

# Technical Design Document

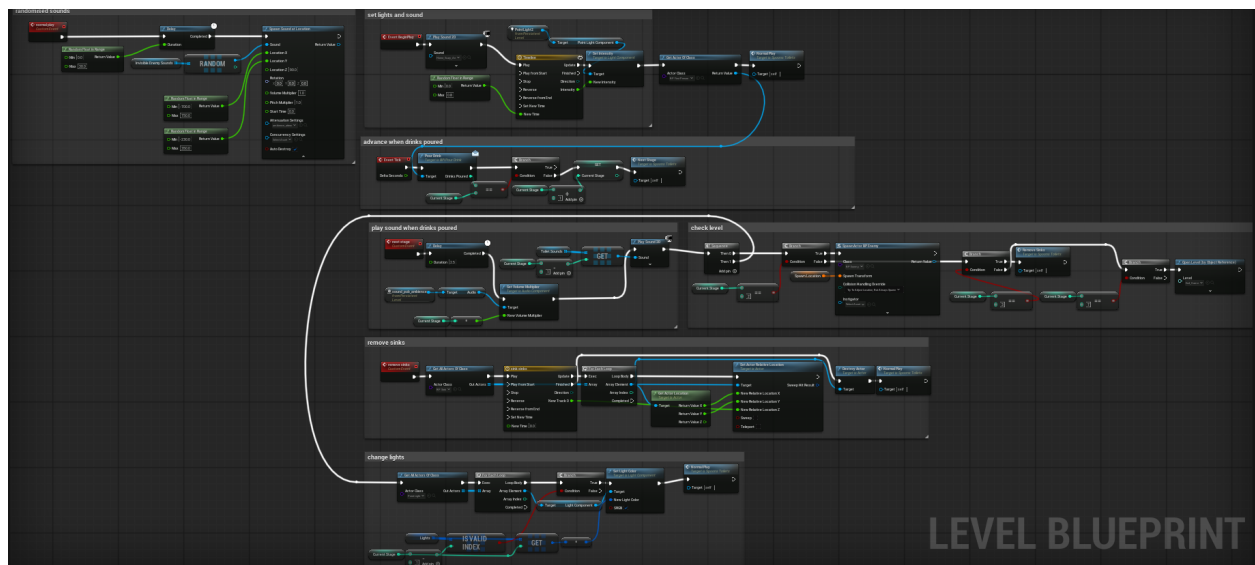
## Technical Design Documentation for Wetherspoons Horror Game

In the game the player must pour pints of Guinness down the sink or toilet to escape the Wetherspoons toilets. If they do not drink or work fast enough they will lose the game. Every time the player drinks they will become more drunk.

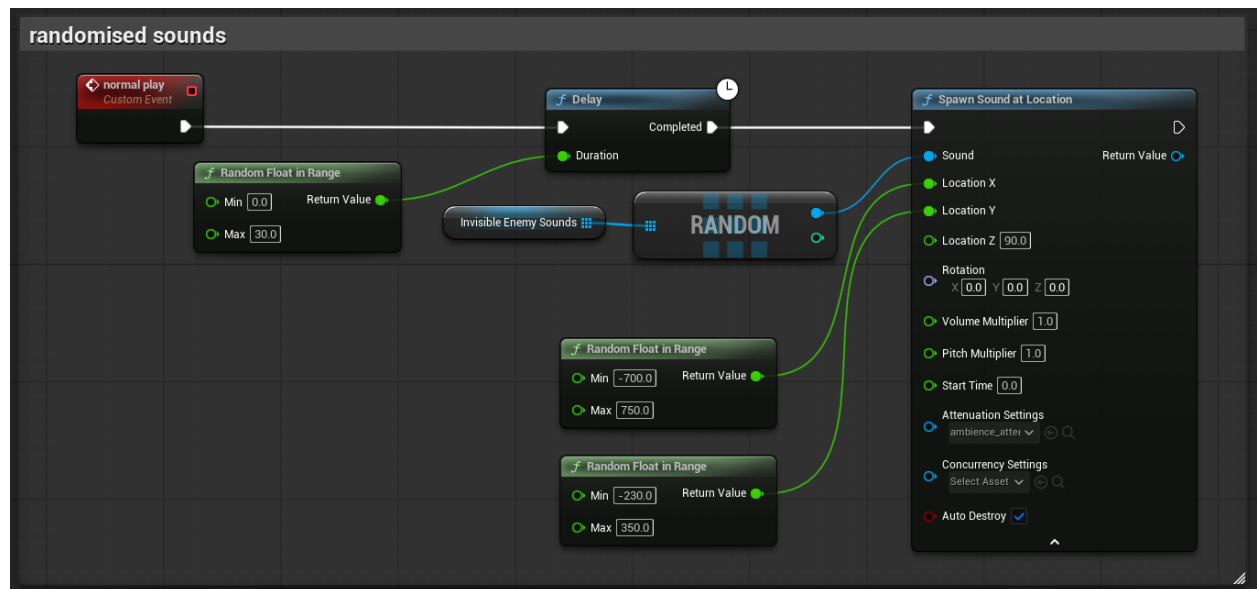
The main goals of the following blueprints are:

