

**HOCUS
POCUS**
Interactive



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Legend
OF
Gronk



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Game Overview

The Legend of Gronk is a humorous first-person puzzle game where Gronk must use his strength and skill to succeed!

Gronk is renowned across the land for his strength, and a particular wizard has taken notice. This wizard hosts an 'academy' where he invites all the strongest and most promising students. Upon receiving an invitation, Gronk happily accepts and soon finds himself at a mysterious 'academy' where a hooded figure invites him to 'learn.'

The mysterious wizard, known as *The Narrator*, at first seems naïve, but Gronk soon learns of his true intentions...

Gameplay



The Legend of Gronk is a first-person game where Gronk must use his strength and newfound spell knowledge to complete various puzzle tasks. The Narrator will offer help on how to use the spells, but the spells do not work as expected. Gronk must learn to use his spells to succeed.

Inspiration

The Legend of Gronk was inspired primarily by games such as *Portal* and *Portal 2*, as well as *The Stanley Parable*.

The initial goal was to have a puzzle game involving spells where the spells worked in an unexpected way. In addition, the narrator would try to offer advice but the player would slowly realize they are being misled. For the narrator in *The Legend of Gronk*, the goal was to have him seem trustworthy initially, but slowly have his true plan revealed as Gronk manages to bumble his way through various tasks and challenges. By the time Gronk reaches the 'final test' of the narrator, he realizes that he has been misled and finally decides to defeat the evil wizard.

Portal & Portal 2

The games *Portal* and *Portal 2*, developed by *Valve Game Studios*, are first-person puzzle games where the player character (PC) is guided by an all-powerful narrator and eventually must outwit the narrator to succeed. The narrator has many humorous lines that are directed at the player character, who is mute, and the humor adds immensely to the atmosphere of the puzzles.

The Legend of Gronk aims to take after the style of humor found in the *Portal* series, focusing on the narrator-PC interactions and pseudo-trustworthy appearance of the narrator, as well as providing stimulating puzzles. The puzzle design also was modelled somewhat after the *Portal* series, using mechanics such as pressure plates and gated doors in addition to spells to provide a unique puzzle experience.

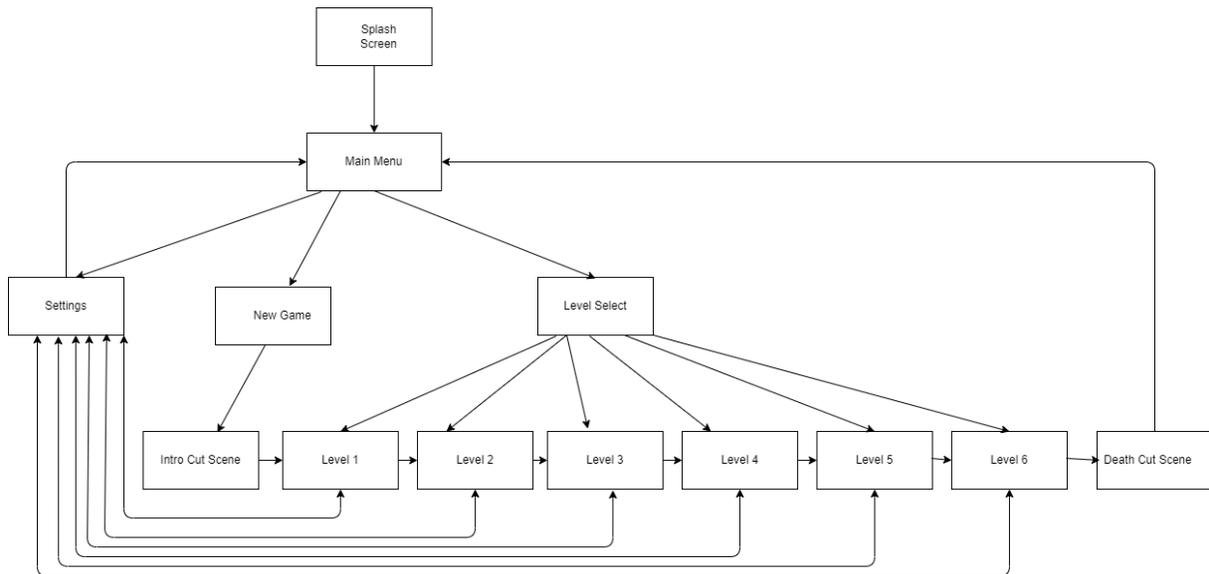
The Stanley Parable

The Stanley Parable is a game developed by *Crows Crows Crows* in which an omniscient narrator tells the story of Stanley and guides his actions through an unusual set of circumstances, providing unique endings for various sets of circumstances. *The Stanley Parable* also relies heavily on narrator humor to drive the story and provide a fun atmosphere for some simple puzzles. The narrator of the game tries to guide Stanley in certain ways, and the player must control Stanley's actions as he is guided by the narrator.

