



One-eyed Lee  
And The Dinner Party



**This PDF contains notes, thoughts, and general behind the scenes stuff for One-Eyed Lee and the Dinner Party. Because of this, it's best to finish playing the game before checking out this PDF.**



**Beracus**

THIS IS ME.  
I'M ON A MISSION TO  
TRY AND SAVE MY VILLAGE  
FROM COLLAPSING AND I THINK  
LEE WILL HELP ME DO SO.  
BUT, IF WE BOTH DON'T GET  
OUT OF THIS BUNKER SOON,  
WE'LL DIE DOWN HERE.



**Beracus is a lot of fun as a protagonist. He's a very anxious person, with a lot of pressure on him to fix a very big problem-- which for me is very relatable... Beracus will remain the main character for all four games, despite the games being called, "One-Eyed Lee".**

**Beracus has a lot of growth (and pain) to go through with the rest of the series so please root for him. He is desperate to get back to living a normal life, I feel for him so much.**

**Since there was no natural place to put it in the game, let me say here that Beracus is a trans man. Something like that just doesn't come up when you're trapped in a horrible bunker; so it never got mentioned, but I still think it's meaningful to Beracus' identity. Also, he's gay.**



### Lee

MY TRAVELING COMPANION AND PATIENT. HIS CONDITION IS A LOT MORE STABLE THAN EVERYONE ELSE BACK HOME, SO I'M HOPING STUDYING HIM WILL PROVIDE ME WITH SOME ANSWERS. I GOTTA KEEP HIM ALIVE THROUGH ALL THIS.



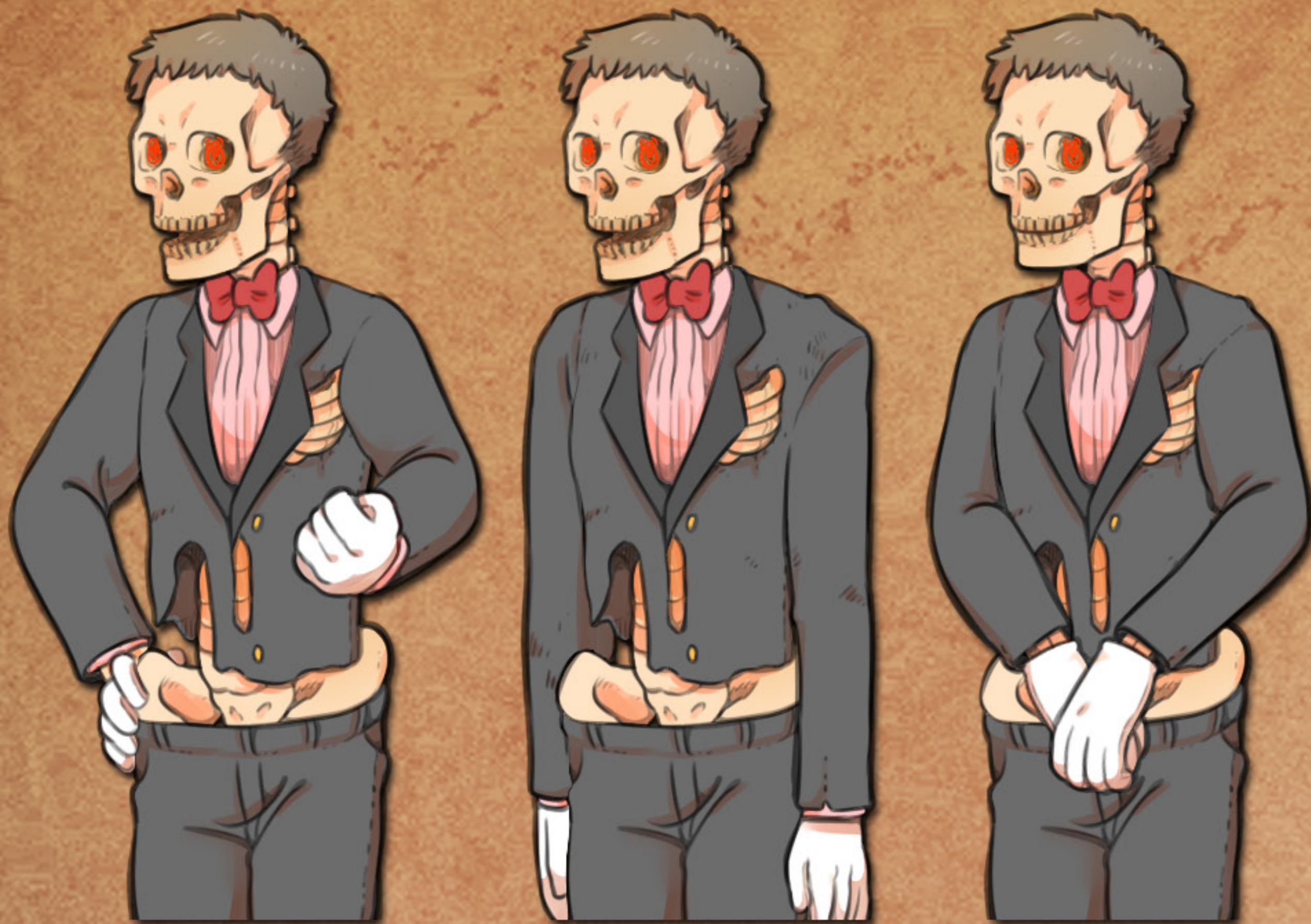
Lee is a very interesting character to write. I found myself trying to balance a bunch of different character traits while still trying to keep Lee likeable. Most people have told me they like him, so I was at least somewhat successful!

