

# DON'T WAKE NANA

## Third Anniversary!

### Preamble

Hey everyone!

This is Jack Brinkman (jackman12359) from Jackman Games and happy third anniversary to Don't Wake Nana! Can you believe it has been three years since the release of my scrappy Clickteam Fusion game I made in four months because I was bored out of my mind during my zoom classes at the height of the COVID-19 pandemic?

Yup! Good times indeed!

This day is very special to me not only because it's the third anniversary of the biggest "thing" I've ever made, but it's also my birthday! More specifically, it's my 18th birthday. That's right! I'm officially a big boy now and I can finally make political jokes...but still not any alcohol jokes (that's still locked behind the region-locked "21" DLC). I actually graduated from high school four days ago when this doc becomes public and I'll be sitting on a beach in Mexico while sipping on a martini (Overrides the region-locked "21" DLC.)

Yahoo! ٩( ٭ )و

## What's This?

This is the Don't Wake Nana Third Anniversary Doc...duh! This doc will go over literally *everything* related to Don't Wake Nana, including development history, easter eggs, and some unused content.

You could think of this doc as like a Don't Wake Nana love-letter / virtual museum. Next thing we need to do is make this experience as museum-like as possible. We can take the Louvre route and gather a bunch of crappy Nintendo 3DS systems equipped with nasty headphones with a slow and monotonous text-to-speech voice discussing every single little thing about Don't Wake Nana. *It's like a dream come true!*

Also if by some miracle you have not played Don't Wake Nana, [\*\*GO PLAY IT!!! IT'S FREE!!!\*\*](#) This document will contain spoilers for the game so if you haven't played the game, go play it first and then continue reading.

## History

## Conceptualization

While physical development started in February 2021, the actual idea for Don't Wake Nana was created all the way back sometime in early to mid 2020. The concept of rushing to your bed in the middle of the night to avoid getting scolded by your nana was based on a true event that happened to me!

My cousin and I shared the same bedroom at the time in our grandmother's house and we would both stay up very late. We stayed up until around 4 AM every night talking, being loud and playing video games. Ever since the world was on lockdown due to the pandemic, this would become an everyday norm. Day after day, we kept staying up late...until one night, somebody unexpected came out of their room at 3 AM. I was playing a Roblox flight simulator game and then I heard something outside of the closed bedroom door. It was faint but it sounded like the aching of distant door hinges coming from the direction of my grandmother's room out in the dark unlit hall. A spike of alertness impaled me and exclaimed to me that if my cousin and I were not in bed at this hour, we could get into some serious trouble.

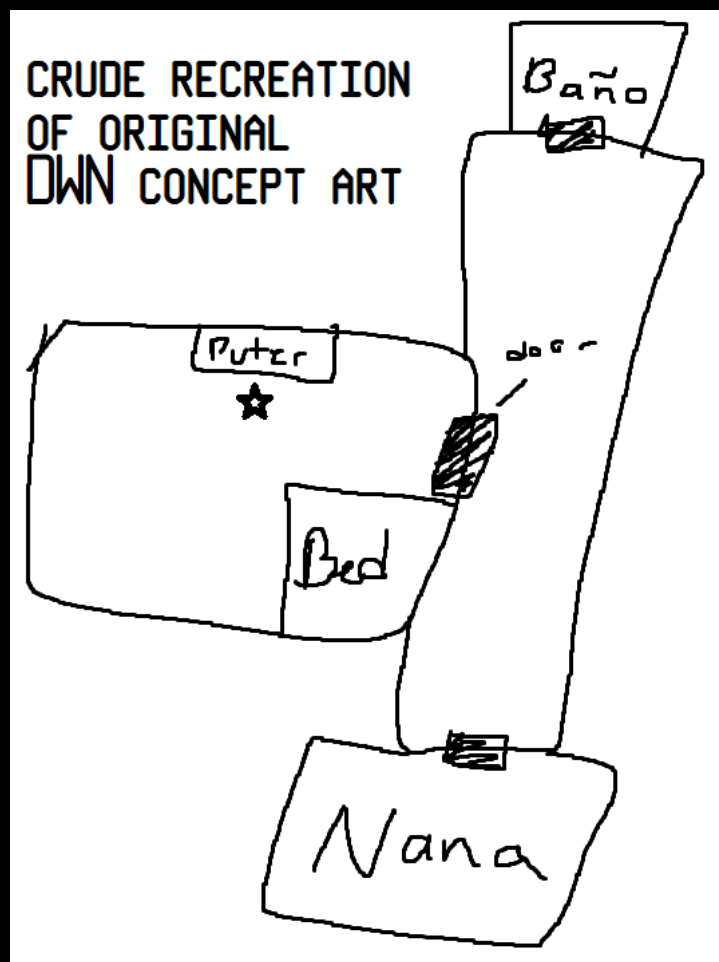
Unfortunately for my cousin, he was not immediately aware of this inevitability. Impulsively, I leapt from my chair onto the bed that rested behind me, acting as though I had already been asleep for hours. The next thing I remember was the door to our bedroom quietly opened with my cousin, clearly awake, sitting on his PC by himself. *"Off!"*