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The Legend of Gronk's humor style is loosely based on the way the narrator seemingly misleads the player and aims to emulate some of the absurdity captured in *The Stanley Parable*.

State Diagram



Game Features

Video / Display

- Full support for 16:9 and 21:9 resolutions, and 1080p – 2160p resolutions.
NOTE: Other aspect ratios may have some UI elements displayed incorrectly.
- VSYNC and frame-rate limiting is also available
- Subtitles for all dialogue

Input

The Legend of Gronk features full support for Xbox-like gamepads in addition to mouse and keyboard.

Due to complexity and time constraints, remappable inputs are not provided.

The following sections contain detailed control schemes for gamepad and keyboard & mouse.

Gamepad Layout

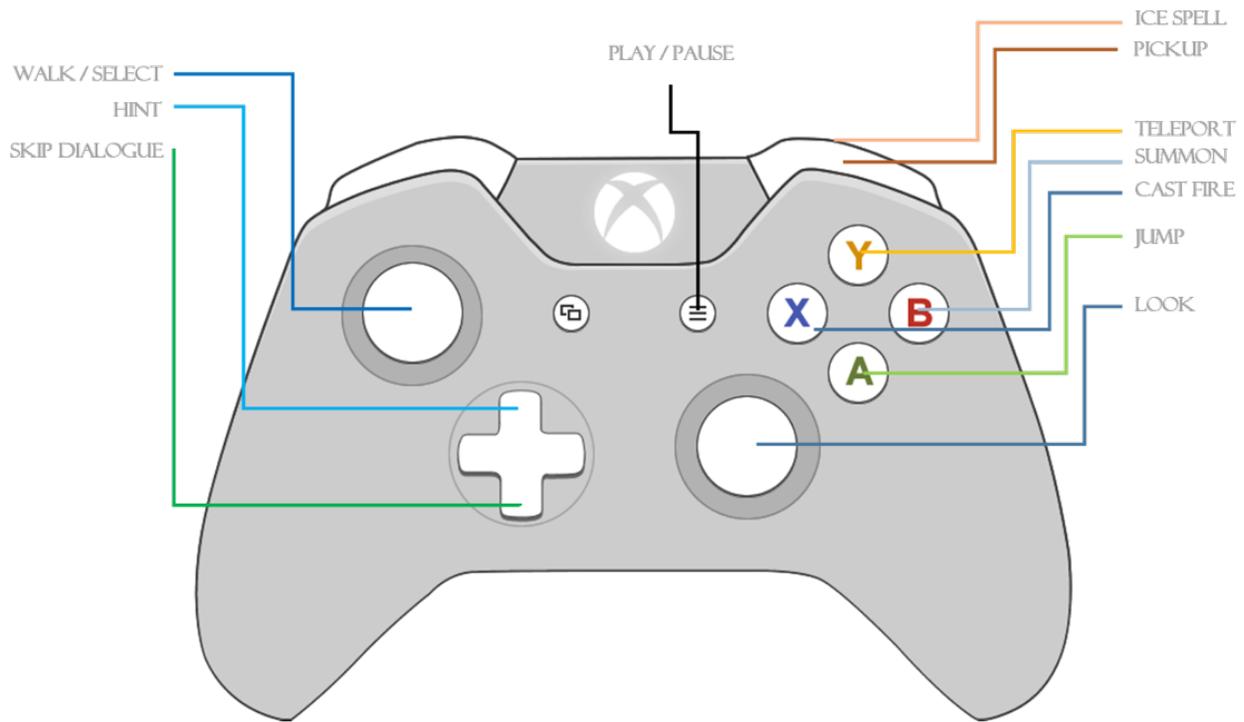


Table of Bindings

Key	Gamepad	Binding
W, A, S, D	Left Thumb stick	Movement
Mouse / Trackpad	Right Thumb stick	Look
Spacebar	South Button (Xbox A)	Jump
Left shift	North Button (Xbox Y)	Teleport Spell
Left Control	West Button (Xbox X)	Fire Spell
Z	East Button (Xbox B)	Summon Spell
Q	Right Trigger	Ice Spell
F	Right Stick Press	Punch
Second Mouse Button	Right Bumper	Pick Up
G	D-Pad Down	Skip Narration
P	D-Pad Up	Hint
Escape	Start	Pause Menu

Audio

The Legend of Gronk features voice-acted narration and dialogue, as well as atmospheric music for puzzle solving. Narration lines may be skipped, and in some instances a special piece of dialogue will be played to reflect that the player has skipped the prior audio.