- Allow players to pick up drinks, removing them from the level
- Allow players to pour drinks
- Advance the game when drinks are poured in the sink
- Allow players to drink drinks
- Create a 'drunk' mechanic using camera shake
- Add a timer to end the game
- Add sound
- Make the game harder as the player advances

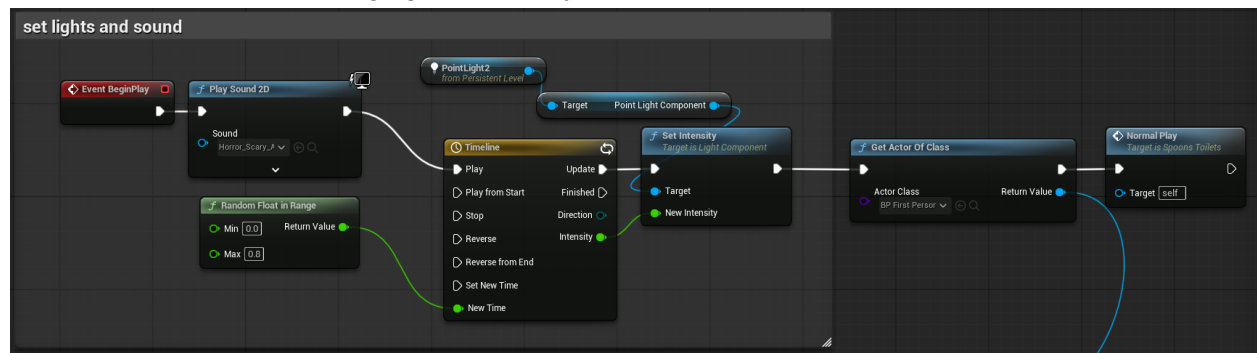
### Level Blueprints:



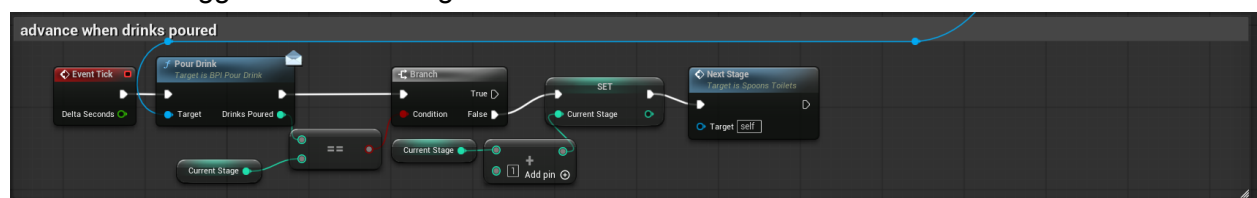
Blueprints to generate randomised sounds (toilet flush, cough ext.) across the level