I don't remember if it was the day after or a few weeks (months?) later, but I then had the idea of making a Five Nights at Freddy's-esque horror game based off of what had happened that night with jumping in bed as the main game mechanic. I told the same cousin about this

idea and he agreed that it would be a very interesting horror game.  
I've made games before! I knew I could do it!

*Now that I think about it, I believe the "Gamer" minigame from Game & Wario also had some inspiration for the concept of Don't Wake Nana, as the concept is essentially identical.*

We both drew up some crude gameplay concepts using MS Paint and we discussed what the goal of the game would be. Unfortunately, I don't have any of these concepts saved on my PC anymore so I can't show them off but I do vividly remember some of the major ones. As a compromise, I've tried to recreate some of them for your enjoyment.



*One of the things that I vividly remember from this concept art was that the desk and computer were going to be on the opposite wall of the bed, meaning that Nana would attack from the right instead of the left like in the final game. That was one of the changes I'm glad occurred as I can imagine the animation of going from the desk to the bed being very nauseating and unnatural.*

For a very short amount of time, the original theme of the game was going to be a FNaF fan game based on the character Nana Pud from LittleBigPlanet 3. This was a terrible idea but somehow, remnants of that theme are still present in the final game. Nana's voice lines *"You're for it now!"* and *"How dare you?"* are direct quotes from Nana Pud in LBP3. I believe I planned on writing new original voice lines for Nana but I never did. Luckily, Zachary Wirth-Post did an excellent job differentiating Nana in Don't Wake Nana from Nana Pud in LBP3 in his voice work.

Another concept from earlier in development was the idea of a third antagonist. Technically, there already is a third antagonist in Don't Wake Nana which is the clock on the upper right hand corner of the computer (it REALLY becomes your enemy on hard mode). This third antagonist, however, is less figurative and more in-your-face and stabby-stabby.

The third antagonist of Don't Wake Nana was going to be a character we simply called The Doll. If you hopped in bed and just sat there without Nana or Uncle Joe roaming the halls, a little doll character would slowly poke its head up from the side of the bed, ominously watching you. If you stayed too long in bed, it would jumpscare you and end your run. Fun Fact: Back when Don't Wake Nana was still planned to feature LBP characters in it, The Doll would have been an

evil version of Sackboy. If you haven't figured it out by now, the main reason why this character would have existed was to prevent the player from just staying in bed forever and doing nothing.

This character was scrapped for multiple reasons. The first reason is that the idea of a possessed doll creature was a bit too fantastical and violent for this type of game and the second reason is that I felt it would be more annoying rather than scary. What if the player was really hiding from Nana and the doll was already at a position where it was poised to attack? I could've added a limiter on the doll so that it cannot attack when Nana's at the door, but when she leaves, the doll would attack right away. Therefore, this would make The Doll a very annoying and tedious character to deal with.



The way that I planned how Nana's AI would work in the game was going to be slightly different. In the game, there was going to be a