Here's hoping the best for Lee. (I say, as I already know his fate for the next three games. Uh-oh!)



Since I mentioned Beracus' sexuality, I'll speak about Lee's as well! Lee is pansexual and aromantic, he dabbles in having multiple partners but I think it's more so because he doesn't like commitment and not because he is polyam. Lee has left many, many people with broken hearts...

Lee is a cis man with a very fucked up hand, and one ear!

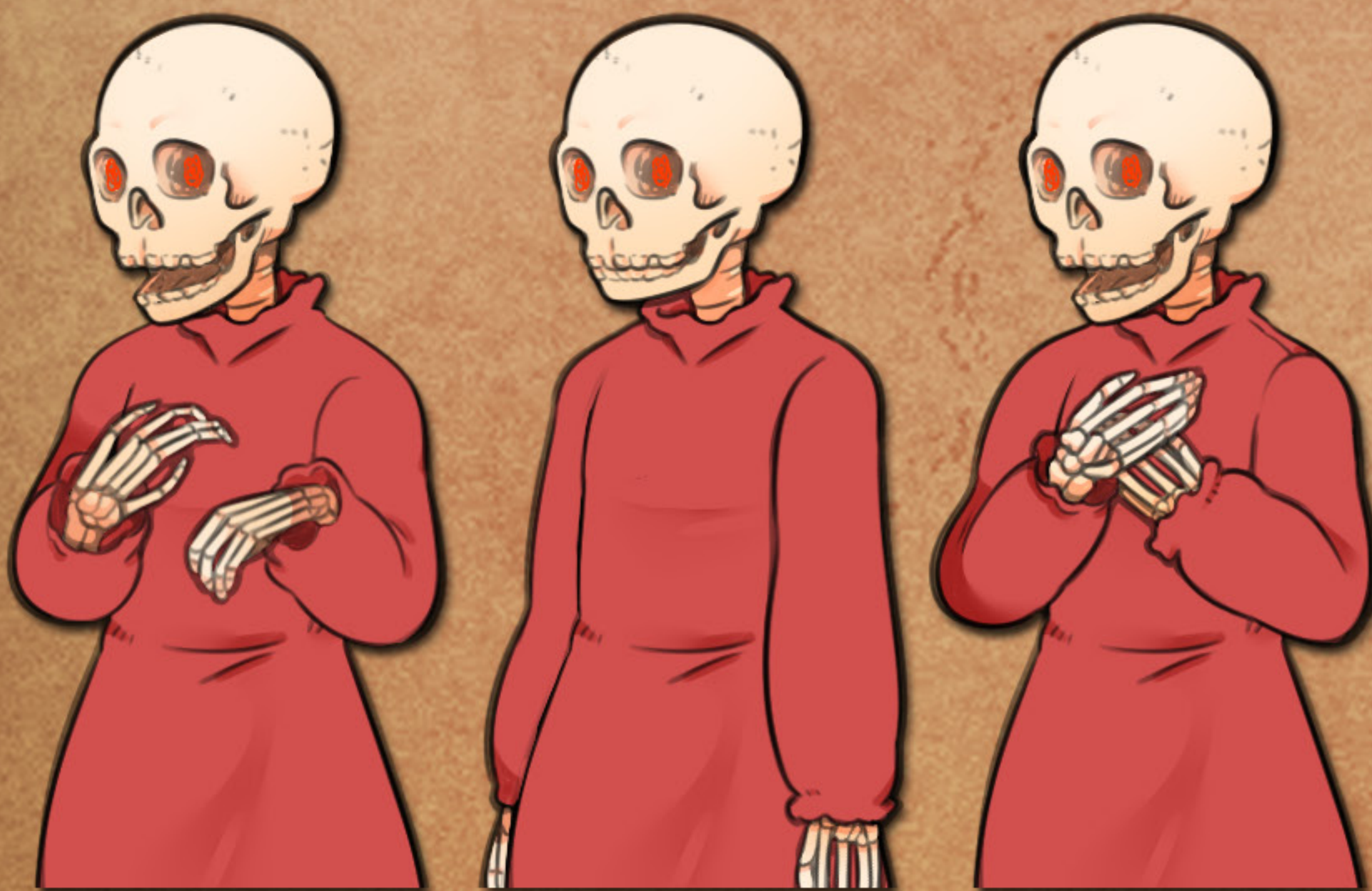
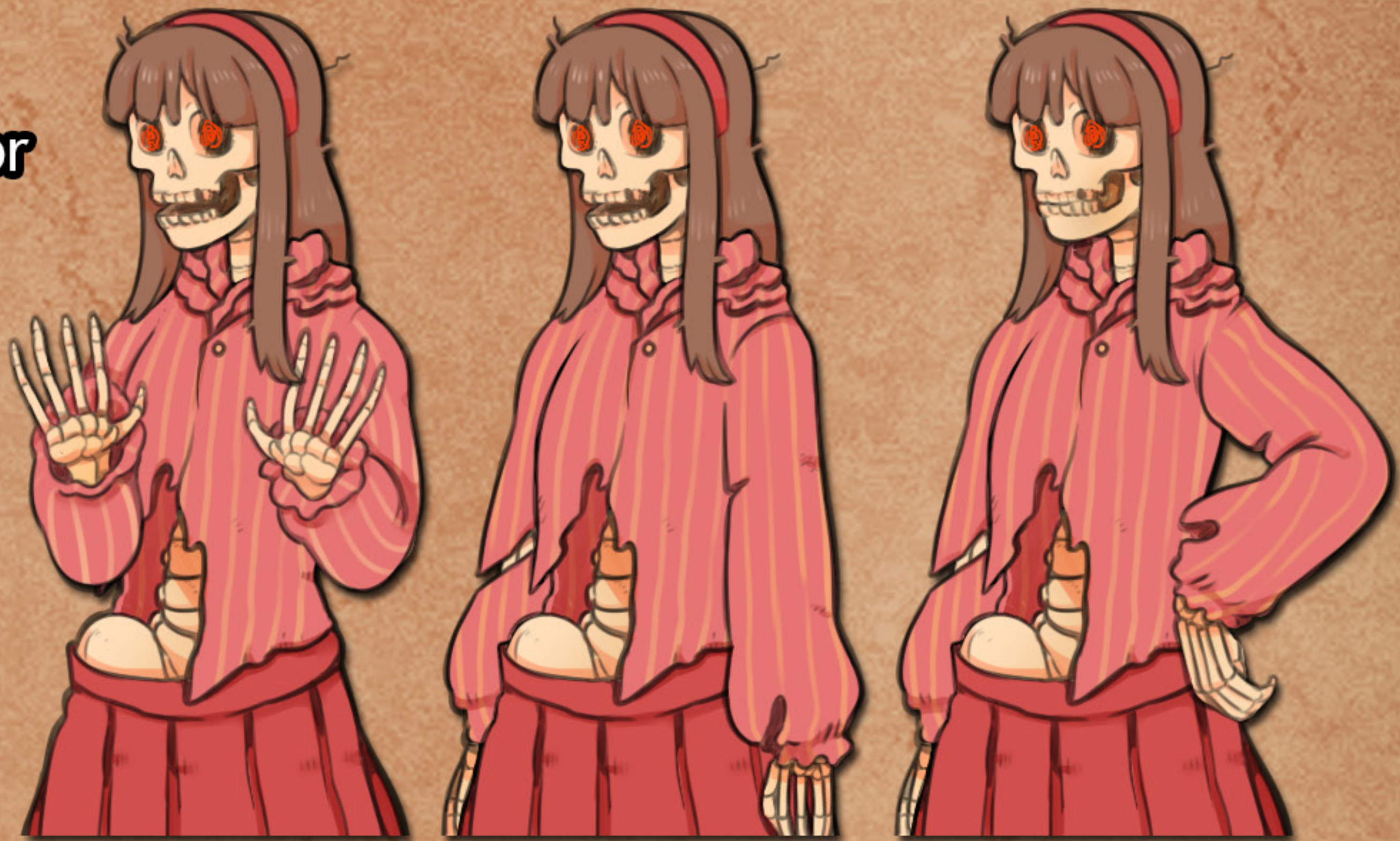