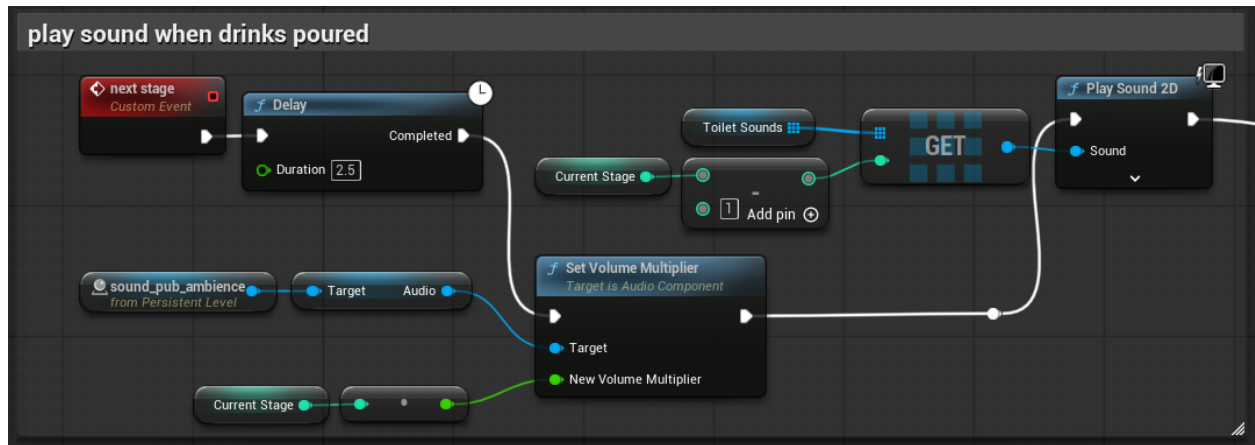
Blueprints to create flickering lights and play ambient pub sounds.



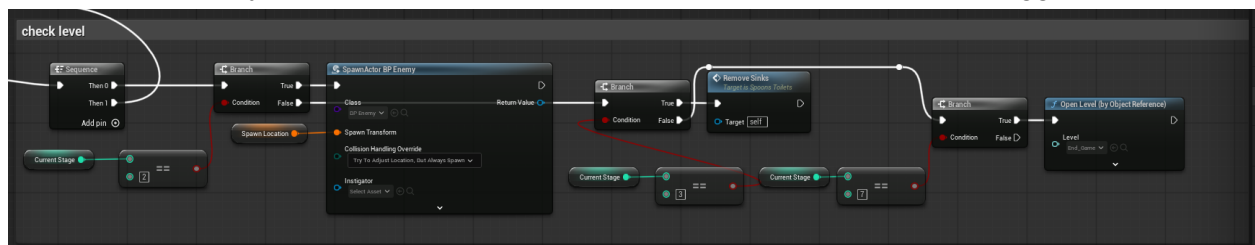
Advance the level when drinks are poured down the sink or toilet. Increases the current stage variable and triggers the 'next stage function'.



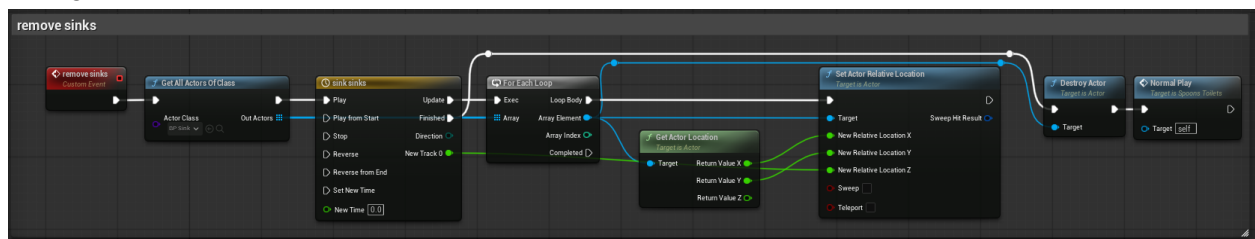
Blueprints to increase the volume of ambient sound as the game advances. The next stage function is triggered every time a drink is poured.



