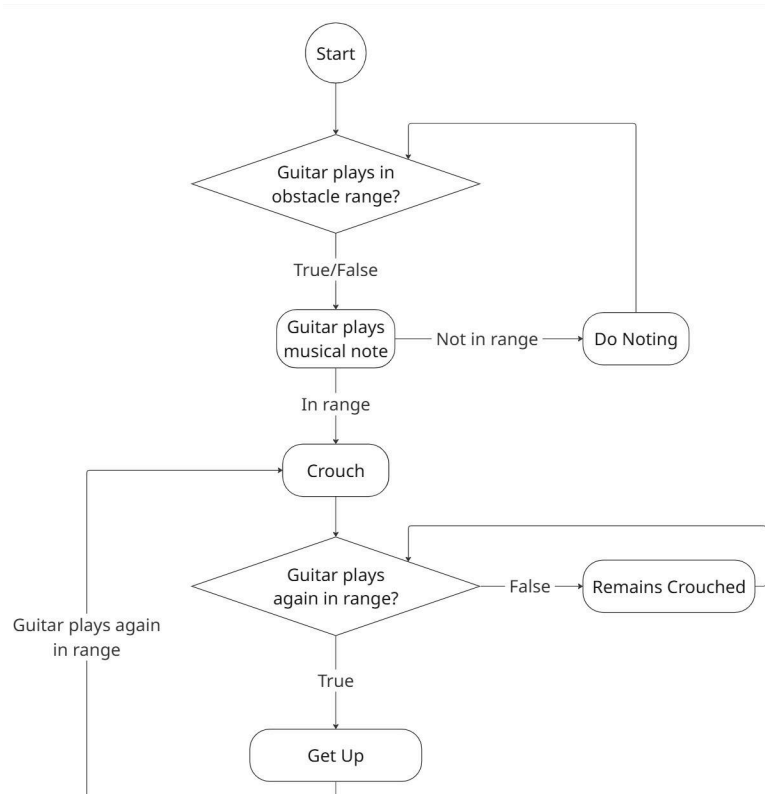
### Blue Obstacle

Blue Obstacle has an object (yet to be defined) above his head and Miguel uses it as a platform to reach higher places.



Blue Obstacle

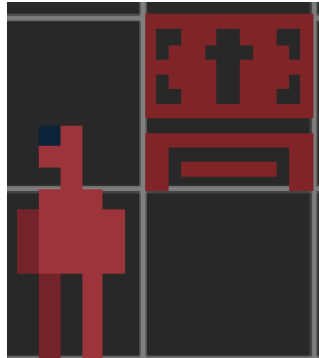
### Flowchart



[Link to open Flowchart](#)

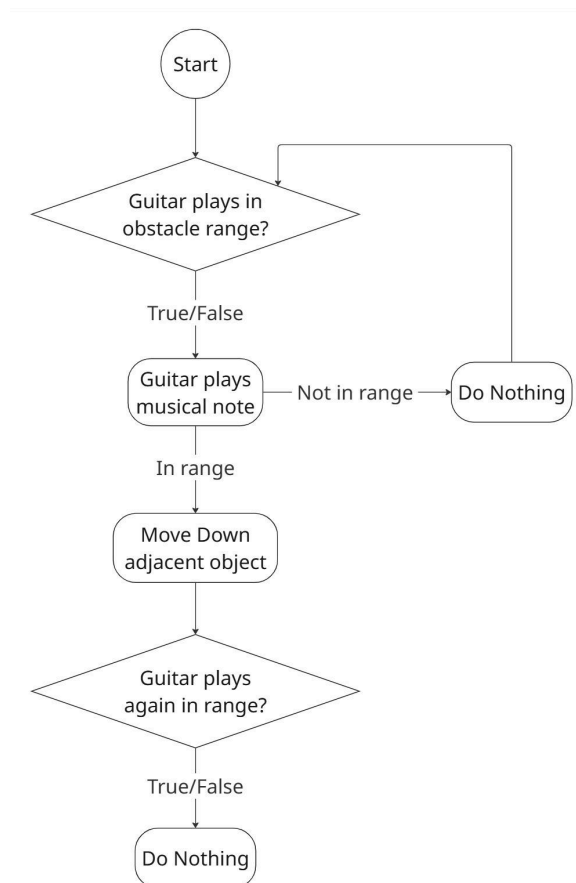
## Red Obstacle

Red Obstacle can move an adjacent object down, helping Miguel get further places, higher places or open the way for him.



Red Obstacle

### Flowchart



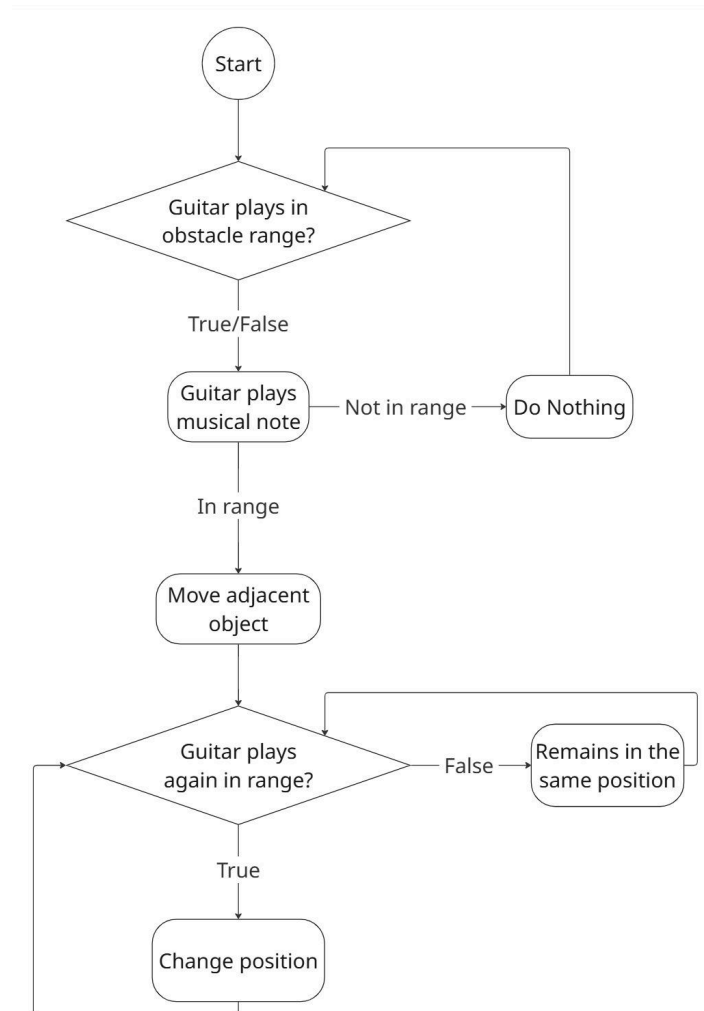
[Link to open Flowchart](#)