## Newton

Another character I can relate to a lot. What does he see in Isaac, I wonder? His confidence? A secret soft side? Or is it something more shallow than that? One thing is for sure, he cares a lot for the kids.

## Serena

There's nothing left for her except the world of make believe. I wonder how long before she starts writing her own books? ...What happens when she runs out of paper?



## Priscilla

She seems to be the one most comfortable in the bunker, but it's probably because she understands the situation the least. I wonder what kind of adult she would have grown up into?



## Isaac

He feels like he really, really knows what's right, no matter what. I have no doubt this sense of always being right is part of what contributed to everyone's condition...

## Harriet

She always loved a good party and I bet it was mostly because she wanted to be away from Isaac. Their marriage seemed on good terms to everyone but them, and they were very good at keeping up that image!

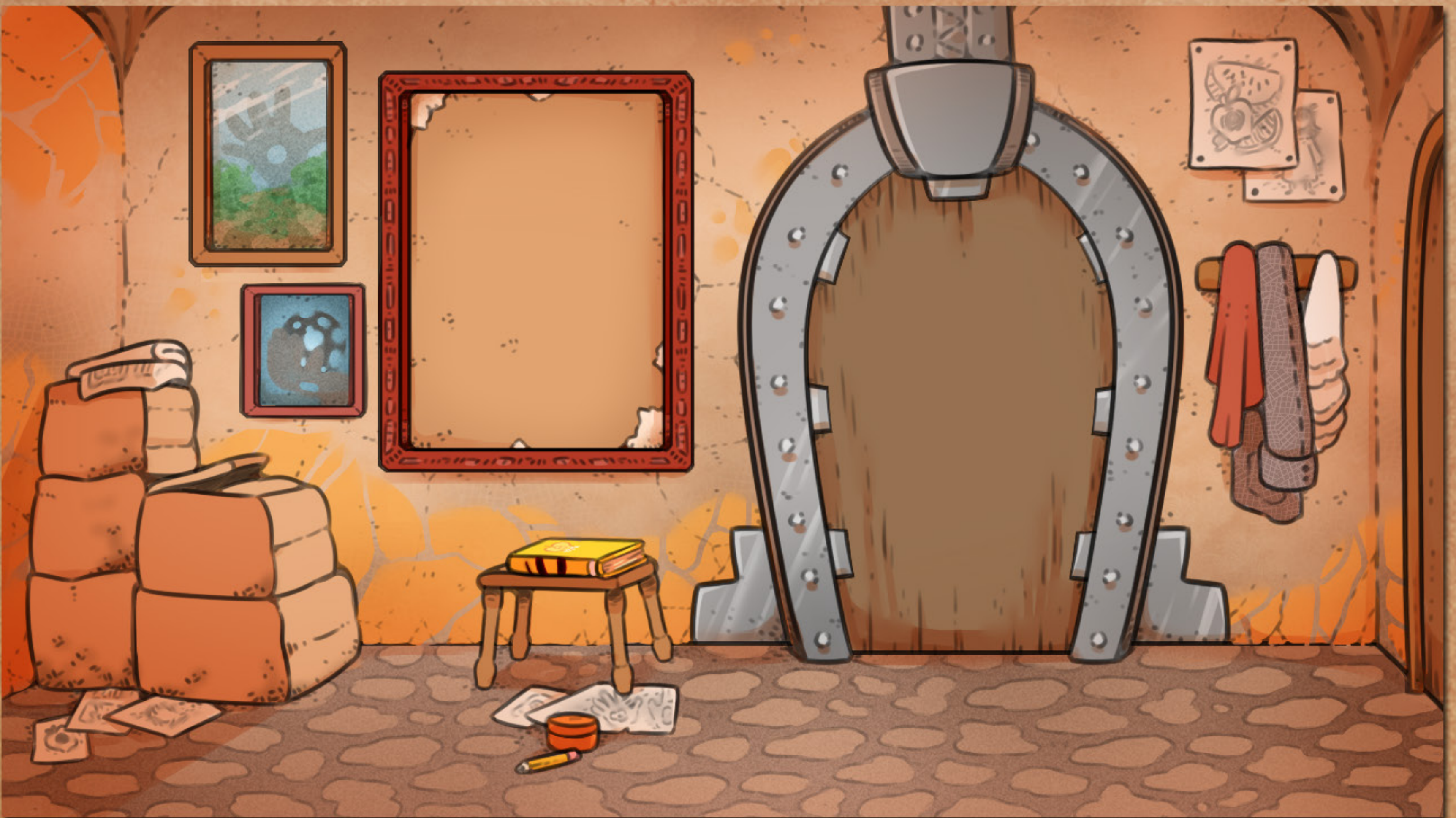
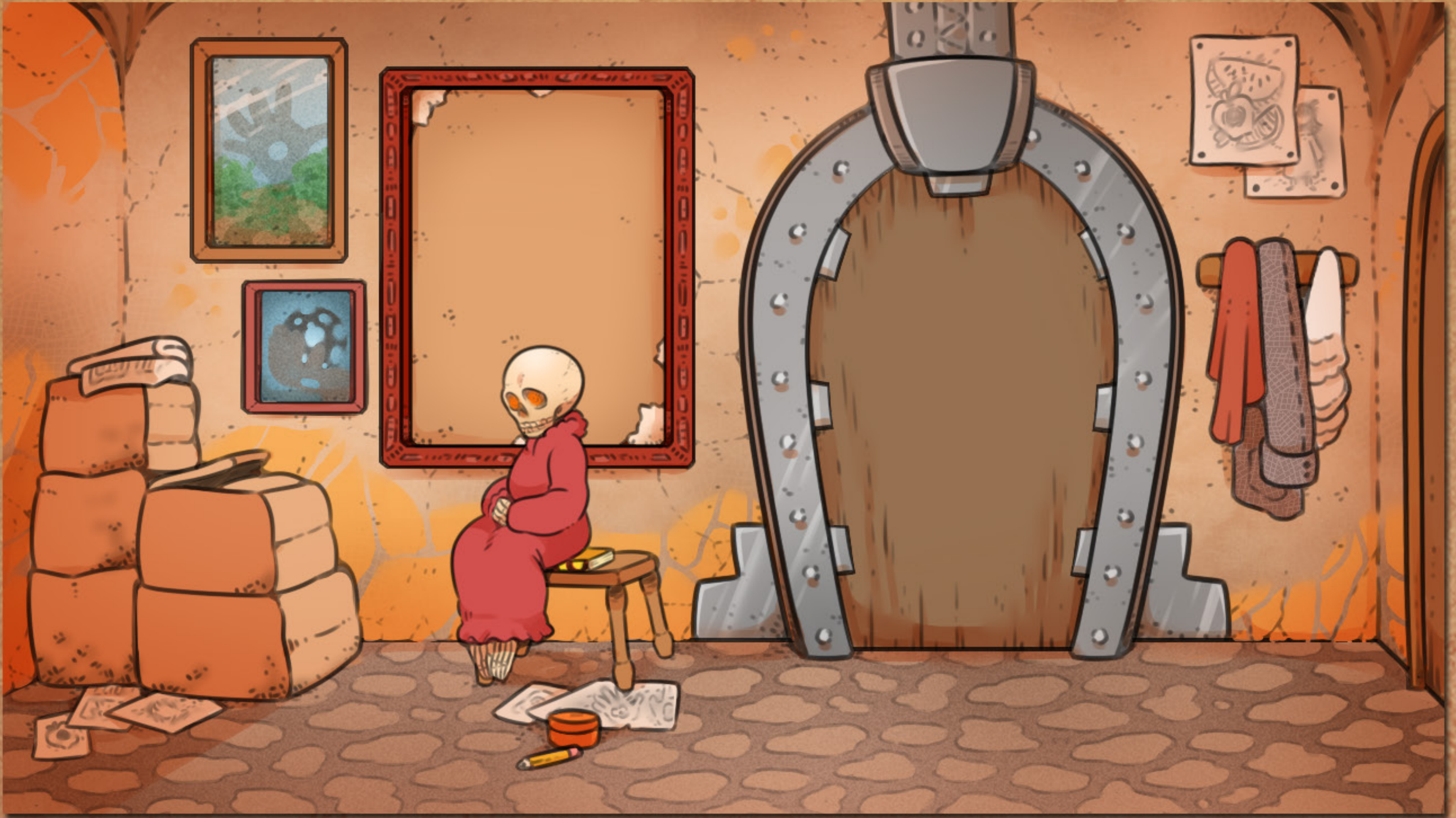


