

HOOKED ON CHARON

General Project Brief

A cozy fishing game set in the Greek Underworld



Hooked on Charon - General Project Brief

Developer: TecVooDoo LLC

Platform: PC (Steam)

Art Style: Low poly 3D, stylized

Tone: Cozy, darkly whimsical

High Concept

Hooked on Charon is a cozy fishing game set in the Greek Underworld. Players take on the role of Charon, the eternal ferryman of the dead, during his quiet moments between soul deliveries. He just wants to fish, but souls keep arriving and duty always interrupts.

Core Fantasy

The fantasy is simple: what if the afterlife had slow days? Fishing is Charon's escape from an endless job. The player balances relaxation with responsibility, choosing when to fish and when to answer the call of duty.

Setting

The game takes place across the five rivers of the Greek Underworld: Acheron, Styx, Lethe, Phlegethon, and Cocytus. Each river has its own mood, hazards, creatures, and atmosphere inspired by mythology.

Characters

Charon is portrayed as a tired professional rather than a horror figure. Publicly, he appears as the tall, silent ferryman of legend. Privately, he is a short, grumpy old man who just wants to fish in peace. The contrast between these personas is a recurring visual joke.

Schorch, a small hell hound companion, accompanies Charon. Scorch provides warmth, humor, and subtle guidance while fishing.

Gameplay Overview

Fishing is the primary activity. Players cast lines, manage tension while reeling, and learn good fishing spots through observation and memory rather than technology. At any time, fishing may be interrupted by arriving souls who require ferry passage.

Souls pay Charon with coins or meaningful personal items. These items become fishing gear with attached stories, reinforcing the narrative focus on small, personal moments rather than

epic heroics.

Tone and Experience

Hooked on Charon is not a horror game and not a mythology lecture. It is a relaxed, character driven experience with dark humor undertones. The world is meant to feel lived in, routine driven, and quietly absurd.

Project Status

The project is currently in the planning phase with a clearly defined scope. Core mechanics, characters, and setting are fully outlined, with development focused on delivering a small, polished experience before expanding.

Contact: Stephen Brandon
stephenmbrandون@gmail.com