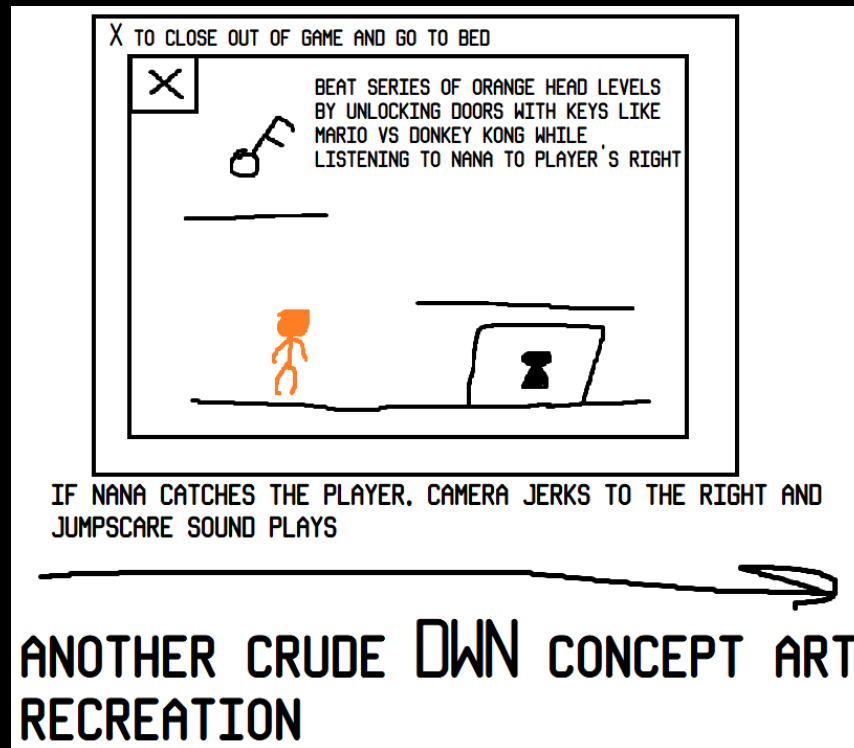
50/50 chance whether Nana was going to come into your room or she would go use the bathroom down the hall. If she goes to the bathroom, you would hear the hall door squeak, footsteps and then the closing of another door outside your room. After a minute (or whatever randomly generated time it was going to be) of using the bathroom, the door would open and she would always enter the bedroom directly. This was scrapped due to unneeded complexity and slight frustration for players. In the final game when she's out in the hall, she will enter your room 100% of the time.

Another thing that was changed during the conceptualization phase was the task on the computer. Before we had the idea of needing to finish an essay for school before a due date, the original concept was that you would have to play and finish a platformer game on the computer with loud blaring music. The music that would be playing and each keypress on the keyboard would increase Nana's chance of walking out in the hall. While this would have made the game a lot more interesting gameplay-wise, this was ultimately scrapped. The best way I can explain why it was scrapped is how I explained it to my cousin:

*"Loud music loud; jumpscare sound loud;*

*Quiet is potentially scary; Quiet + Loud =*

*Scary; Loud + Loud = Not Scary."*



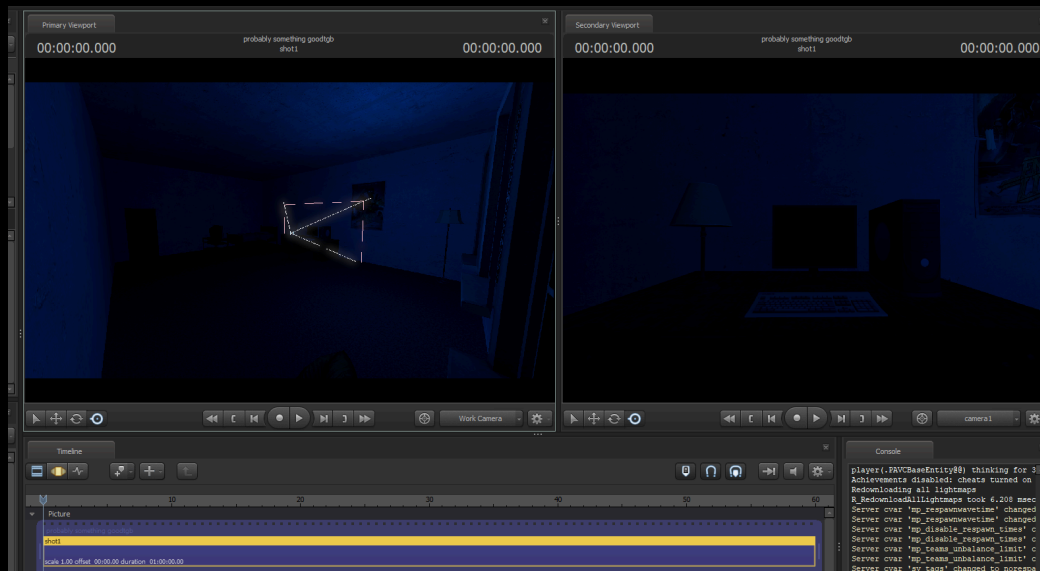
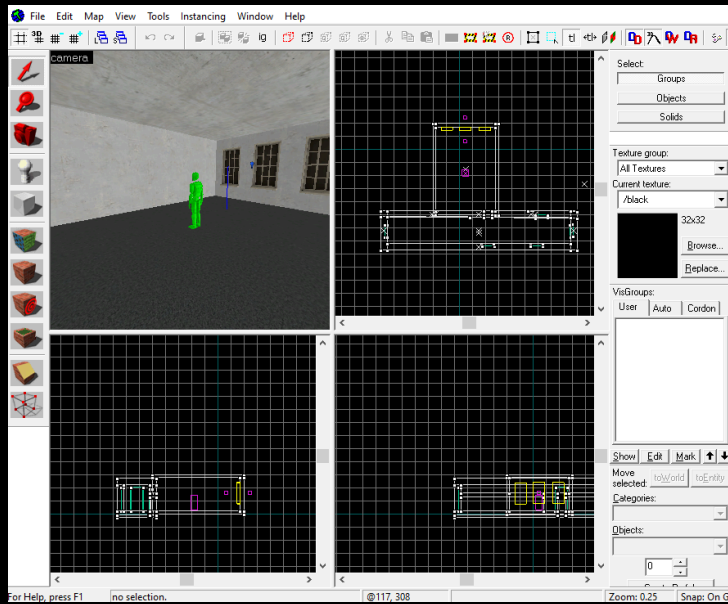
## Physical Development