Check how far through the game the player has advanced. When the correct levels are reached, the enemy will be spawned in or the 'remove sinks' function will be triggered.

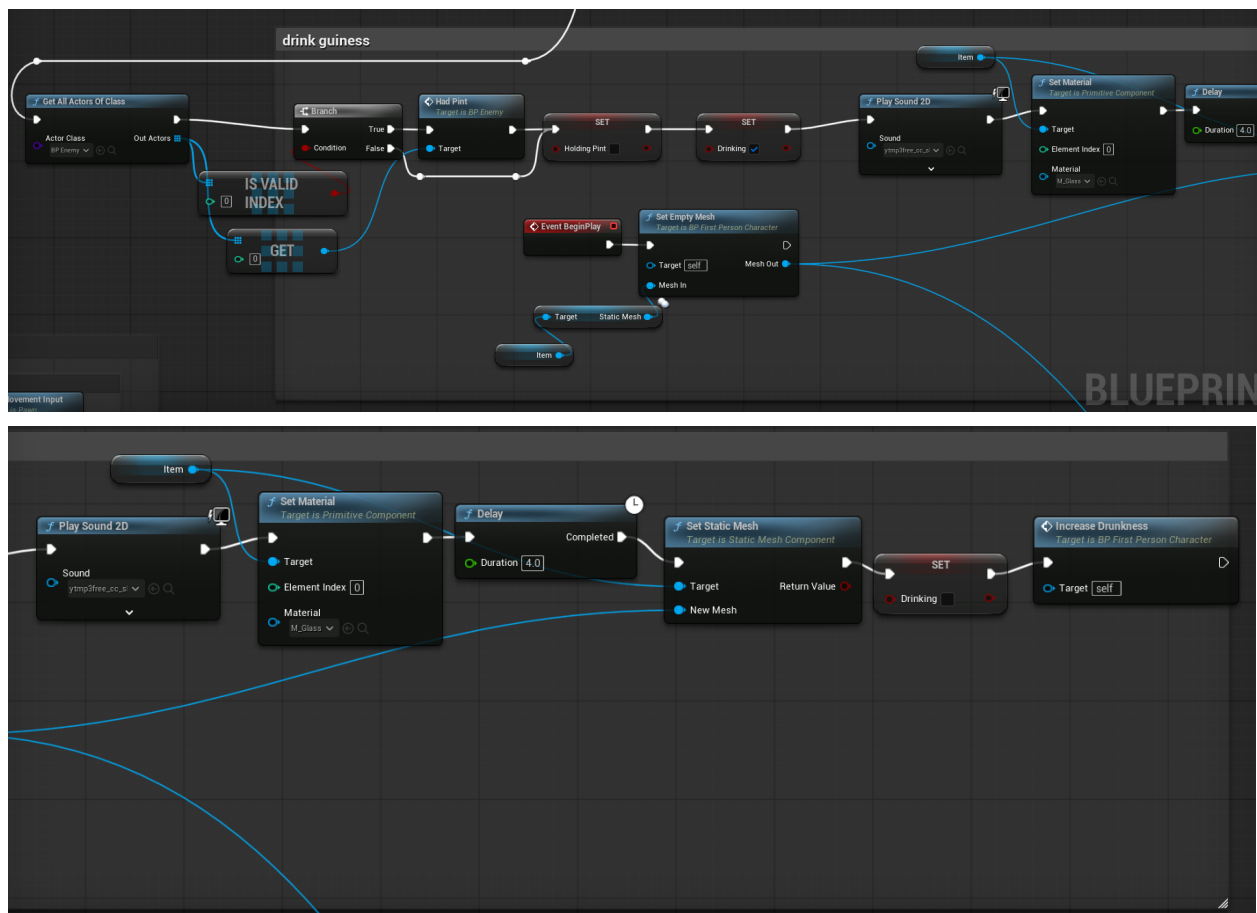


Blueprints to make the sinks disappear into the ground when the player has advanced far enough.

