

Weveana

videogame name

CHAKIÑAN

doc version 0.1

# GAME SUMARY

## CHAKIÑAN

Chakiñan is a 2D platformer video game with puzzle and adventure elements, where the player will uncover a series of clues to discover the whereabouts of their missing parents.

Navigate through traps, climb ladders, swing from ropes, and utilize various other elements to progress through the different levels of the game.



### Platformer, Adventure Puzzle

A game where the main mechanics involve running, jumping between platforms, and solving puzzles. Examples of such games include Lode Runner.



### Lateral camera

A 2D sideview game, the camera follows the player.



### People target

A game primarily targeted at individuals aged 12 and up, who want to enjoy an adventure and complete various quests to finish the game.

## System target

### OPTION 1

#### Web build



A web browser game that can be easily loaded on most mobile devices. The game will be hosted in the cloud and only needs an internet connection to load, regardless of whether the mobile device is iOS or Android.

The hosting can be primary Itch.io or destinated web site.

### OPTION 2

#### Android build



The game is uploaded to the Android store. This version, once downloaded, can be played on Android mobile devices without an internet connection. It needs the permission of the Android store to be published and must pass some technical tests.



# HISTORY

Carlitos y Martha son dos jóvenes hermanos ecuatorianos. **Un día sus padres han desaparecido dejando un pequeño rastro** que los lleva a buscarlos en las instalaciones de un viejo taller.

Al unir varias pistas, los hermanos siguen distintos paraderos en los que posiblemente estuvieron sus padres, lo que los lleva por diferentes países y zonas que conforman una ruta de migración ilegal.

Los hermanos se ven involucrados en distintas situaciones que evidencian las condiciones precarias de migración, los campamentos de refugiados, la separación familiar y muchos otros peligros durante el viaje.



Referencial game art

## GAME OBJECTIVE AND TYPE

Solve the different mission puzzles on each level.

Talk to NPCs and collect their stories.

Get through many missions and save Carlitos and Martha's fathers.

Investigate the various stories and learn more about the migration problems that can affect people worldwide.