I actually attempted programming Don't Wake Nana back in 2020 but then gave up immediately because programming is pretty difficult and I had no time to stay at home for months on end to quietly work on a full horror game...oh!

COVID-19 had just struck the world and entered the United States. My home state of California had multiple confirmed cases of COVID-19 and schools were shut down for the next year and a half. Welp, it looks like I finally have a reason to start working on the game now. It actually wasn't an immediate decision. I waited well into my online freshman year of high school to start working on it. As mentioned before, development started in February 2021 with basic Source Filmmaker maps and animation sequences created for the game. I



even had my sister judge and suggest a few things while I was making the bedroom map over Discord.

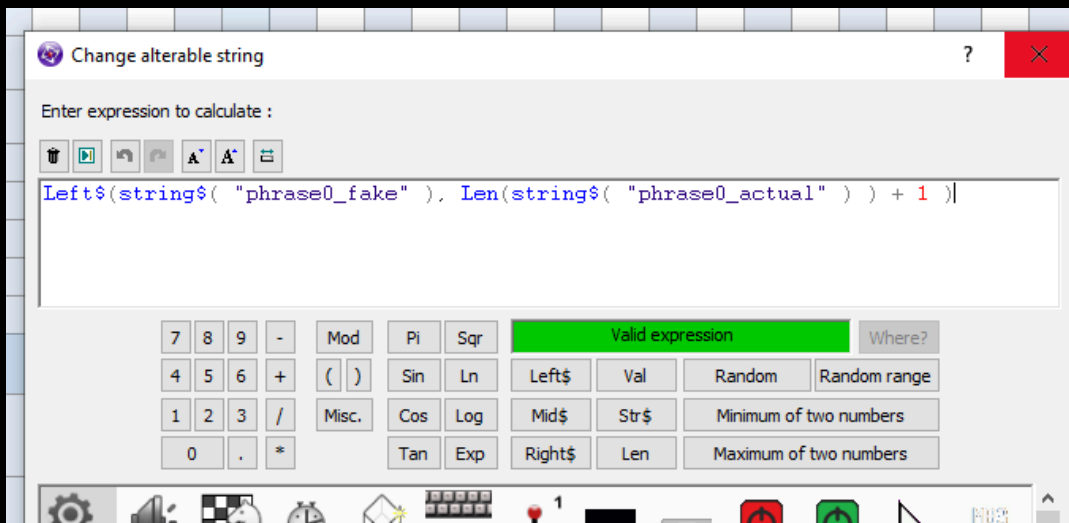


The order of actual game development was pretty straightforward...literally. The order of what was programmed and made was in the exact order of when you see them in the game. The first things I made were the warning screen, then the intro credits, the title menu, the options menu, the loading screen, the desk, the computer (kinda), the bed, etc. Needless to say, programming the

game was already going pretty well except I haven't actually programmed any of the advanced stuff yet.