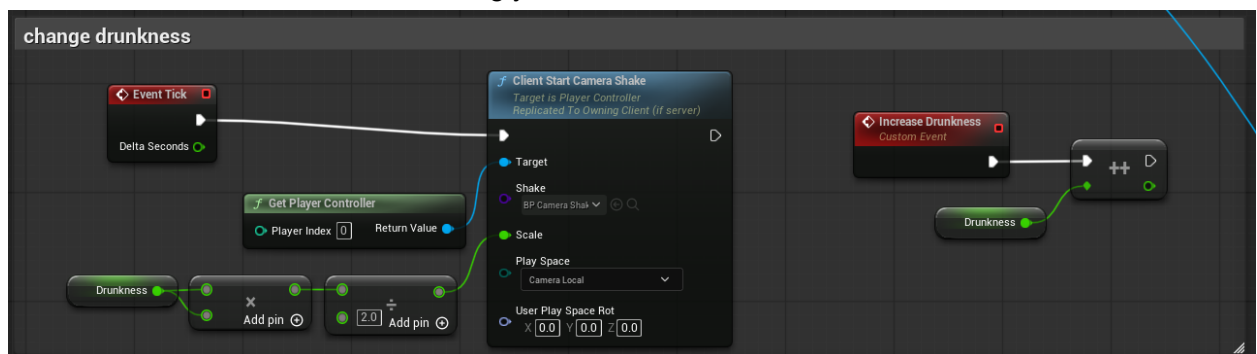


## The image displays a complex Unreal Engine Blueprint graph. It features several input components at the top: "Camera Input" with "LeftClick" and "RightClick" events; "Movement Input" with "LeftClick" and "Forward/Backward" events; and "Jump Input" with a "Jump" event. These inputs are connected to a central logic section. Key logic elements include "Set up axis" which configures axes for movement, "With up axis" which handles vertical movement, "Change rotation" which manages character orientation, and "Get delta" which calculates time intervals. The graph also includes various utility nodes like "If Valid", "Max", "Min", and "Clamp". The bottom right corner shows a large blue logo, likely representing the game's branding.

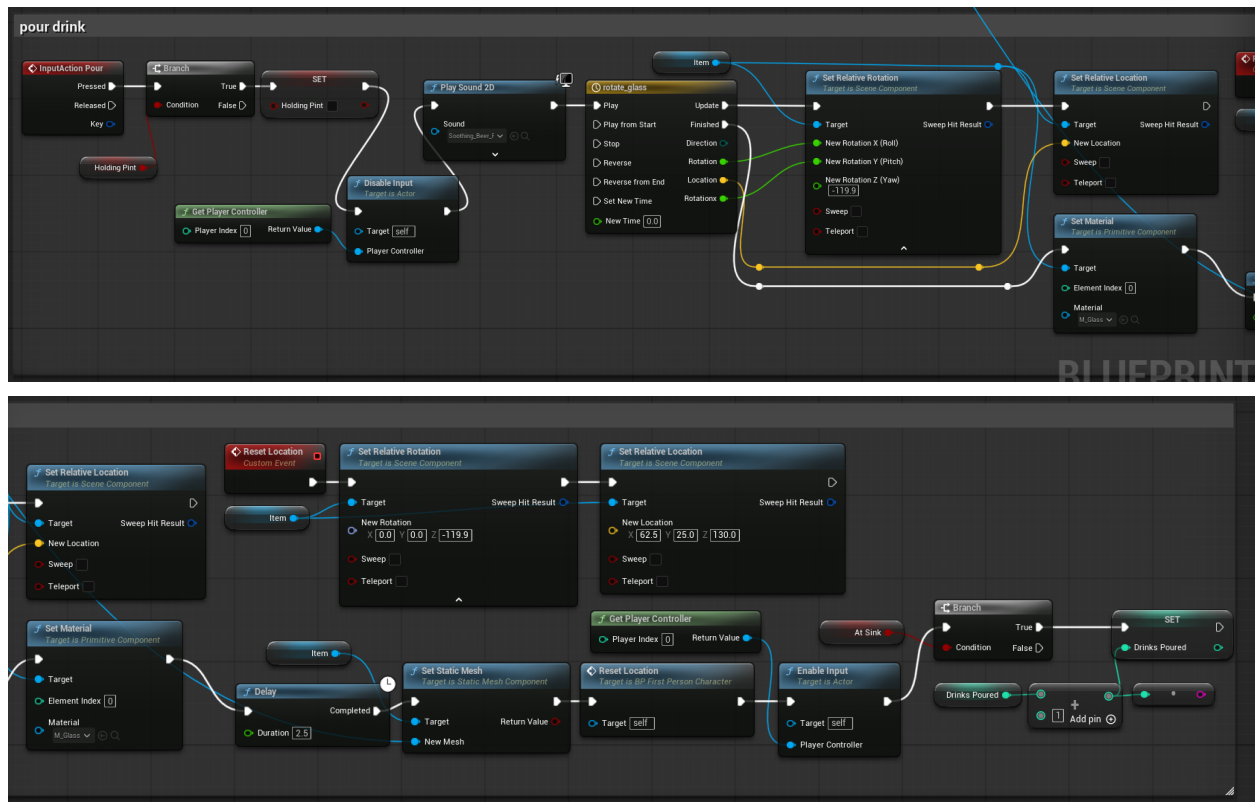
Blueprint allowing players to drink the Guinness in their hand. This will play a sound effect and empty the glass, before it disappears from their hand and also triggers the 'increase drunkenness' function