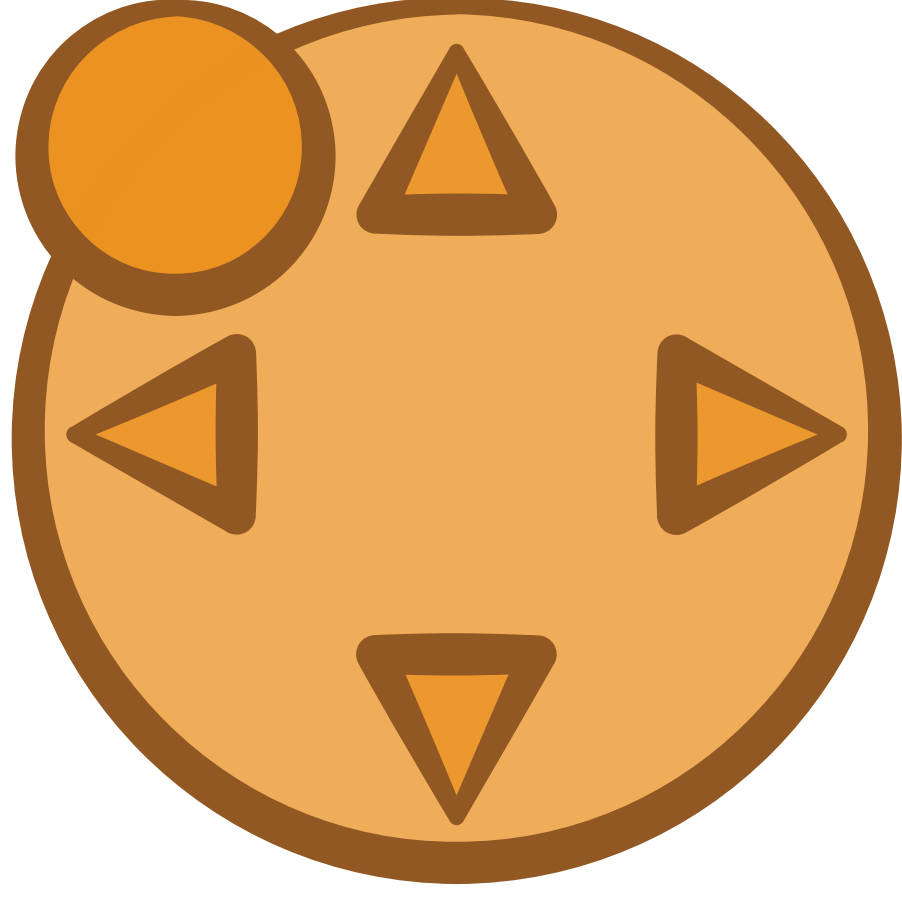
Collect history cards





# MECHANICS AND CONTROLLERS

## virtual joystick

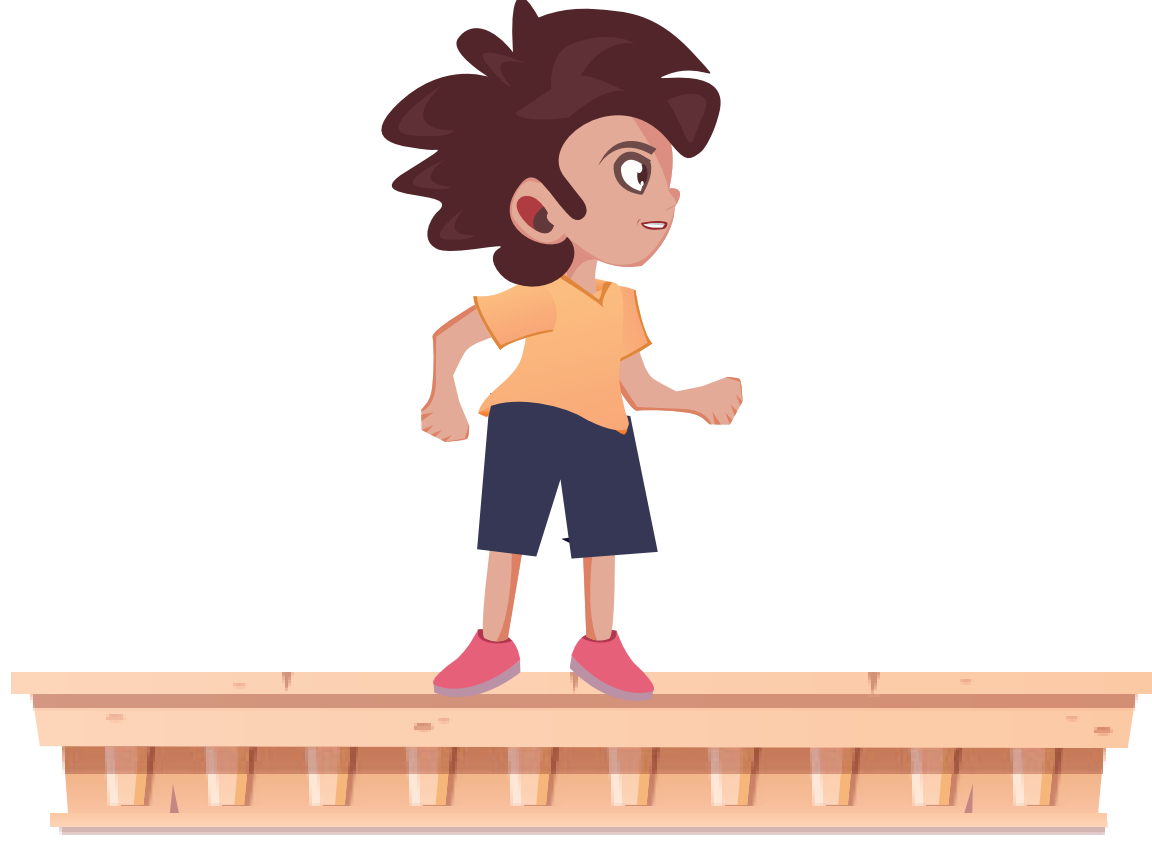


The game will use a virtual joystick developed exclusively for this project. With it, the player can control the main character in the natural directions: left, right, up, and down. Additionally, depending on the distance the joystick is moved, the player can control the character's speed.