The next thing on my todo list was to program the desktop computer. Now, in Clickteam Fusion (the game engine I used to make Don't Wake Nana), there are these objects you can incorporate in your games called 'Strings' which is just a line of raw text which can be displayed and altered by adding conditions to them. You can think of 'String' objects being similar to text boxes in Microsoft PowerPoint or Google Slides. The reason I bring this up is because I really hate how they work in Fusion. Adding a new character to a string object one by one requires some long and eccentric line of code that I had to steal off the internet. Even before that, you need to have ANOTHER string object off-screen with the text you want it to say in order for it to work in the first place. Even then, you have to alter the line of code so that the names match up with the names of the string objects for it to work properly. There are some other programming steps too but it's been 3 years since I worked on it so I'd like to forget about them. Other than that, BAM! I just created one singular paragraph in the essay portion! If that was tedious and confusing to you, don't worry! It's not like you had to do this 9 more times with different and varying attributes each time. Oh wait! I had to do it! Haha! \*sobs\*

Fun Fact: This was so frustrating for me at the time that I had to take a week off from even touching anything related to Don't Wake Nana in order to clear my head and come back with an open mindset. It was a good week and I had some time to do some other things...like not getting a D- in algebra (heh...so much for that.) If you were curious as to what that line of code looks like, you can now gaze at it with full glory:



*Looking back at it now, it's not as complicated when you break it down but still, it shouldn't have been this tedious to figure out how to get the achieved look I wanted.*

After slaving away for hours on the computer section of the game, testing AI, adding in sound cues and effects, debugging etc, the hardest portion of the game was finally complete! Now, it was time to add in all of the other game modes. In Don't Wake Nana, there are three modes you can play through. There's the tutorial, normal and unlockable hard modes. From what I can remember, I believe I started developing hard mode before I made the tutorial. Since normal mode was already pretty difficult, it was tough trying to make hard mode more difficult without completely breaking the game or making it impossible. I changed some of the values of the AI so that Nana and Uncle Joe come faster, I made all the audio cues quieter and the clock was a lot faster. One significant thing I did for hard mode was that Uncle Joe would be more active than Nana. I thought this change would be necessary so that more people would experience Uncle Joe and realize how much of a pain-in-the-ass he really is.

After working on hard mode, I worked on the tutorial mode which was both satisfying and aggravating at the same time. When working on

the tutorial section of the computer, it felt beautiful deleting tons of code I spent hours writing over the past few months. It then became suddenly aggravating when I realized I had to write a ton of new code in order to display all the tutorial messages correctly. This took a lot of time and multiple drafts of the message boxes in order for playtesters to truly grasp how Don't Wake Nana functions. Even then, the final version that's out today still has a typo in it that has been bothering me for years now that I haven't fixed for some reason. Let me know if you can find it!

After glossing over a few development things that are relatively trivial or uninteresting, I was able to sew the whole game together into one big giant interactive ball of scariness. After programming in INI save data functionality, the whole game was pretty much ready for release...after I tested it out on a few different devices first. I sent the executable to my cousin so that he can download and play the game for himself and something horrifying happened. A lot of the text was in **Times New Roman!** Turns out I was using the ACTUAL Don't Wake Nana font on a few string objects unrelated to the windows on the computer. Since the font I use in the Don't Wake Nana logo and menus isn't a native font on Windows computers, Clickteam defaults these string objects to Times New Roman. All I did to fix this was make new sprites identical to the strings objects. This bug really wasn't that big of a deal and it took me about fifteen minutes to fix. Still, I thought that was a fun development story.

## Final Release

After doing a final round of bug testing, the game is finally ready for release! After setting up the zip file, at midnight on June 10 2021, I

published the game both on GameJolt and the Don't Wake Nana website! Let me just say that releasing a fully completed game out to the world is one of the most thrilling experiences I've ever felt. This gave me enough inspiration to start working on another indie horror game title with better gameplay and more emphasis on story...which never came out. Hmm...

I did release a few patches for the game which mostly just fixed some stuff and cleaned up some of the menus but all that information has been released for quite some time now. There are still a few bugs in the game that still bother me to this day but I'm too lazy to look through all my garbage code from over three years ago and figure it all out again.