Movement

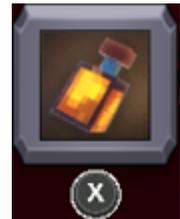
Players can use conventional movement methods (directional inputs), to move up, down, left, and right in a 3D space. The player is seen through first person, meaning the player can look around freely in a first-person perspective using the mouse or gamepad. The player can also jump in the air for a small height used for platforming. Finally, the player has a club that they can use to move or break certain objects throughout the game.

Spells

The spells used in the game have a cooldown on them to prevent the player from abusing them to complete certain puzzles in unintended ways.

Fire

The Fire spell allows the player to do a large jump into the air a few times the player's height to reach higher platforms or cross certain gaps. It also moves the player forward horizontally slightly as well.



Teleport

The Teleport spell allows the player to teleport backwards from the direction the player is facing and phase through certain obstacles throughout the game. When the player presses the button once, an arrow appears showing the player's current facing direction, then the teleport activates on the second press of the button.



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Summon

The Summon spell allows the player to summon a small rabbit which the player can pick up and hold, to place onto buttons used for solving puzzles. The summon is also needed to defeat the final boss.



Ice

The Ice spell allows the player to inhibit their movement by freezing their feet, not allowing them to control their character normally. However, the spell allows you to cross certain fields that are normally non-traversable by sliding through them. The spell is also used to be able to use the slides seen in the final boss level where the spell can be activated above them, allowing the player to pick up speed on the slope, and launch across to clear large gaps.



Miscellaneous Puzzle Mechanics

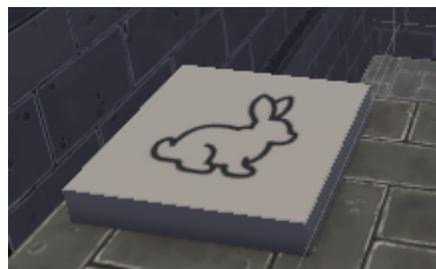
Summon

The Summon rabbit is created when using the summon spell as mentioned before. The narrator shows clear dissent towards it, leading the player to inevitably finish off the boss by dropping the rabbit on his head. The rabbit also weighs down pressure plates used for solving puzzles.



Pressure Plate

There are various pressure plates throughout the game that are used for solving puzzles. These plates can activate and deactivate platforms needed for platforming and they can open doors. All the plates can be weighed down by Gronk, but each of them has a symbol on them to signify what else can weigh them down. (Example below shows plate weighed down by summon)



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Levels

Intro

The player is first greeted with an intro cutscene of the narrator welcoming the player to the academy. The player can then walk around this small room where there is a hint to have the player melee the barrels, which are clutter and can be moved by the player, in front of the large door, and then melee the door itself to progress to the next level.



Fire Spell

This level introduces the player to the first spell, the fire spell, through narration that tells the player to go pick up the scroll at the bottom of the pit. In the pit there is a dead wizard and a scroll next to him which gives Gronk the ability to use the fire spell, which he then must use to light himself on fire to get himself out of the pit and progress to the end of the room.



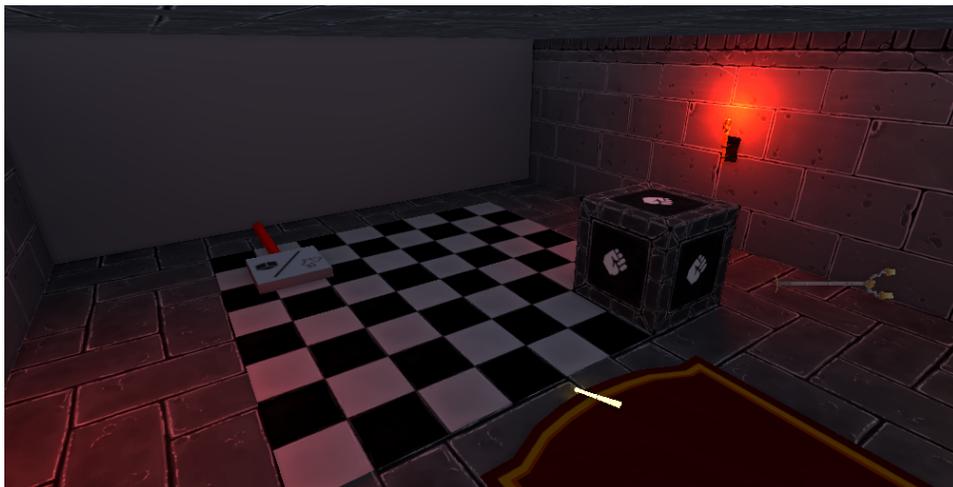
Teleport Spell

This short level gives Gronk the teleport spell which allows him to teleport through specific objects throughout the game, which currently have a dilapidated wood texture to signify them. The player must use the spell correctly to get past the wall and progress to the next level.