## Orange Obstacle (work in progress is not yet implemented)

Orange obstacle can move an adjacent object in any direction a certain distance.

### Orange Obstacle

#### Flowchart

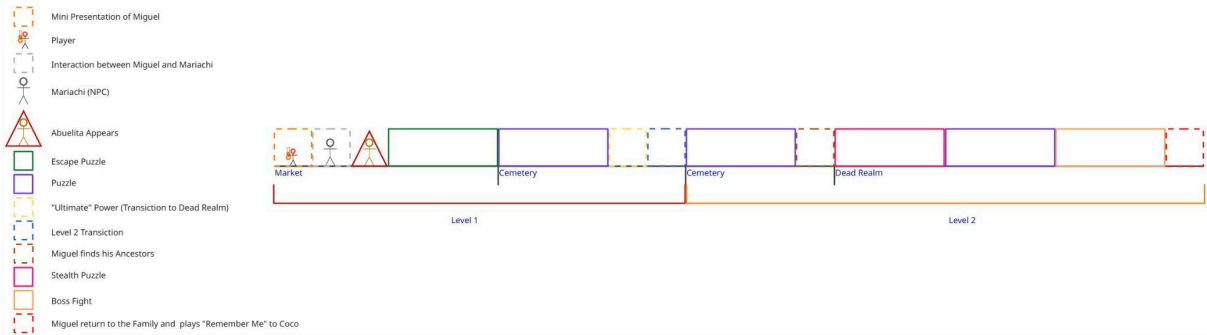


[Link to open Flowchart](#)

# Level Design

## Overview diagram by zones

This is our first idea of the *Dead Melody* breakdown, but it is a work in progress



[Link to open Breakdown](#)

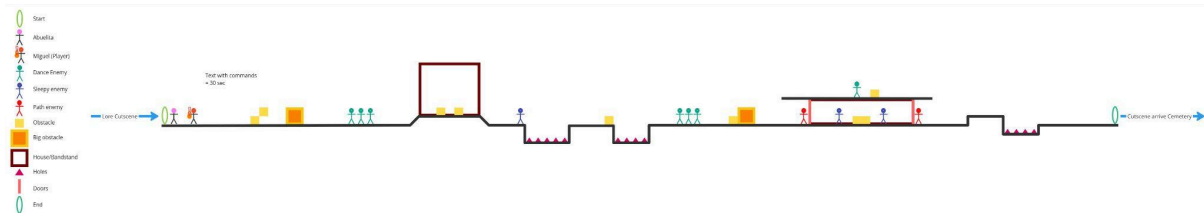
## Level 1

This is the introductory level of the game, easy puzzles and low difficulty curve.

### Market

In this first attempt, we tried to put together a “endless run” puzzle in which Miguel is running away from his abuelita and has to press the right keys, at the right time to get to the end of this part of the level. After some testing we will have to adjust this approach in this part.

#### Symbology:



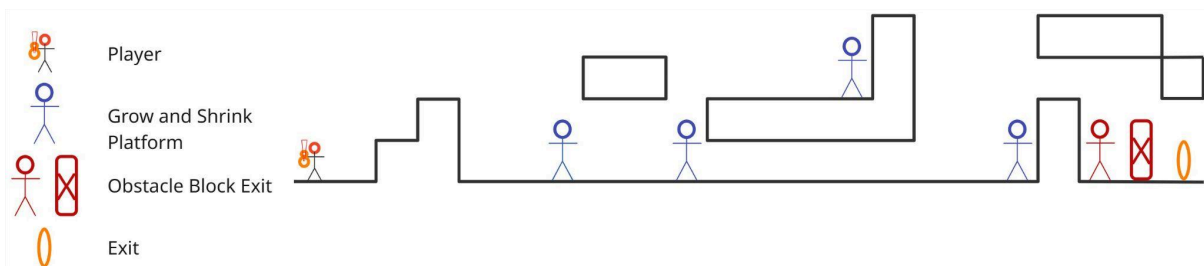
[Link to open Market Level symbology](#)

## Cemetery

In this segment of the level we split it into various puzzles to introduce two distinctive types of obstacles.

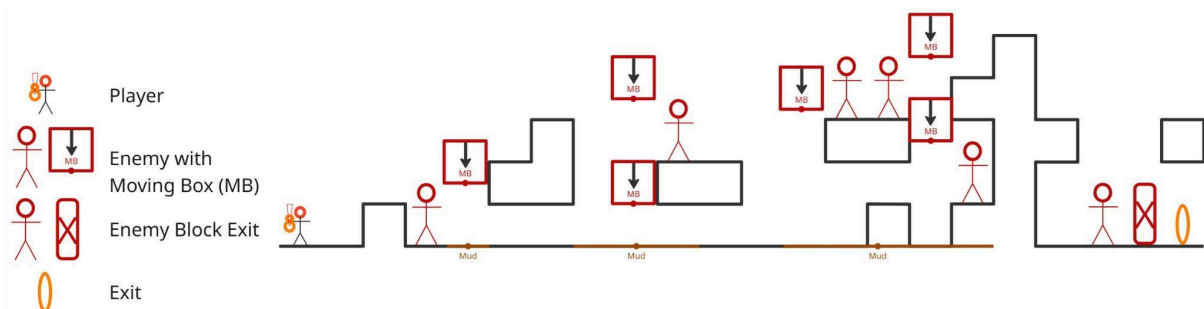
#### Symbology:

##### Puzzle 1



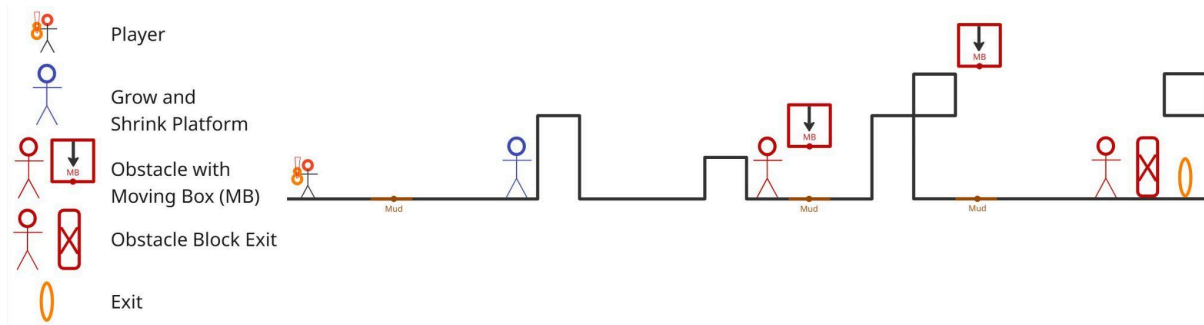
[Link to open Puzzle 1 symbology](#)

##### Puzzle 2



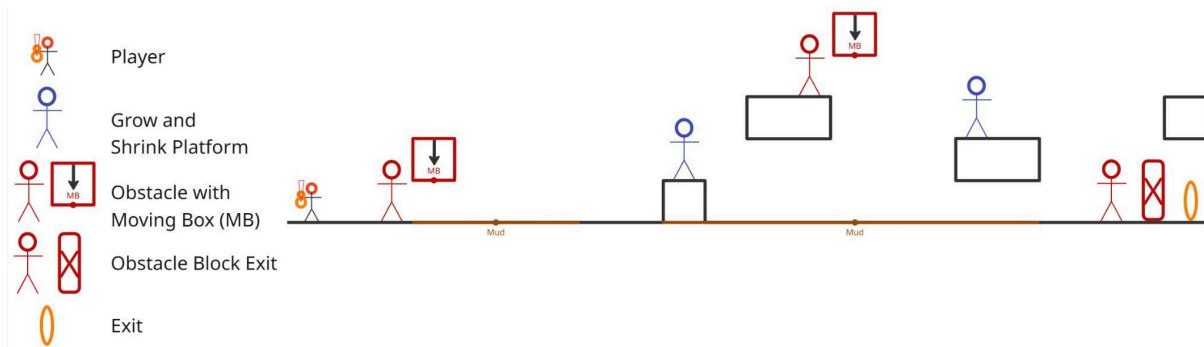
[Link to open Puzzle 2 symbology](#)

## Puzzle 3



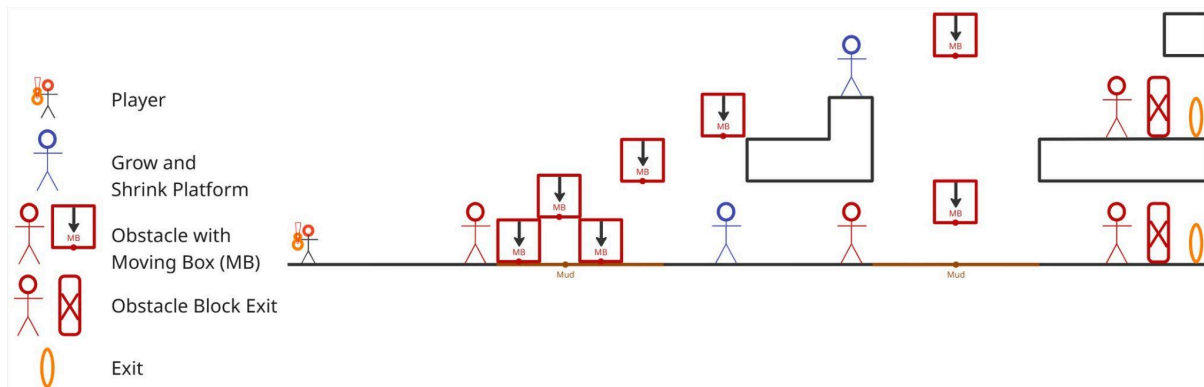
[Link to open Puzzle 3 symbology](#)

## Puzzle 4



[Link to open Puzzle 4 symbology](#)

## Puzzle 5



[Link to open Puzzle 5 symbology](#)



## **Level 2**

More information about this level in the next update

### **Cemetery (Mirror)**

Symbology:

### **Station**

Symbology:

### **Underground + City**

Symbology:

### **Boss**

Symbology:

# **Playtest**

## **1° Playtest**

### **Player 1**

#### **Profile Questions:**

**What is your age?**

22-27

**How many hours do you play a week?**

7h+

**What type of games do you play?**

RPG, Action, Adventure, Platform, Puzzle, Horror/Suspense.

#### **Game Questions:**

**Do you like the mechanics?**

Yes

**If you like it, tell me why?**

I like parkour and reaction mechanics.

**If you didn't like it tell me why?**

**Any additional feedback?**

Being able to stand on the platforms.

**Notes:**

None

## **Player 2**

### **Profile Questions:**

**What is your age?**

16-21

**How many hours do you play a week?**

4h-5h

**What type of games do you play?**

RPG

### **Game Questions:**

**Do you like the mechanics?**

Sim

**If you like it, tell me why?**

Tem que apertar o botão da música para abrir as portas e isso faz com que tenha uma dificuldade em manter o ritmo entre os pulos e a abertura das portas.

**If you didn't like it tell me why?**

**Any additional feedback?**

Coyote-time muito generoso, falta de feedback nas animações, o jogador fica preso na porta se ele correr em sua direção, pode usar o Koyote-time mesmo depois de ficar preso na porta.