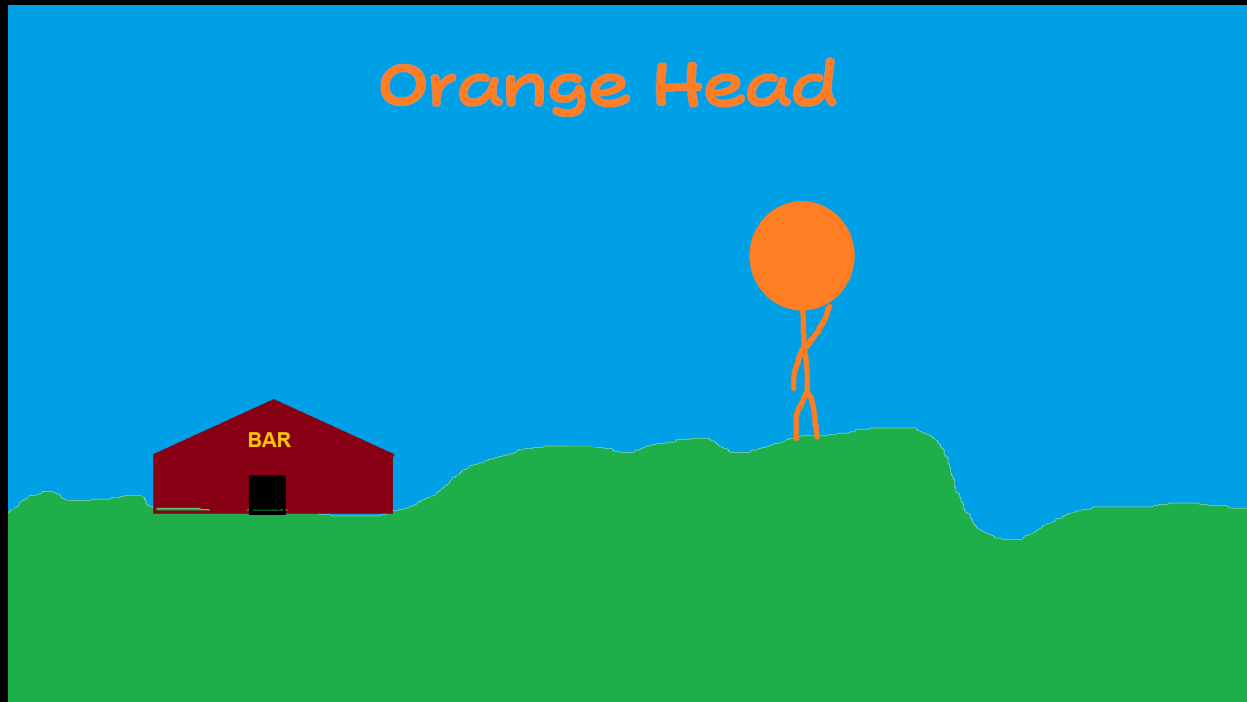
# **Easter Eggs**

## **Easter in June**

Don't Wake Nana doesn't have a super wide plethora of easter eggs but I think there are a few that are notable enough to have its own section in the Google Doc. So here they are:

There is an easter egg in the game where you can hear TF2 Sniper say a very familiar phrase. In order to hear him say that very familiar and interesting thing, you have to click on one of the characters on the poster next to the computer when playing the game...Oh! You want to see a demonstration of it? Well, too bad! You're just going to have to find that out on your own. Trust me, it's worth it ;)

I've actually made a tweet about this in the past, but there is a very hidden and obscure Orange Head easter egg/reference. On the computer, the desktop wallpaper image is obscured because of the windows on the computer itself. However, the full graphic of this exists in the game files. It's pretty poorly made but it wasn't meant to be seen in full detail when the full game came out. If you're wondering who Orange Head is, they were the main character of an old game I never finished back in 2019. The game is sort of trash but it's up on Jackman Games's gamejolt page if you really want to try it out in its very unfinished state. Maybe I'll finish that game one day...who knows?



Fun fact, in Cane Corp, there was another direct reference to Orange Head in one of the levels in the form of a poster. This one had a little more detail and this was also featured on twitter:



*I don't really know why it says '2018' when the original Orange Head game came out in 2019 but whatever...*

## Unused / Cut Content

I don't remember revealing any of the unused or cut content from the game at all at some point but here we are now! There are quite a few bits and pieces that were removed from the game, such as graphics, music and other fun things! I've already discussed some of it earlier in the doc but here are some more physical things that were close to being put in the final release but were either never implemented or were replaced for something else.