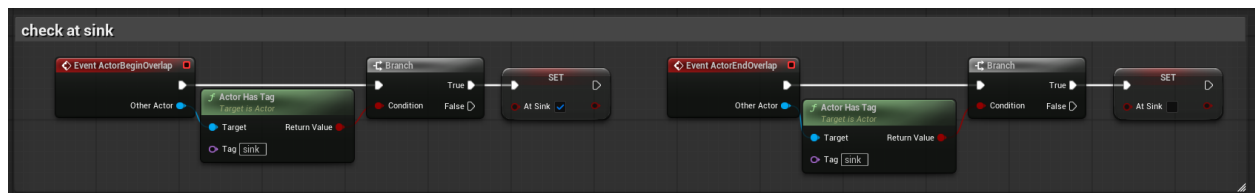
Blueprints to increase the player's drunkenness. The 'Increase Drunkenness' function is triggered when the player drinks a Guinness. The Event Tick checks the player's drunkenness level and increases the camera shake accordingly.



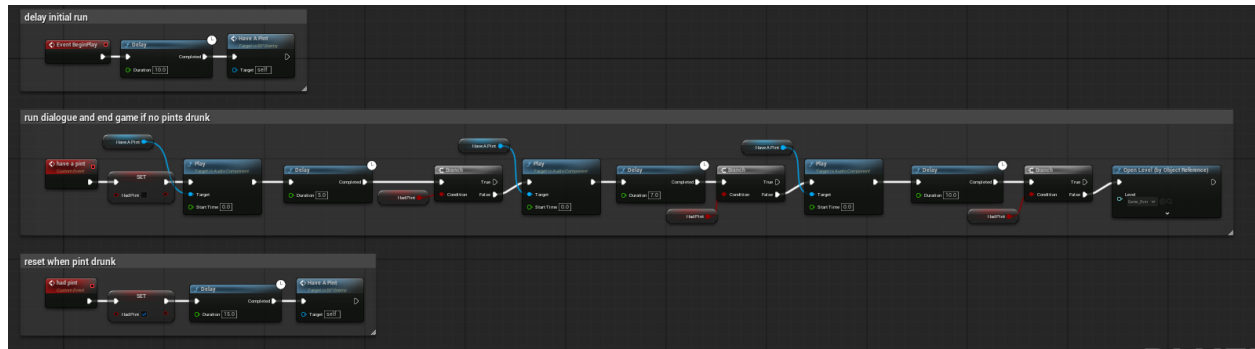
Blueprints allowing the player to pour drinks out their hand. The Guinness Static mesh is rotated and replaced with the empty glass mesh. The 'drinks poured' variable is increased to trigger the level blueprint's 'next stage' function