## some movements

### IDLE

In his natural standing pose, when Carlitos is idle, he will sometimes scratch his hair.



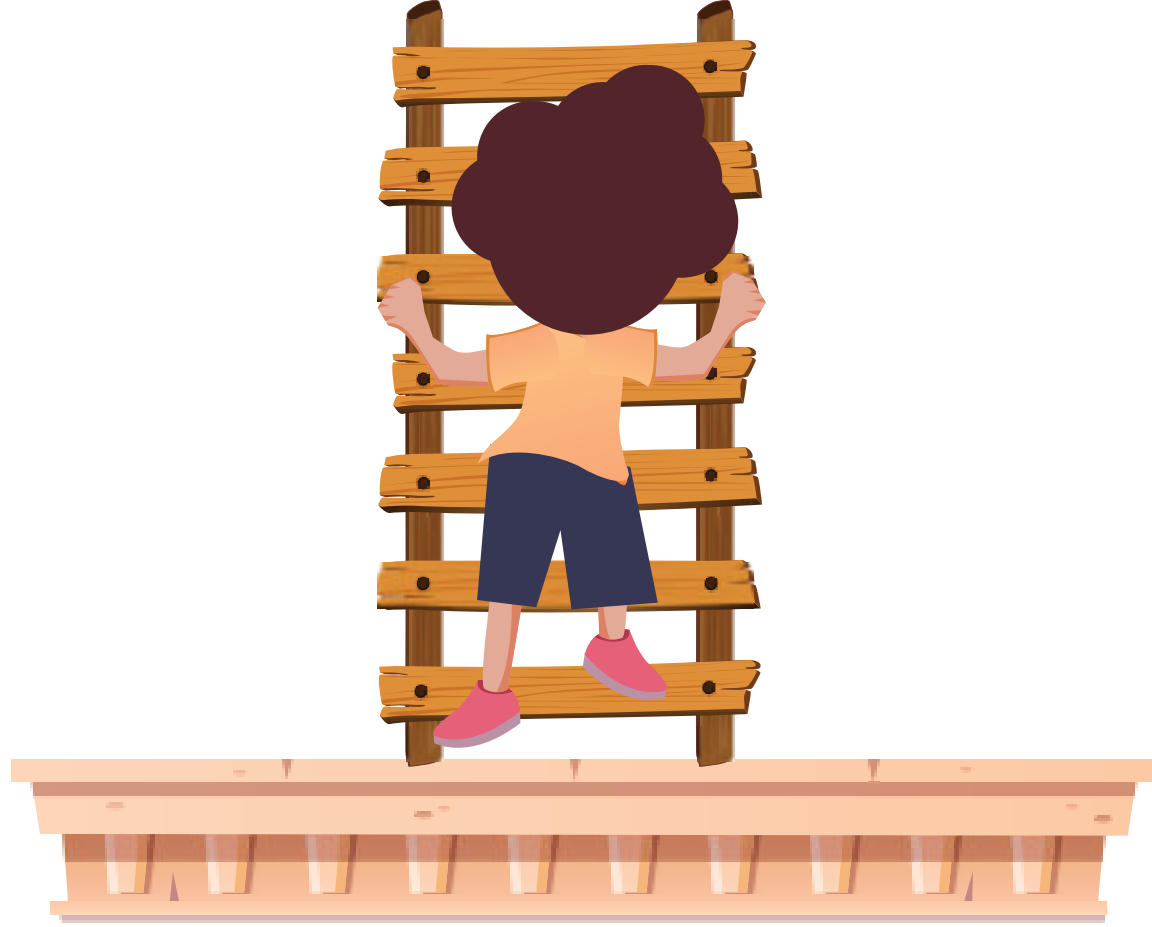
### RUN

When the controller is set, Carlitos will run sideways, showing a cool action pose.