**Notes:**

None

## **Player 3**

### **Profile Questions:**

**What is your age?**

22-27

**How many hours do you play a week?**

7h+

**What type of games do you play?**

RPG, Action, MMO

### **Game Questions:**

**Do you like the mechanics?**

Fun mechanic.

**If you like it, tell me why?**

The mechanic feels fluid and easy to grasp.

**If you didn't like it tell me why?**

**Any additional feedback?**

The audio is a bit loud, getting stuck to the wall sounds like a fun idea to implement and could use some jumps designed around it. Fun prototype GJ.

**Notes:**

None

## **Player 4**

### **Profile Questions:**

**What is your age?**

16-21

**How many hours do you play a week?**

5h-6h

**What type of games do you play?**

RPG, Action, Puzzle.

### **Game Questions:**

**Do you like the mechanics?**

Yes

**If you like it, tell me why?**

Challenging platforming and tight windows for inputs make it fun to go through, even when failing.

**If you didn't like it tell me why?**

**Any additional feedback?**

The audio is a bit loud, getting stuck to the wall sounds like a fun idea to implement and could use some jumps designed around it. Fun prototype GJ.

**Notes:**

None

## **Player 5**

### **Profile Questions:**

**What is your age?**

16-21

**How many hours do you play a week?**

6h-7h

**What type of games do you play?**

RPG, Action, Puzzle.

### **Game Questions:**

**Do you like the mechanics?**

Yes

**If you like it, tell me why?**

Challenging platforming and tight windows for inputs make it fun to go through, even when failing.

**If you didn't like it tell me why?**

**Any additional feedback?**

**Notes:**

None

## **Player 6**

### **Profile Questions:**

**What is your age?**

16-21

**How many hours do you play a week?**

0h-1h

**What type of games do you play?**

RPG, Action, Platform, Puzzle, Horro/Suspense

### **Game Questions:**

**Do you like the mechanics?**

Yes

**If you like it, tell me why?**

I think it's a fun mechanic, needing a bit of skill to be able to make the jump while still opening the door is a really cool idea and I think it can be improved upon.

**If you didn't like it tell me why?**

**Any additional feedback?**

Please make the guitar strum something actually listenable, pick a chord, any chord as long as it sounds good, this one isn't that good and might get annoying.

**Notes:**

None

## **Player 7**

### **Profile Questions:**

**What is your age?**

34-39

**How many hours do you play a week?**

1h-2h

**What type of games do you play?**

RPG, Action, Adventure, Platform, Puzzle, Sports, Horror/Suspense, Sims.

### **Game Questions:**

**Do you like mechanics?**

Yes

**If you like it, tell me why?**

**If you didn't like it tell me why?**

**Any additional feedback?**

**Notes:**

None

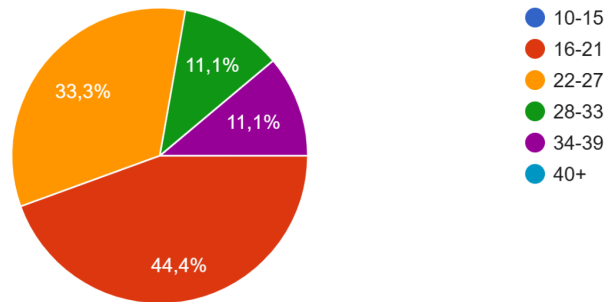


## Graphs of the Questions:

\*This graphs have two more people because we send the wrong link to the second playtest players

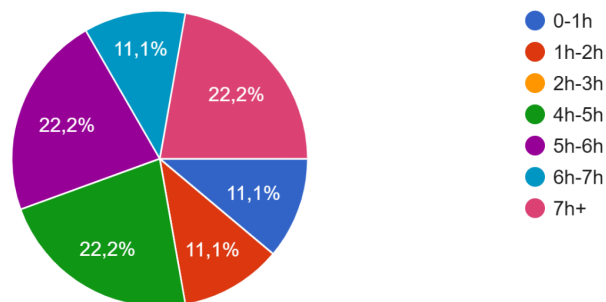
What is your age?

9 respostas



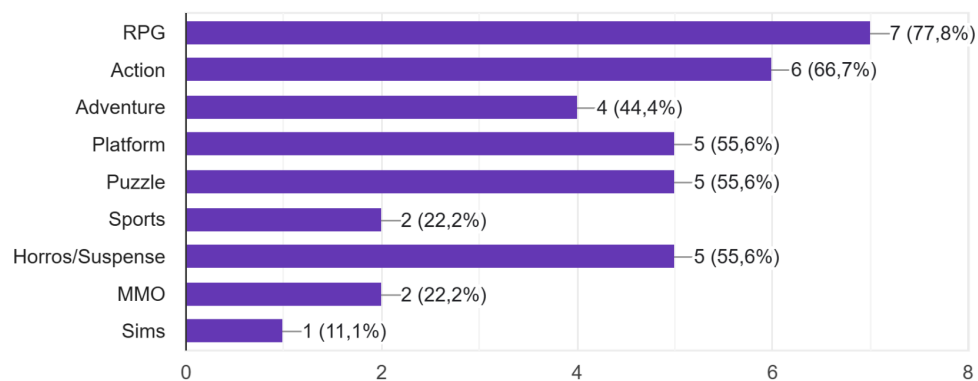
How many hours do you play per week?