## Darkness

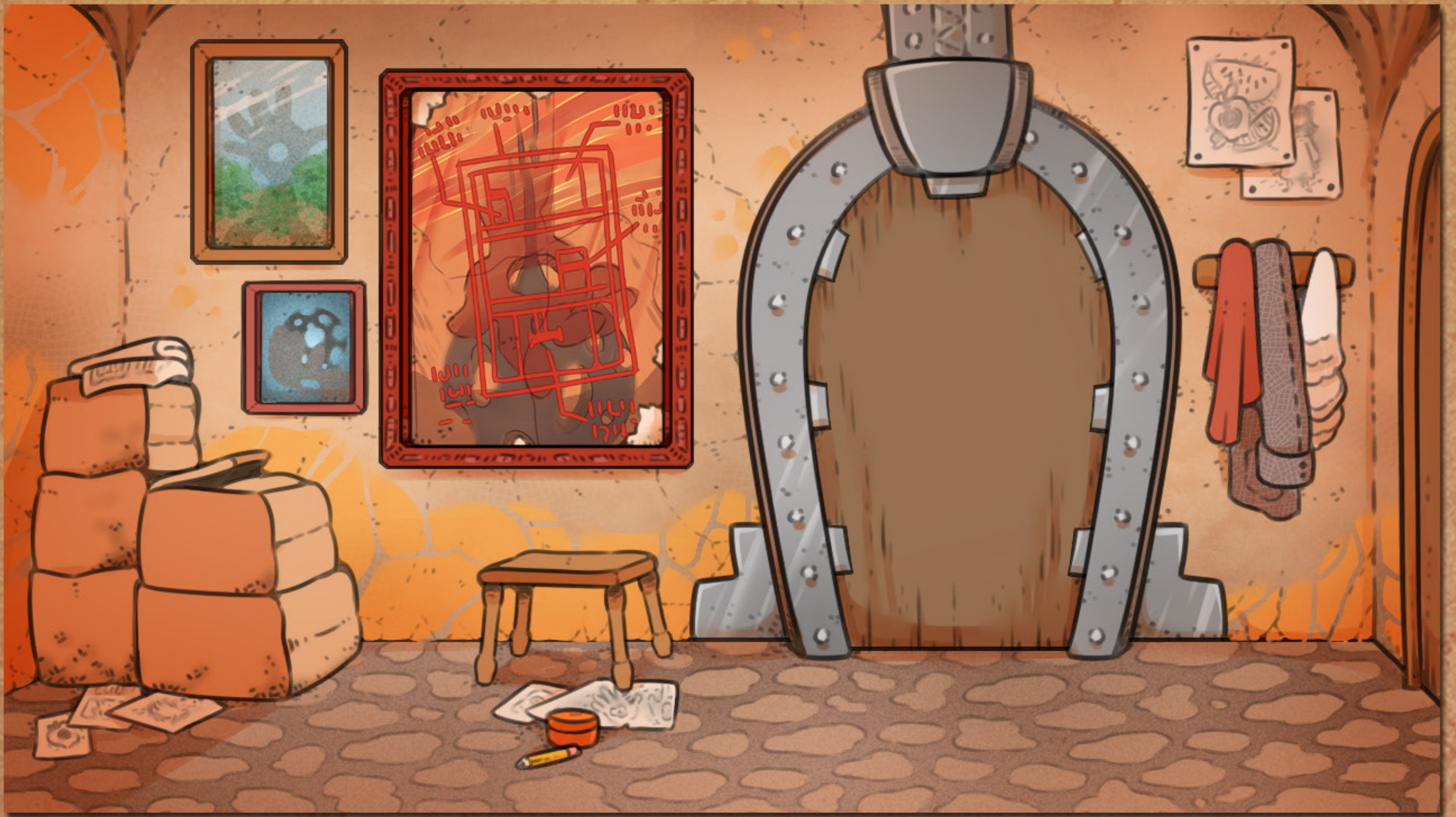
Anyone who has played the prologue will recognize this spirit instantly!  
An extremely friendly little fellow, it seems to talk a little differently from when we last met it. It will bail you out if you get stuck, but it also loves to mock you. Where does it live?



