

The Morning After

Target Audience: 7+ (core audience: 35+)
Gamer Type: Casual
Target Platforms: Mobile and/or Web
Genre: 2D Platformer, Roguelike, Dungeoncrawl
Number of players: 1
Project Release Date: Late 2018/Early 2019

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Basic Story Outline

The Morning After opens with our hero waking up in the bathroom the morning after The Event. The details are hazy, but memories of a wild party, followed by an unwise combination of unusual mushrooms and a ouija board, suggest that things may have gone a bit too far. Something alarming moving in the shadows suggests they went far too far.

All our hero wants to do is go to bed, in the hope that a good sleep will make everything go away, however his maid has other plans. The house and grounds are mess; detritus is spread far and wide; strange creatures are roaming the halls and something suspiciously like a portal to another dimension appears to have opened in the basement. This all needs to be tidied up and fixed before anyone is getting any sleep.



nothing on Earth, while others look like common household implements. It is confusing for both the locals and the creatures (one of whom is trying to strike up a conversation with a lampshade). Fortunately the creatures are territorial, so they don't like to move beyond their immediate location. The brave ones pace the hallways, the scared ones hunker down statue-like. All, however, are easily annoyed and will lash out at anyone who dares get too close.

The Setting

The House & Grounds

Stuck deep in the stockbroker belt of London, the mansion is large, sprawling and opulent. From its colonnaded entrance to its crenelated turrets, it is a mishmash of competing architectural styles that screams “New Money!”. Taste was not a requirement in the planning process.

The house has many rooms, many as yet unexplored by the new owner. Very strange things are in the basement, made all the more stranger by the portal that has opened in the cellar.

The house is surrounded by spacious grounds that have been manicured within an inch of their life. Of particular note is the monumental tree that grows alongside, and overshadows, the walls of the house.






Areas of particular note include:

- 1) The ground floor, with its spacious entrance hall, ballroom, living areas and kitchen.
- 2) The upper floor, with its lavish bedrooms and bathrooms.
- 3) The loft, which includes the servants's quarters and access to the roof.
- 4) The basement, with its cellar (now home to a glowing portal to another dimension), a filing cabinet in a disused lavatory (with a sign on the door saying “Beware of the Leopard”) and entrance to the sewer.
- 5) The sewer, which is connected by a drain to the garden.
- 6) The garden contains the lawn, the pool, the lake, the boathouse and the tree.
- 7) The tree is climbable and provides access to the treehouse and the roof.
- 8) The portal provides access to a region of mind-numbing physics and otherworldly confusion.

Other Important Narrative Elements

Equipment/Utilities

The main objects of significance are:

- **Decorative Items:** Positioned around the house and garden are various decorative items that lend atmosphere to the property. Unfortunately, the movers have left many items in awkward locations, which can make travelling about the house a challenge. 
- **Collectible Items:** Throughout the house are scattered collectible items that are easily identifiable by their strange glowing quality. These items must be picked-up if our hero is to make it past the Maid and get into bed. 
- **Power-Ups:** Some items provide power-ups, such as extra lives, keys to access locked areas and weapons. These items flash redly. 
- **The Clock:** Although ostensibly just for showing the in-game time (which passes quicker than the real world), easter eggs will be hidden in the game to be triggered at specific times (e.g. a particular powerful weapon will appear at 09:00 in the loft, etc.)
- **Scrolls:** At some locations, scrolls may be present. This provide tips for solving some puzzles, or hints about easter eggs. 