9 respostas

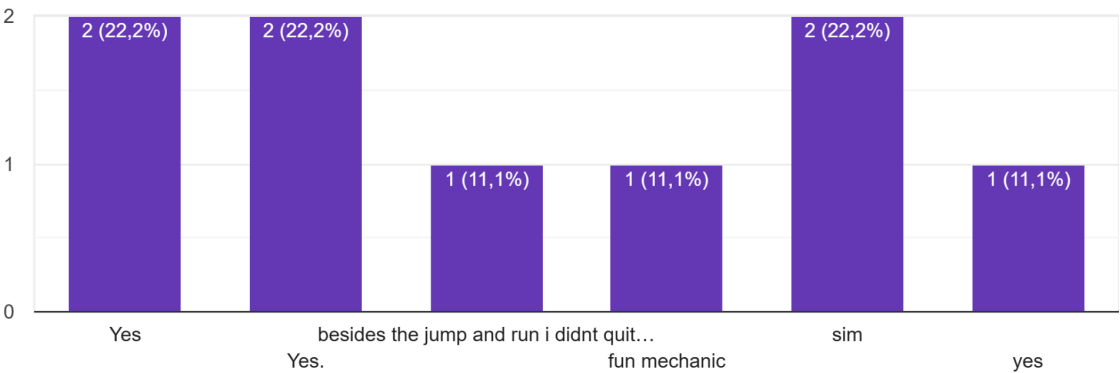


what type of games do you play?

9 respostas



Do you like the mechanics?  
9 respostas



## **General overview of the 1° Playtest**

- The game has nothing to do with the movie
- The idea of the mechanics is very difficult to use and confusing
- We have to work better on our ideas around the mechanics

## 2° Playtest

### Player 1

#### Profile Questions:

What is your age?

28-33

How many hours do you play a week?

4h-5h

What type of games do you play?

Action, Sports.

#### Game Questions:

How hard was it to understand the mechanic?

Besides the jump and run I didn't quite get the rest.

Can you relate this game mechanic with the movie "Coco"?

Yes

Any additional feedback?

I liked the part where you can decrease and increase the obstacles.

#### Notes:

Fix colliders on green obstacles when they are in small and large sizes.

## **Player 2**

### **Profile Questions:**

**What is your age?**

22-27

**How many hours do you play a week?**

5h-6h

**What type of games do you play?**

Adventure, Platform, Horror/Suspense, MMO.

### **Game Questions:**

**How hard was it to understand the mechanic?**

4

**Can you relate this game mechanic with the movie "Coco"?**

3

**Any additional feedback?**

Why do objects lose the collider when they're small? Is it supposed to work that way? I don't think it makes much sense when that happens.

**Notes:**

It shouldn't be possible to climb over obstacles when they are big.

## **Player 3**

### **Profile Questions:**

**What is your age?**

21-26

**How many hours do you play a week?**

1h-2h

**What type of games do you play?**

Mobile games

### **Game Questions:**

**How hard was it to understand the mechanic?**

4

**Can you relate this game mechanic with the movie "Coco"?**

3

**Any additional feedback?**

I think there could have been more references to the movie, but it was fun.

**Notes:**

None

## **Player 4**

### **Profile Questions:**

**What is your age?**

21-26

**How many hours do you play a week?**

5h+

**What type of games do you play?**

Videogames.

### **Game Questions:**

**How hard was it to understand the mechanic?**

2

**Can you relate this game mechanic with the movie "Coco"?**

3

**Any additional feedback?**

More references to the film.

**Notes:**

None

## **Player 5**

### **Profile Questions:**

**What is your age?**

21-26

**How many hours do you play a week?**

2h-3h

**What type of games do you play?**

Videogames.

### **Game Questions:**

**How hard was it to understand the mechanic?**

3

**Can you relate this game mechanic with the movie "Coco"?**

2

**Any additional feedback?**

It's cute and I think the color related to emotions is interesting. However, to relate more to COCO, because in this first phase I couldn't relate it, I suggested either putting a guitar on the main character or the setting being very similar to Mexico/the setting of the film.

**Notes:**

None



## **Player 6**

### **Profile Questions:**

**What is your age?**

15-20

**How many hours do you play a week?**

1h-2h

**What type of games do you play?**

Mobile games.

### **Game Questions:**

**How hard was it to understand the mechanic?**

2

**Can you relate this game mechanic with the movie "Coco"?**

2

**Any additional feedback?**

No feedback.

**Notes:**

None

## **Player 7**

### **Profile Questions:**

**What is your age?**

21-26

**How many hours do you play a week?**

0h-1h

**What type of games do you play?**

Board games (cards, hanabi, virus...)

### **Game Questions:**

**How hard was it to understand the mechanic?**

2

**Can you relate this game mechanic with the movie "Coco"?**

2

**Any additional feedback?**

No feedback.

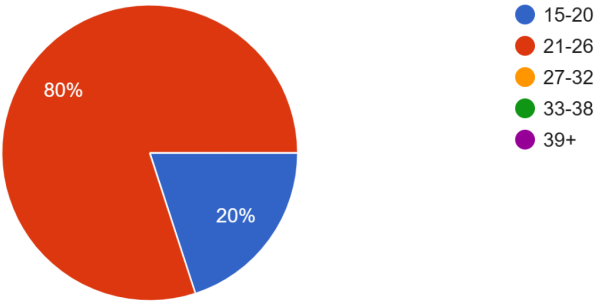
**Notes:**

None

## Graphs of the Questions:

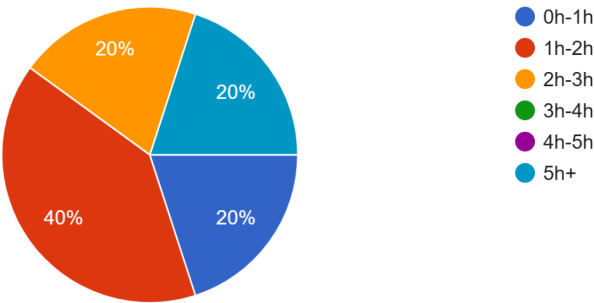
What is your age?