### CLIMBING

One way Carlitos can go up is by climbing ladders. To do so, the character just needs to approach a ladder and use the controller to climb up.



### JUMP

It's not a platformer if the character can't climb, so Carlitos will jump when needed.



## Other mechanics

### Telepod

Sometimes the map will transport Carlitos to other places, when stepping on some teleporting objects.



### PUSH AND PULL

Carlitos can push and pull some objects, for discovering some items or accessing other places.



### ROPES

Carlitos can use ropes to balance from point A to point B.



### DESTROY OBJECTS

The game sometimes uses physics properties, like gravity, to simulate the rolling and dropping of objects such as soccer balls.





# TECHNOLOGY

## OPTION 1



The web game framework for building HTML 5 games, ready to be published like any other web technology.

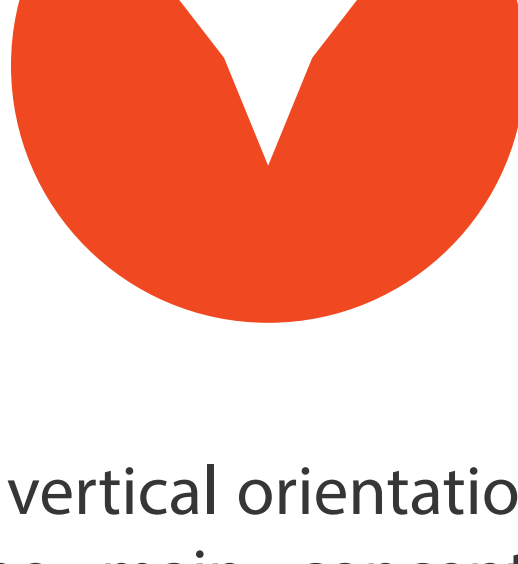
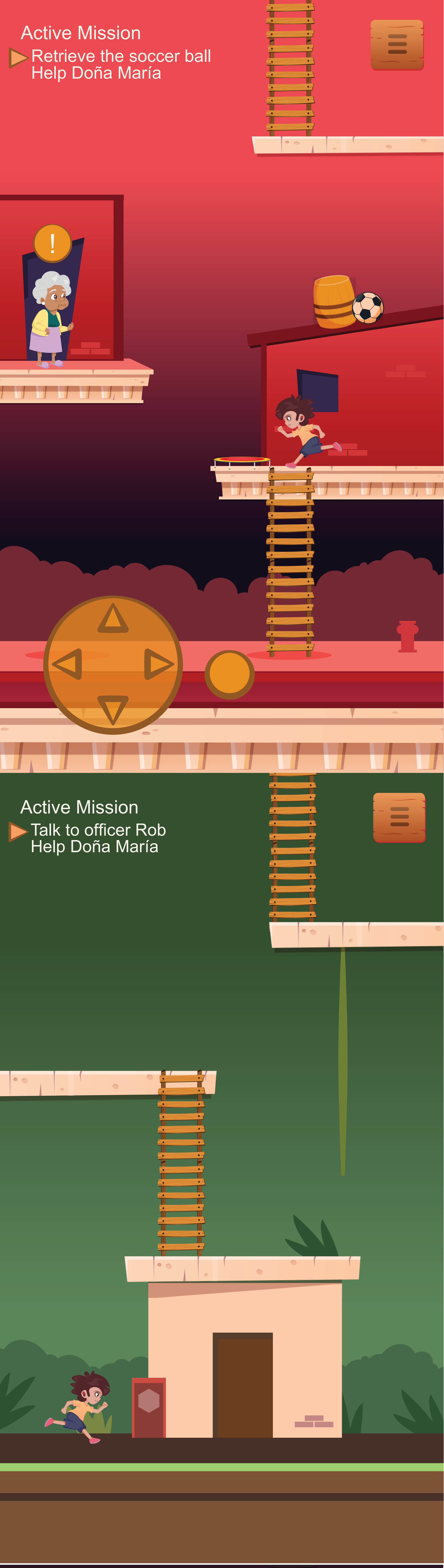
## OPTION 2



The web game framework for building HTML 5 games, ready to be published like any other web technology.