I'll start off with some of the more boring stuff, like button graphics being replaced through updates. On version 1.0.0 of Don't Wake Nana (the version released on launch day, June 10, 2021), the power button on the computer did not feature any border or outline to make it distinct with the background. A few days after launch, it really began to bother me how much they meshed with the background and I decided to change them in version 1.1.0 by adding a gray ring around them. I think they look much better now and I'm glad I changed it.

Old (Version 1.0.0)





Current (1.1.0 +)



When I was planning the game, I was originally going to make right click (MouseButton3) the button to press when you were going to exit the computer instead of clicking on a bar. The reason why I changed it from that to the current version was because I thought it would be easier to implement jumpscare and events through a singular bar instead of a measly mouse click. Remnants of this old mechanic still exist in the game files today:



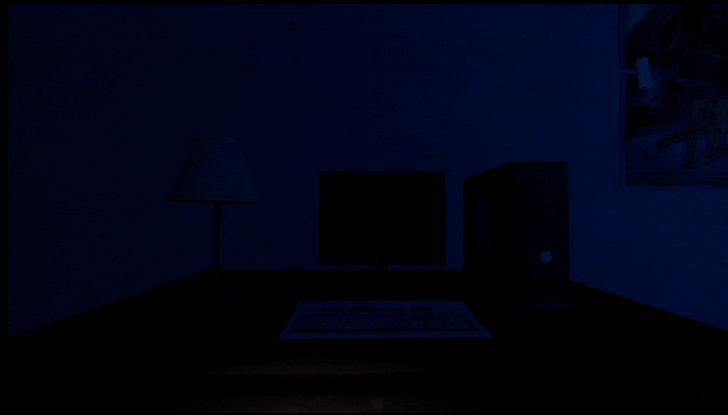
The original iconic Nana jumpscare from the trailer and in the game were going to feature completely different lighting. The lighting was supposed to be similar to the lighting on the Uncle Joe jumpscare. When I originally made the jumpscare and showed it off to my friend Zach, they said that she looked a bit “too young” and “unintimidating.”

So, instead of using a new model and reanimating an entire jumpscare, I thought it would be simpler to just affect the lighting in a way to make her jumpscare and model more intimidating. So I did, and she looked pretty spooky!

Old



New



There was originally going to be a shutting down screen whenever you turn the computer off to leave for your desk. However, due to how I programmed the game, this shutting down screen was never properly displayed in the game. I never fixed it because I honestly think it looks better without the shutting down text.

## SHUTTING DOWN...

One last thing I want to talk about was that there was going to be a Spanish version of Don't Wake Nana. I even had my friend Tazzy101 help translate every line of dialogue from the game into Spanish. I ended up recreating a bunch of graphics into Spanish all for it to not even end up ever coming out -\_- . I felt sort of bad for having Tazzy do all that work and have none of it end up in the final game. As a compromise, I added a localization credit in the credits. Here are some of the graphics I made specifically for Spanish Don't Wake Nana that never released:

PANTALLA COMPLETA

VSYNC

SUBTÍTULOS

REINICIAR DATOS

SALIR

EMPEZAR JUEGO

TÚ HAS DESBLOQUEADO



SE RECOMIENDAN AURICULARES

FIN DEL JUEGO

CARGANDO...

HAGA CLIC EN CUALQUIER LUGAR PARA REGRESAR AL MENÚ  
SALTANDO...

### What's Next?

Without going into a lot of detail, I do want to explain what my future plans are and what I'm going to do with the next few years of my life. I plan on going to college and work towards a bachelor's degree in Computer Science as that is the type of field I've been interested in for the majority of my mortal existence. I do hope that I can get a job somewhere in that field where I can be financially stable enough to be able to travel around the world. Don't worry, I'm not going to be leaving the internet or this account anytime soon. I might private some of my stuff just in case important things come up but that's most likely far in the future. Hopefully by the time you're reading this, I'm *actually* working on another game. I'm not making any promises by any means but I really want to make another game. It probably won't be any mammoth-sized projects like Cane Corp, or even anything horror-related, but I promise it will be cool. I want to spend some good time working on it and really make it the best it can be.