5 respostas



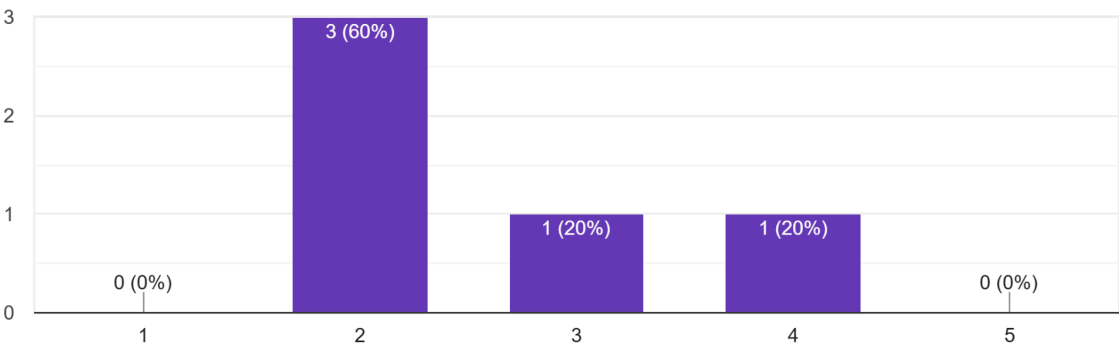
How many hours do you play per week?

5 respostas



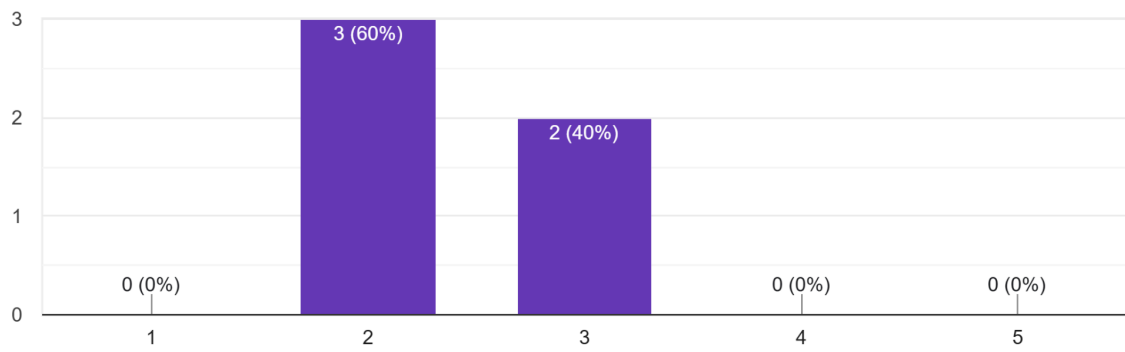
How hard it was to understand the mechanic?

5 respostas



Do you can relate thiss game mechanic with the movie "Coco"?

5 respostas



## **General overview of the 2° Playtest**

- This time we got it right with the mechanic
- We need to Adjust the puzzles because they don't offer riddles to solve, it's just a game to run and avoid obstacles

## 3° Playtest

### Player 1

#### Profile Questions:

**What is your age?**

21-26

**What type of games do you play?**

RPG/JRPG, Action, Puzzle, Board Games

**How many hours do you play per week?**

1h-2h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Easy
- **Objective**  
Very Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Very Easy
- **Puzzle 2**  
Very Easy
- **Puzzle 3**  
Easy
- **Puzzle 4**  
Easy
- **Puzzle 5**  
Easy

**The order of the levels seems right or do you change any of them?**

Seems right

**Any other feedback?**

The placement of the red enemies does not seem relevant as they are not the ones affected by the ability.

## **Player 2**

### **Profile Questions:**

**What is your age?**

21-26

**What type of games do you play?**

RPG/JRPG, Action, Adventure, Puzzle, Simulator, Sport, Board Games

**How many hours do you play per week?**

1h-2h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Normal
- **Objective**  
Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Easy
- **Puzzle 2**  
Easy
- **Puzzle 3**  
Easy
- **Puzzle 4**  
Easy
- **Puzzle 5**  
Normal

**The order of the levels seems right or do you change any of them?**

Ok

**Any other feedback?**

Divertido. Precisa de um timer para speedrunning :)

## **Player 3**

### **Profile Questions:**

**What is your age?**

39+

**What type of games do you play?**

RPG/JRPG, Action, Adventure, Puzzle, Sport, Board Games

**How many hours do you play per week?**

1h-2h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Normal
- **Objective**  
Normal

**Puzzle difficulty:**

- **Puzzle 1**  
Easy
- **Puzzle 2**  
Normal
- **Puzzle 3**  
Hard
- **Puzzle 4**  
Hard
- **Puzzle 5**  
Normal

**The order of the levels seems right or do you change any of them?**

Poderia ir aumentando a dificuldade até ao fim

**Any other feedback?**

Não



## **Player 4**

### **Profile Questions:**

**What is your age?**

15-20

**What type of games do you play?**

RPG/JRPG, Action, Adventure, Puzzle, Horror, Simulator, Sport

**How many hours do you play per week?**

5h+

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Easy
- **Objective**  
Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Normal
- **Puzzle 2**  
Hard
- **Puzzle 3**  
Normal
- **Puzzle 4**  
Hard
- **Puzzle 5**  
Normal

**The order of the levels seems right or do you change any of them?**

Acho que trocava o 4º pelo 5º

**Any other feedback?**

None

## **Player 5**

### **Profile Questions:**

**What is your age?**

21-26

**What type of games do you play?**

RPG/JRPG, Action, Adventure, Puzzle, Simulator, Board Games

**How many hours do you play per week?**

1h-2h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Normal
- **Objective**  
Very Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Very Easy
- **Puzzle 2**  
Normal
- **Puzzle 3**  
Easy
- **Puzzle 4**  
Normal
- **Puzzle 5**  
Normal

**The order of the levels seems right or do you change any of them?**

No. The correct order should be 1-3-2-4-5

**Any other feedback?**

No, thanks!

## **Player 6**

### **Profile Questions:**

**What is your age?**

21-26

**What type of games do you play?**

Action, Adventure, Puzzle, Board Games

**How many hours do you play per week?**

4h-5h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Easy
- **Objective**  
Very Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Very Easy
- **Puzzle 2**  
Easy
- **Puzzle 3**  
Very Easy
- **Puzzle 4**  
Very Easy
- **Puzzle 5**  
Very Easy

**The order of the levels seems right or do you change any of them?**

Yes

**Any other feedback?**

The position of each of the keys for the controls could be tinkered for a more normal position of the hand. It's very easy to get stuck in the points of the squares. At first, it's a bit confusing to understand how each of the npc's function, since for the blue one you need to interact directly with them but with the red ones you need to interact with their boxes.