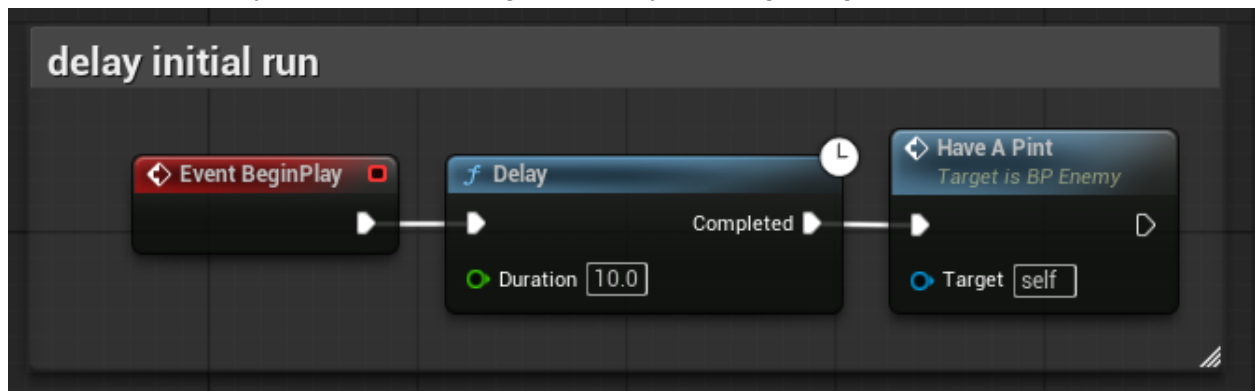
Functions to change the 'at sink' variable, ensuring the level only advances when drinks are poured at the right place



