

EL GRAN BOSTE is a first person survival horror where you are pursued by a monster who can only be stopped by telling jokes. The objective in the game is to find the one joke who will kill it with laughter.

NARRATIVE

The narrative, while secondary to the experience, provides the game with a comedic setting in which the game can take place. The player is a security guard tasked to patrol the hallways of a creepy hotel during the night. These hallways are however invaded by a monster known as “El Gran Boste”, who will feed on any person it catches sight of.

However, this monster has an easy laugh. Any joke, no matter how terrible, will stop it right in their tracks. For that reason, the security guard has been provided with a book of jokes with which to keep the monster at bay.

GAMEPLAY LOOP

The game involves a simple loop of exploring the hotel for jokes and confronting the monster, either until they tell the “poste” joke (the one who actually defeats the monster) or they are eaten.

The progression in this loop is in the form of skill. Every run the player improves their ability to infer how close the monster is to them by the sound of their footsteps, their ability to time their jokes and their ability to parry. Even if they defeat the monster, the game will prompt them with a message telling them how long they took to beat it. From then on, they may continue playing the game to improve their skills and get a faster time.

Furthermore, the position of the jokes, the enemy and the player are randomized every run. This results in great replayability, taking advantage of a fun core gameplay without making it predictable.

PLAYER

The player is a first-person entity who can move around the environment and perform the following actions:

- **Tell a joke.** If the monster is in range (indicated by the “eye” crosshair, which opens if the monster is in sight and close enough), the player can hold *left click* to tell a joke.

Every joke takes a specific amount of time to be told. The longer that time, the longer the monster will be laughing when the joke finishes.

While telling the joke, the player walks slowly, making them vulnerable. This forces the player to time their jokes and use the parry action in case they run out of time to tell them.



- **Switch between jokes.** Using the mouse wheel, the player can switch between jokes in their joke book (if they have more than one joke available). The player always starts each run with one joke in their book.
- **Parry.** When pressing right click, the player strikes forward with their book, stunning the monster briefly if performed in the right time and distance. It's a quick move which can be performed while telling a joke, canceling the action. It has the following phases:
 - **Start-up.** The time it takes for the player to be in an invulnerable, parrying state. 200 milliseconds.
 - **Active.** The time in which the parry is active. If the monster attacks the player during this time frame, they will be stunned, and the player will suffer no damage. 100 milliseconds.
 - **Recovery.** The time it takes for the player to go back to their normal, running animation after parrying. This time frame serves as a penalty for missing the parry. 400 milliseconds.



BOSTE

Boste is an AI-controlled enemy which pursues the player until they eat the player or the player defeats them. It spawns in the farthest possible spawnpoint from the player (out of 15 possible spawnpoints shared between the player, the books and Boste). It has the following states:

- **Chasing state.** This is the monster's standard state. Using a common pathfinding algorithm, they pursue the player at its fastest speed. It always pursues the player, whether it can "see" them or not. If it touches the player during this state, it's game over.

Since it spawns far away in the map, it gives the player enough time to find a joke before it reaches them. Their footsteps can also be heard from the distance, getting louder as it gets closer, which builds up *tension*.

This tension reaches its climax and breaks once the player locates the footsteps and sees the monster, which, because of the level design, will most likely be when it gets in front of them.

- **Listening state.** When the player is telling a joke, the monster walks at half speed as if it were actively listening to the joke. This is meant to give the player enough time to defend themselves. Even if the joke is too long and they run out of time, it makes parrying easier as they can more precisely measure when they are at the right distance from the monster.

Still, during this state, if the player is touched by the enemy, it's game over.

- **Laughing state.** When the player finishes telling a joke, the monster jumps on its back and starts laughing uncontrollably. During this state, the monster can't move nor hurt the player. Its duration depends on the joke it has been told. Starting from a base 10 seconds timer, every joke has a specific laughing time.

For example, “Enmedio” joke has a 5 seconds laughing time. If the monster is told this joke, it will be laughing for 15 seconds. If the monster is told the “Taladrando” joke, which has a 10 seconds laughing time, it will laugh for 20 seconds.

Regardless of the joke, it's always enough time for the player to escape. As they run away, they will hear the monster's laugh fading in the distance, but always hearable. Then they will hear its footsteps when it stops laughing. This starts building up *tension* again, making the game loop impactful.



- **Parried state.** When the player successfully parries the monster, it will be stunned for 3 seconds. During this state, they can't move nor hurt the player. It leaves the player a long enough window to make some distance and tell a joke they wouldn't have told in time otherwise.

JOKES

Jokes are the player's main tool to stop the monster and to eventually defeat it. They are present throughout the level as books that the player can pick up to add pages to their own joke book.



There are a total of 12 different books in the game (besides the “Poste” book). 5 out of those 12 are randomly selected to spawn every run. These 5 spawn in completely random spawnpoints throughout the level.

They have the following characteristics:

- **The joke itself.** An actual Spanish short joke is told by a computer-generated voice every time the player tells a joke.
- **Telling time.** Every joke has a specific amount of time it takes to be told. The longer the telling time, the longer the laughing time.
- **Laughing time.** As it was stated earlier, every joke has a specific amount of time the monster will be laughing for after being told the joke.
- **Sound range.** All books emit a buzzing sound to make them easier for the player to find them. The range is the same for all books.

There's however one book which functions differently from the rest. That's the “Poste” book, containing the one joke that can kill the monster with laughter. It's textured differently from all the other books and has a deeper-pitched buzzing sound.

The player's objective in the game is to find this one book, and for that reason it spawns in the second farthest spawnpoint from the player.