## **Player 7**

### **Profile Questions:**

**What is your age?**

21-26

**What type of games do you play?**

RPG/JRPG, Action, Adventure

**How many hours do you play per week?**

5h+

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Very Easy
- **Objective**  
Hard

**Puzzle difficulty:**

- **Puzzle 1**  
Very Easy
- **Puzzle 2**  
Very Easy
- **Puzzle 3**  
Very Easy
- **Puzzle 4**  
Easy
- **Puzzle 5**  
Hard

**The order of the levels seems right or do you change any of them?**

Yes

**Any other feedback?**

Inimigos vermelhos tendo habilidade, e porta dupla com fases diferentes.

## **Player 8**

### **Profile Questions:**

**What is your age?**

21-26

**What type of games do you play?**

Puzzle, Board Games

**How many hours do you play per week?**

3h-4h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Normal
- **Objective**  
Very Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Hard
- **Puzzle 2**  
Very Easy
- **Puzzle 3**  
Normal
- **Puzzle 4**  
Easy
- **Puzzle 5**  
Easy

**The order of the levels seems right or do you change any of them?**

Yes

**Any other feedback?**

None

## **Player 9**

### **Profile Questions:**

**What is your age?**

21-26

**What type of games do you play?**

Adventure, Puzzle, Board Games

**How many hours do you play per week?**

2h-3h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Easy
- **Objective**  
Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Normal
- **Puzzle 2**  
Normal
- **Puzzle 3**  
Normal
- **Puzzle 4**  
Normal
- **Puzzle 5**  
Normal

**The order of the levels seems right or do you change any of them?**

Yes. I think it 's okay

**Any other feedback?**

No

## **Player 10**

### **Profile Questions:**

**What is your age?**

15-20

**What type of games do you play?**

Simulator, Sports

**How many hours do you play per week?**

4h-5h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Normal
- **Objective**  
Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Easy
- **Puzzle 2**  
Easy
- **Puzzle 3**  
Normal
- **Puzzle 4**  
Normal
- **Puzzle 5**  
Normal

**The order of the levels seems right or do you change any of them?**

Looks alright

**Any other feedback?**

The player gets stuck on the corner of the obstacles.

## **Player 11**

### **Profile Questions:**

**What is your age?**

27-32

**What type of games do you play?**

Board Games

**How many hours do you play per week?**

0h-1h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Normal
- **Objective**  
Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Easy
- **Puzzle 2**  
Hard
- **Puzzle 3**  
Hard
- **Puzzle 4**  
Hard
- **Puzzle 5**  
Hard

**The order of the levels seems right or do you change any of them?**

Didn't manage to go until the end

**Any other feedback?**

None



## **Player 12**

### **Profile Questions:**

**What is your age?**

21-26

**What type of games do you play?**

Sport

**How many hours do you play per week?**

5h+

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Normal
- **Objective**  
Normal

**Puzzle difficulty:**

- **Puzzle 1**  
Easy
- **Puzzle 2**  
Easy
- **Puzzle 3**  
Normal
- **Puzzle 4**  
Hard
- **Puzzle 5**  
Easy

**The order of the levels seems right or do you change any of them?**

Puzzle 4 last

**Any other feedback?**

None

## **Player 13**

### **Profile Questions:**

**What is your age?**

15-20

**What type of games do you play?**

Action, Puzzle, Sport

**How many hours do you play per week?**

0h-1h

**It was easy to understand what the mechanic does to each obstacle and the puzzle objective?**

- **Mechanic**  
Easy
- **Objective**  
Very Easy

**Puzzle difficulty:**

- **Puzzle 1**  
Normal
- **Puzzle 2**  
Hard
- **Puzzle 3**  
Easy
- **Puzzle 4**  
Normal
- **Puzzle 5**  
Normal

**The order of the levels seems right or do you change any of them?**

Yes

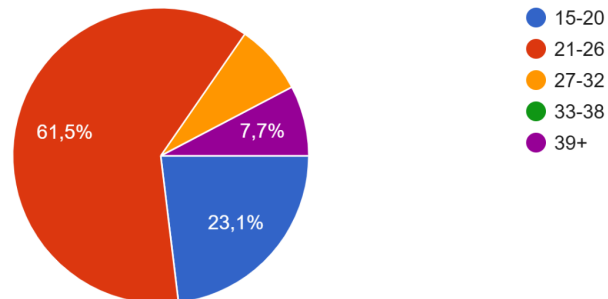
**Any other feedback?**

None

## Graphs of the Questions:

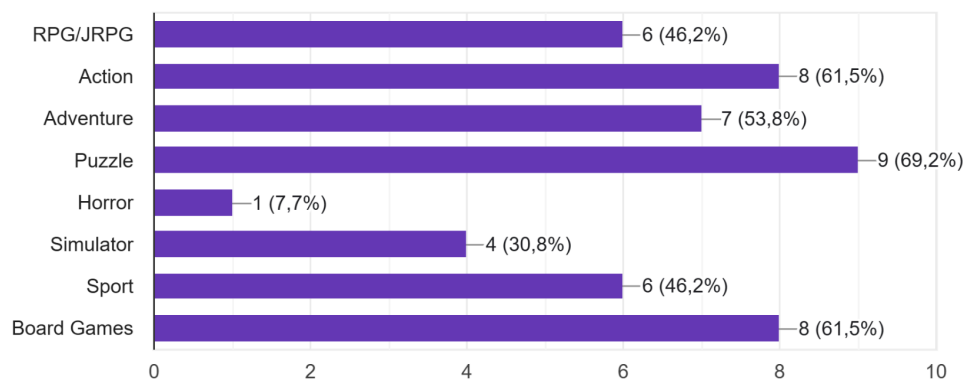
What is your age?

