

## **Hooked on Charon: Reeling in the Underworld**

### **Project Brief for Mythology Consultation**

**Version 2 – January 2026**

**Developer:** TecVooDoo LLC

**Genre:** Cozy Fishing Simulation

**Platform:** PC (Steam)

**Art Style:** Stylized Low-poly 3D

**Tone:** Darkly Whimsical (Relaxing gameplay with dark comedy undertones)

**Current Phase:** Planning (Design complete, entering pre-production)

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### **1. Executive Summary**

**Hooked on Charon** is a cozy fishing game set in the Greek Underworld, where players take on the role of Charon, the mythological ferryman. Between soul deliveries, Charon seeks relaxation through fishing across the five legendary rivers: Acheron, Styx, Lethe, Phlegethon, and Cocytus. Each river features unique atmospheres, hazards, and mythological inhabitants. The game balances moments of tranquility with the tension of Charon's duties, encapsulated by the tagline: "Even death needs a break."

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### **2. Character Overview**

Charon is portrayed as a weary, irritable professional, closer to ancient sources than modern horror depictions. On duty, he appears as a towering, robed figure; off duty, he's a short, grumpy old man, his true stature concealed by a cooler. His companion, Scorch—a small hell hound—provides warmth, humor, and gameplay utility by helping locate fish. The game uses visual gags and mythological references to add depth and charm.

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### **3. Setting & World Design**

#### **Rivers & Atmospheres**

- **Acheron (Pain/Woe):** Dark, murky, souls wander the banks. Merchant: Damned Merchant.
- **Styx (Hatred/Oaths):** Purple-black waters, echoes of broken vows. Merchant: Hermes.
- **Lethe (Forgetfulness):** Misty, dreamlike, disorienting. Merchant: Hypnos or Dreaming Shade.

- **Phlegethon (Fire):** Glowing, heat-radiating. Merchant: Shade of Hephaestus.
  - **Cocytus (Lamentation):** Frozen, wailing sounds. Merchant: Nyx.  
Players navigate rivers via a hub-and-spoke system, with route choices affecting gameplay. Hades' mood dynamically alters available routes.
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## 4. Core Gameplay

### Fishing

- **Active Mode:** Manual casting, resistance-based reeling, tension management.
- **Idle Mode:** Auto-cast for background progression.
- **No Technology:** Players rely on Scorch's flame and environmental cues.

### Ferrying

Souls arrive needing passage, each with a decay timer. Balancing fishing and ferrying creates gameplay tension. Decay rates vary by soul type (heroes, oath-breakers, common shades).

### Economy

- **Obols:** Standard currency for ferry payments.
- **Bartered Items:** Souls without coins offer personal items, which become unique fishing gear with attached stories. Example items include the Fisherman's Last Lure, Sailor's Enchanted Rope, Theseus's Thread, and Poet's Final Verse. Items are designed to be memorable and story-driven.

### Collectibles

Each river features rare mythological artifacts as collectibles, tracked visually via merchant wall displays. Trading collectibles unlocks lore dialogue and progression.

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## 5. Environmental & Mythological Details

Background events and scenery enrich the world, featuring mythological figures and punishments appropriate to each river (e.g., Sisyphus in Acheron, Thetis bathing Achilles in Styx, Tantalus in Lethe, Ixion in Phlegethon, Danaids in Cocytus).

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## 6. Creatures

Beyond ghostly fish, each river hosts unique mythological creatures, such as Ketea Spawn, Oath-Manifestation Eel, Forgotten Thing, Carcinos, Hydra Remnant, Salamander, and Lamentation Lamprey.

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## 7. Consultation Needs

The team seeks expert input on:

- Realistic ferry passengers and barter items.
  - Authenticity of merchant choices and river details.
  - Suggestions for obscure myths, minor figures, and artifacts.
  - Identification of lesser-known punishments or events for background enrichment.
  - Ideas for mythology based background statics and animations
  - Ensuring the game remains accessible while rewarding deep mythological knowledge.
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## 8. Tone & Intent

This is a relaxing, character-driven game—not a horror experience or mythology lecture. The Underworld is presented as a lived-in setting with its own rhythms, aiming for the specificity and personality found in titles like Supergiant's *Hades*.

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## 9. Project Status & Team

- **Phase:** Planning complete, entering pre-production
  - **Team:** Stephen Brandon (Design/Development), AB Animation Team (3D Art)
  - **Engine:** Unity  
Core mechanics, characters, setting, progression, and ferry systems are fully designed.
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## 10. Contact

For mythology consultation or student involvement, please contact:

**Stephen Brandon**

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