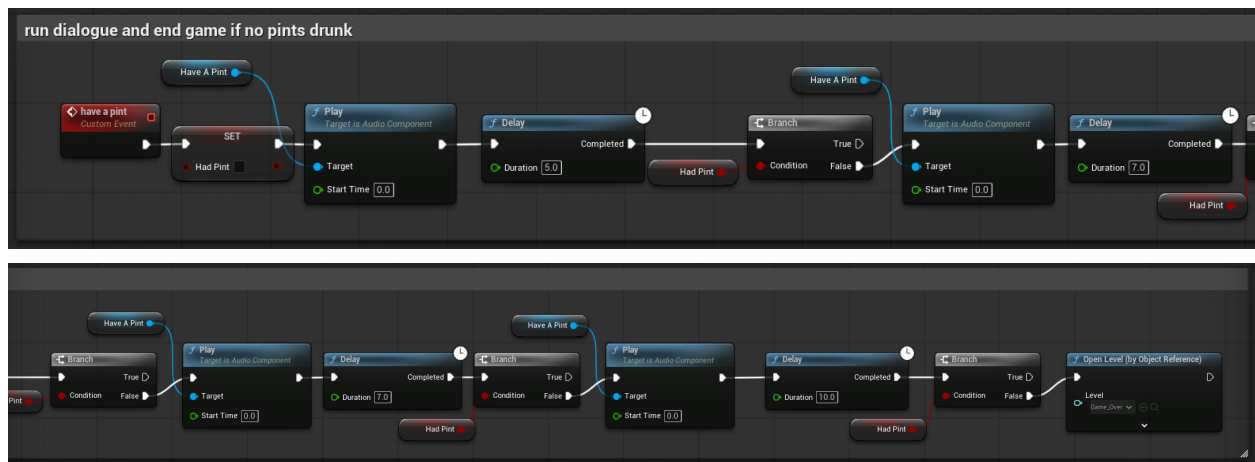
## Actor - Enemy Blueprint



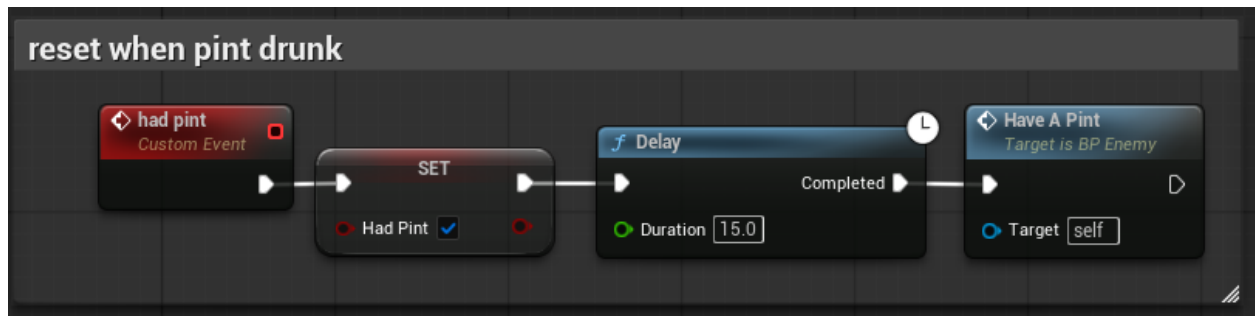
Create a short delay between spawning the enemy and beginning the voice lines



Play the enemy voice lines and start a countdown to end the game. Voice lines become more frequent towards the end of the timer to remind players to drink.

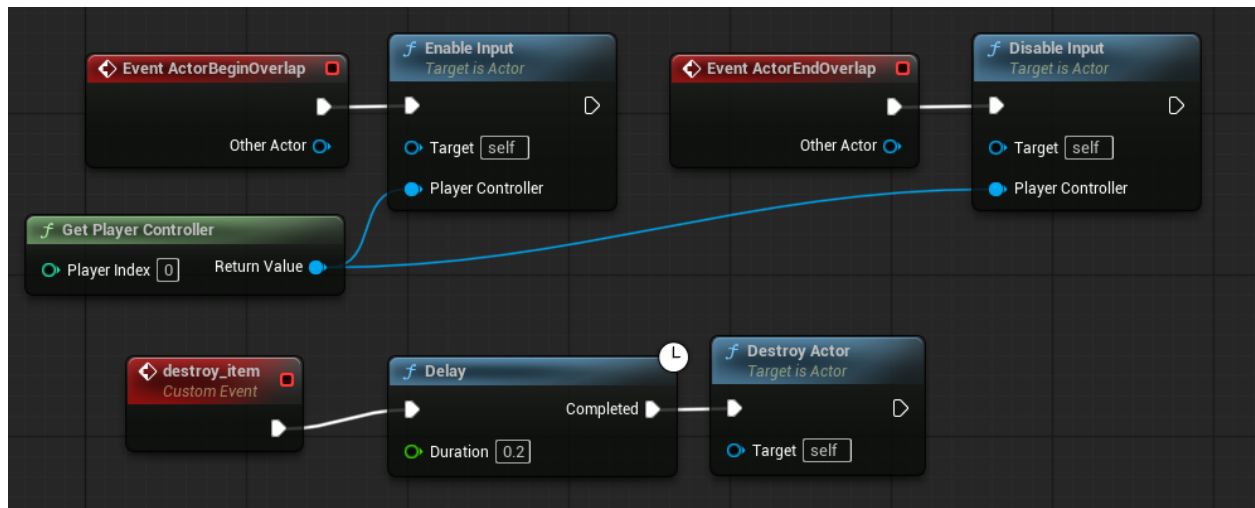


Reset the end game timer to the beginning when the player drinks a pint



## Actor - Guinness Blueprint

Check if the Guinness is overlapping and can be picked up. The 'destroy item' function is triggered upon being picked up



## Actor - Door

Makes the doors open and plays sound effect