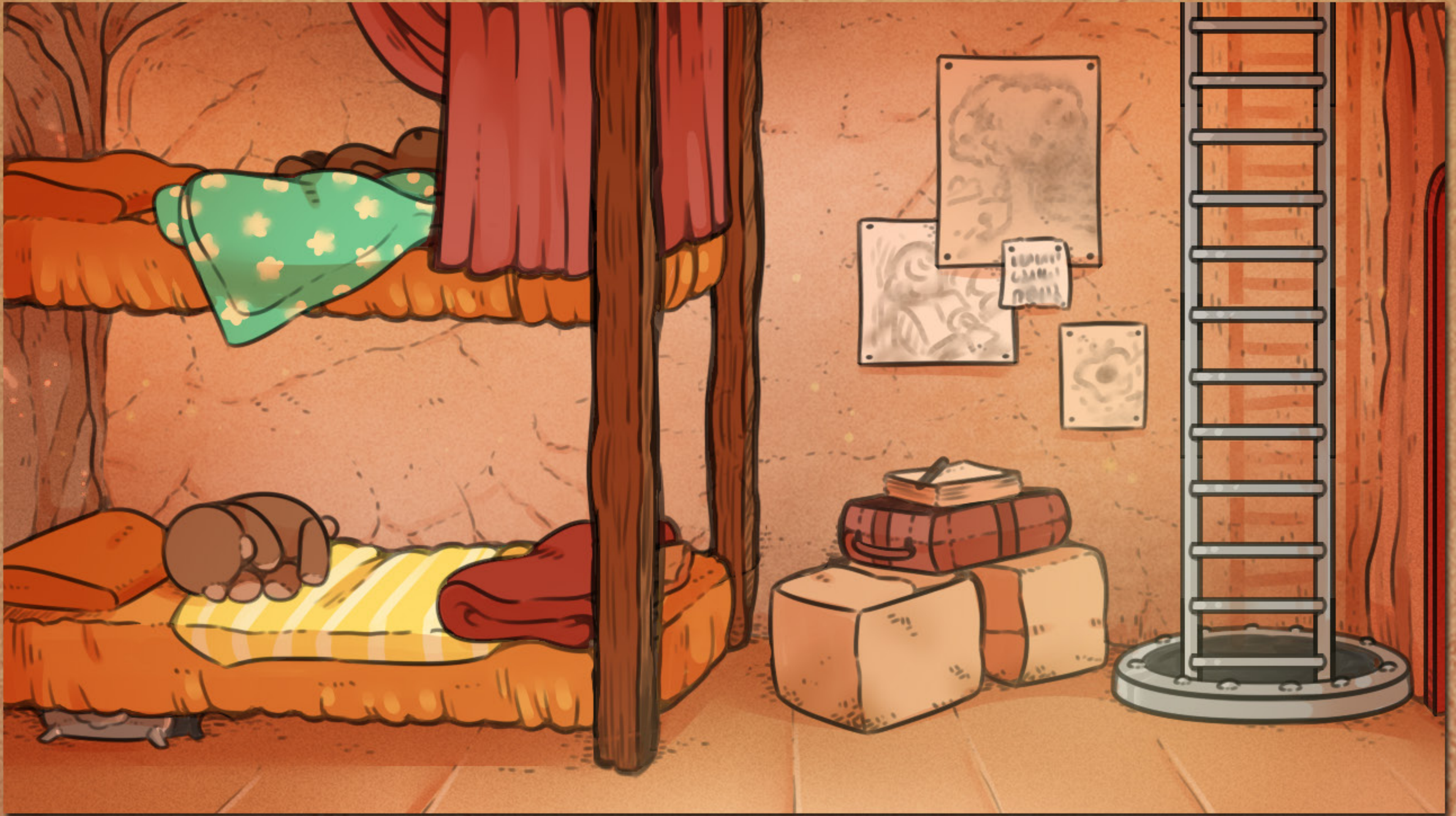
# Backgrounds



The entryway. James made sure the door simply could not be opened from this side.