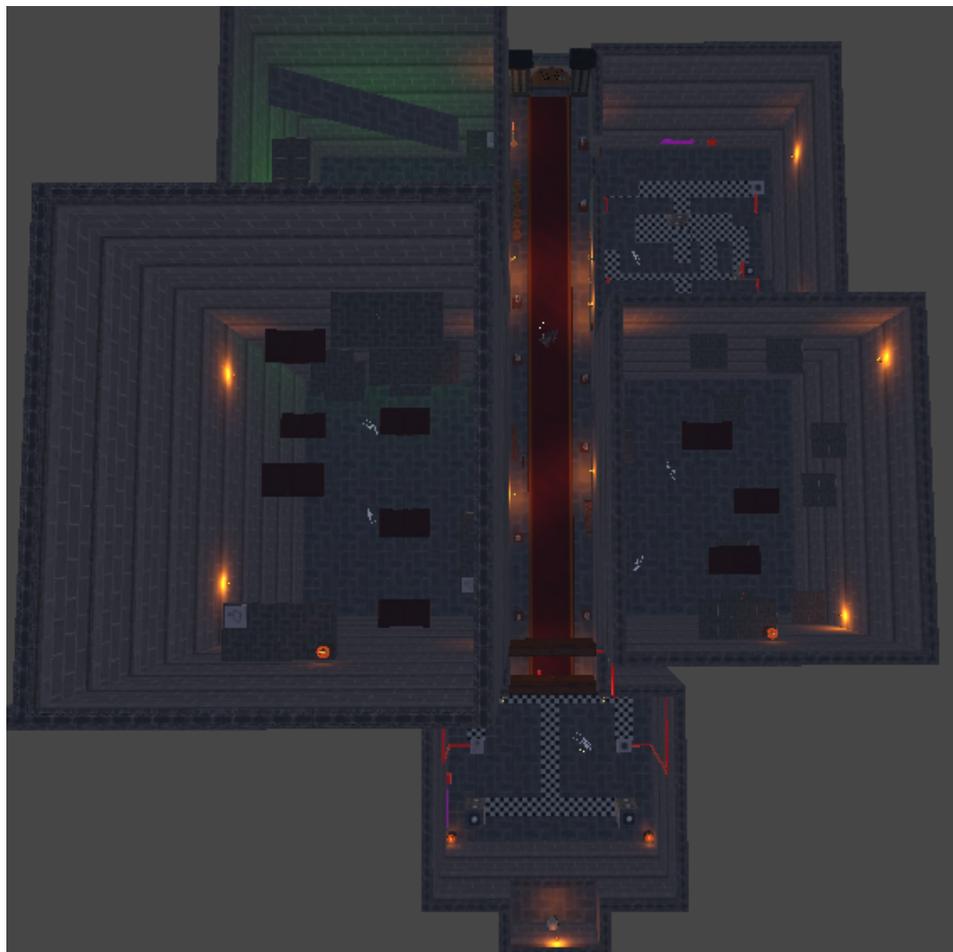
Summon/Push Block

This level is similar to the last level where it introduces a single spell and shows the player how they can use it. This one provides Gronk with the summon spell and shows the push cube mechanic allowing the player to either push the cube onto the button or place the summon on the button to progress to the next level.



Ice Spell

The fifth level is a main puzzle level with five separate rooms that need to be solved by the player to progress. Each room has a wand at the end of it, and all five wands need to be collected by the player to open the door to the next level. This level introduces the final spell, the ice spell, which is required to complete one of the puzzles in this level. This is the first level to introduce a main gameplay element of the game, which is combinations, or the use of multiple spells to accomplish a task/solve a puzzle. The player may need to use different combinations of the spells in quick succession adding some difficulty and depth to the mechanics.



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Final Boss

The final boss fight introduces an AI element to the game where the boss shoots magic projectiles every few seconds at the Gronk, which the player must dodge to avoid being thrown off platforms and causing the player to lose progress. The final level uses spell combinations to complete certain platforming puzzles. The player must break each of the three orbs keeping the magical shield of the boss active. Once the player has deactivated the shield, they can then defeat the boss by dropping the summon rabbit on top of the boss causing the final cutscene to play and then rolls the credits.