## GAME EXPERIENCE



Due to the vertical orientation of mobile phones, the main concept relies on Carlitos always going upwards, with the camera following him as he finally reaches the top ladder.



"Sometimes, Carlitos will come across NPC players who will ask him to complete missions, such as retrieving items or collecting objects."



# TECHNOLOGY

## OPTION 1



The web game framework for building HTML 5 games, ready to be published like any other web technology.

## OPTION 2



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# PRODUCTION ADN DEVELOPMENT

## Team size



Lead  
Designer



Developer



Game Artist

PLUS



SUPPORT

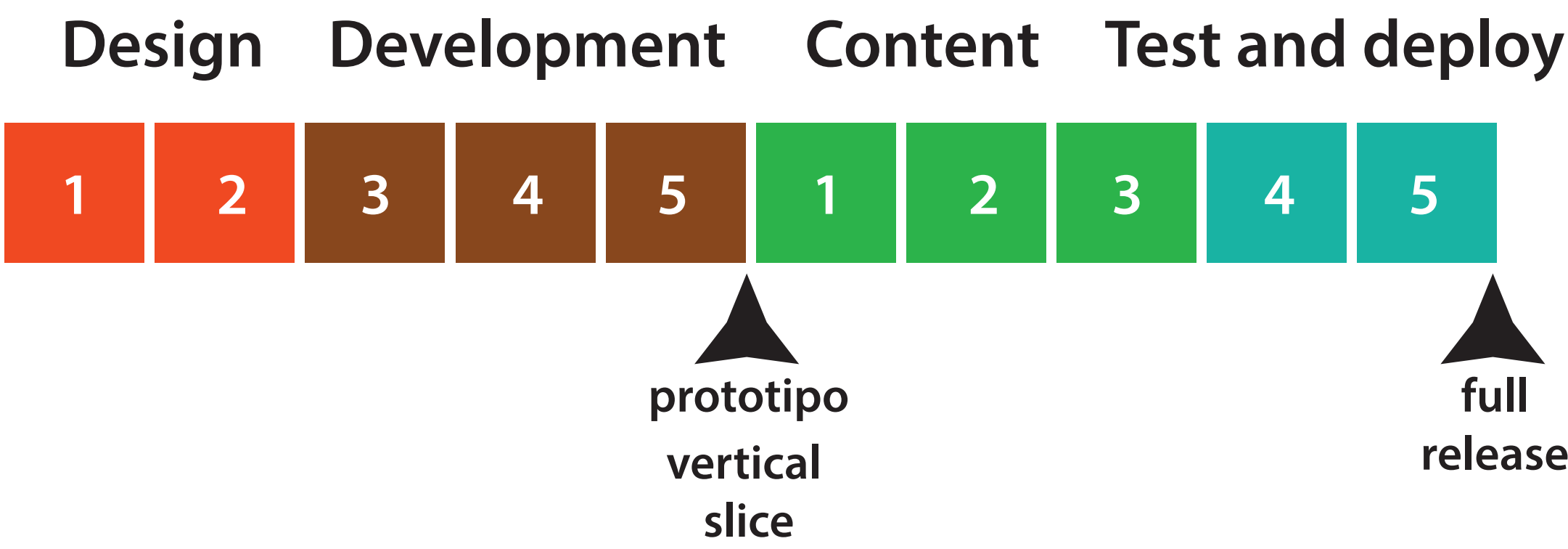


## INVESTMENT

USD 10.000

FULL REALEASE MARCH 2025

## PRODUCTION SCHEMA



Awaiting your approval

CHAKIÑAN