13 respostas



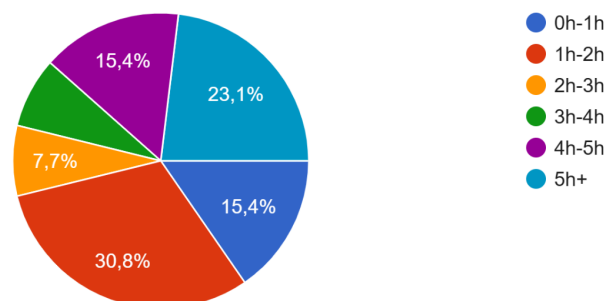
What type of games do you play?

13 respostas

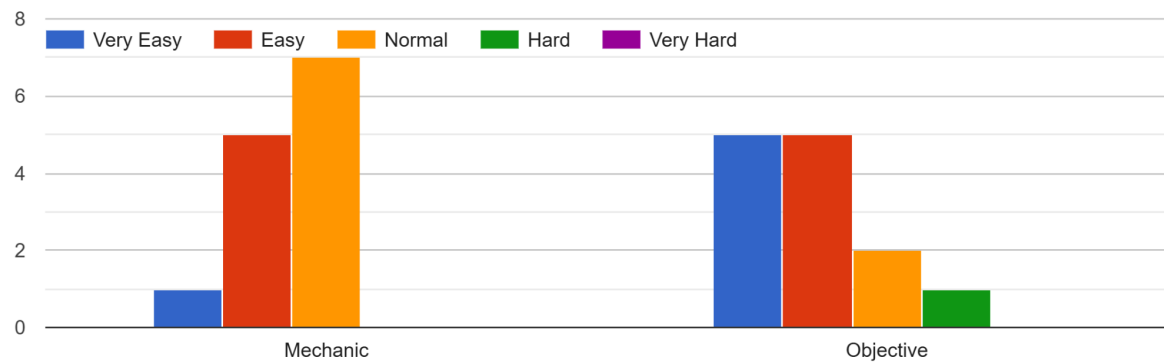


How may hours do you play per week?

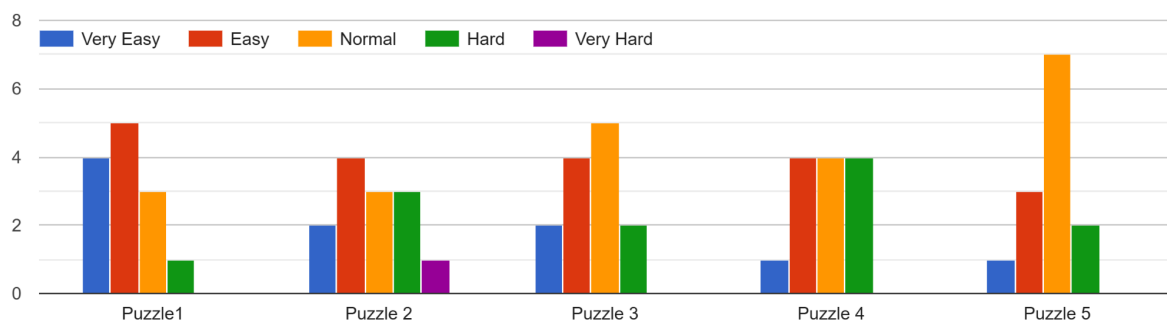
13 respostas



It was easy to understood what the mechanic do to each obstacle and the puzzle objective?



Puzzle difficulty



## Notes:

### Player 1:

- Start to trying to understand the mechanic of the blue obstacles and what they do
- Avoid the mud instinctively
- 2° puzzle, 2° jump it's a little hard
- 4° puzzle, forgot he can run so he couldn't do the first jump
- Change the jump a bit

### Player 2:

- Test if the obstacles can kill him or not
- Like the first player avoid the mud
- Get stuck between boxes doesn't kill

### Player 3:

- Confuse about the mechanic of the blue obstacle because of the animation bug
- Understand better the red obstacles mechanic
- Got a little frustrated because he lost a few times at the beginning of the 2° puzzle
- Had help in the 2° puzzle
- Complete the 4° puzzle at the first attempt
- Understand that the particles are the radius of his ability

### Player 4:

- Struggle completing the 2° puzzle
- Always running, cause of the struggling
- 2° puzzle doesn't saw that he has 2 exits
- Think that one of them was a trap

### Player 5:

- Strats to try to understand what he can do with the obstacles and if they kill him
- The red obstacles are useless without the boxes
- Stay more time in 4° puzzle because he forgot he can run
- Change the jump a bit
- Realized that he dies in the mud
- Adjust the distance between the Blue obstacles and the walls

### Player 6:

- Difficult in understanding the mechanic of the blue obstacle because he's continuous pressing the "S" key
- Struggle with the controls
- Change the jump a bit
- Avoid the mud

- Change the radius of the ability for the player or put it in all the obstacles

**Player 7:**

- Easy understand the blue obstacles mechanic but had a little bit of struggle in the red obstacles
- 4° Puzzle understand at first that he had to run to make the jump
- 5° Puzzle choose first the way down path

**Player 8:**

- Start to try testing if he can use the blue obstacles
- took some time to understand the blue obstacles mechanic
- Got frustrated in the 2° puzzle because couldn't complete it
- Doesn't understand that the mud kill

**Player 9:**

- Easy understand the mechanics
- Easy understand the he has to run to make the jump in the 4° puzzle
- In the last puzzle he was in doubt in which door was he exit
- Understand that the mud kill

**Player 13:**

- Difficult in understand the he can use the blue obstacles as platforms
- Died in the mud once and understand that the mud kill
- Struggle with the controls
- Difficult completing the 2° puzzle
- 3° puzzle understand that he has to use the ability to pass by the box
- 4° puzzle understand that he has to use the box and run to make the jump

## **General overview of the 3° Playtest**

- In General the testers like the way the game was going
- We maybe have to adjust the jump of the player, because some players said that this adds a bit more challenge in the puzzles
- We have to solve the problem with the animation in the blue obstacles and the boxes that sometimes don't stop and ruin the puzzle
- If we introduce more than one exit in the same puzzle, create different puzzles for each door instead of both leading to the same place
- Although they are not the definitive controls, we have to choose the controls better, because the testers who do not usually play videogames had some difficulties using them
- Last but not the least, make a better progression between puzzles

# **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