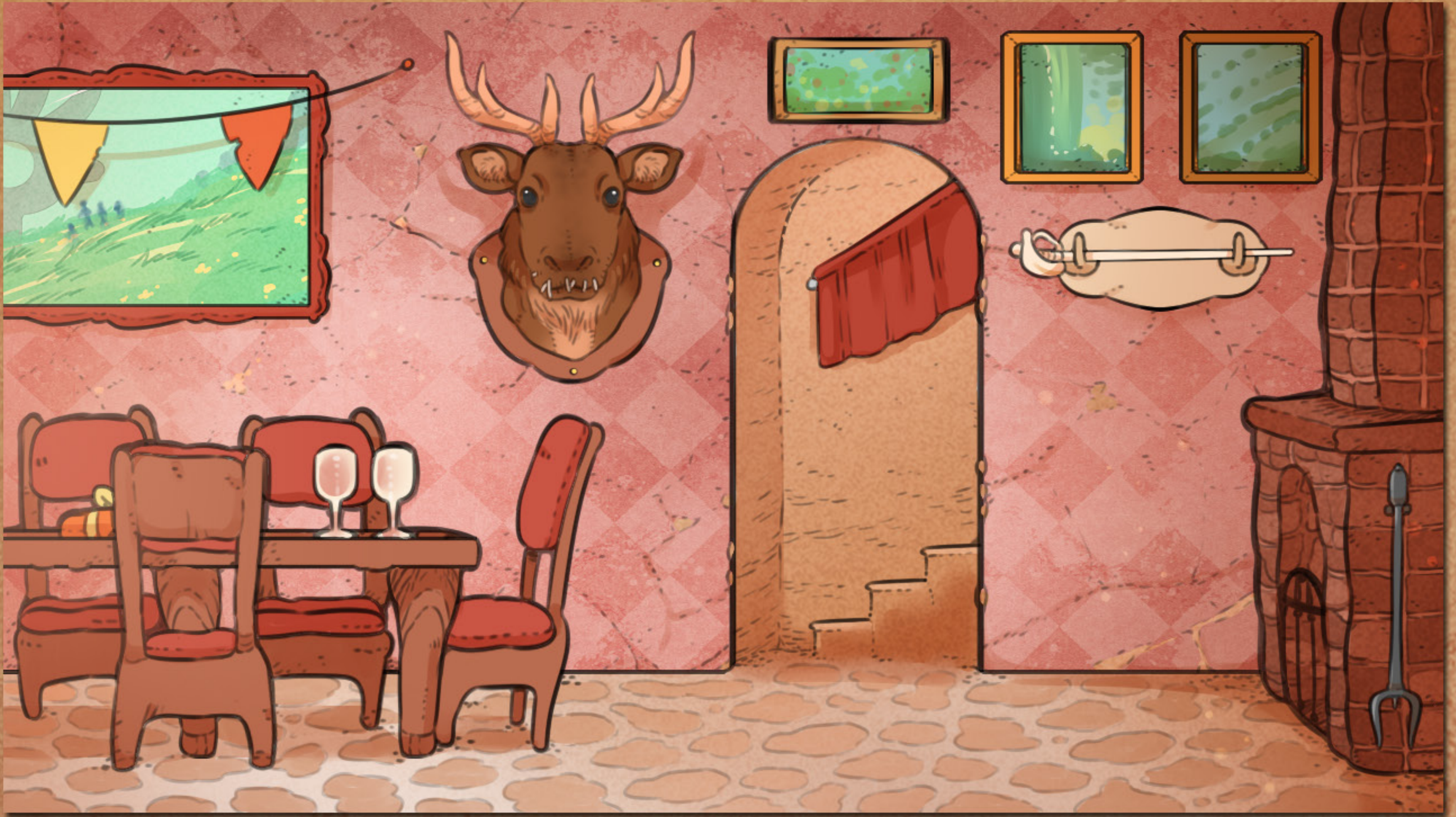
**The bathroom. Lee drowning in the tub was the first death I thought of, and probably why he even dies other times at all. Sorry, Lee.**



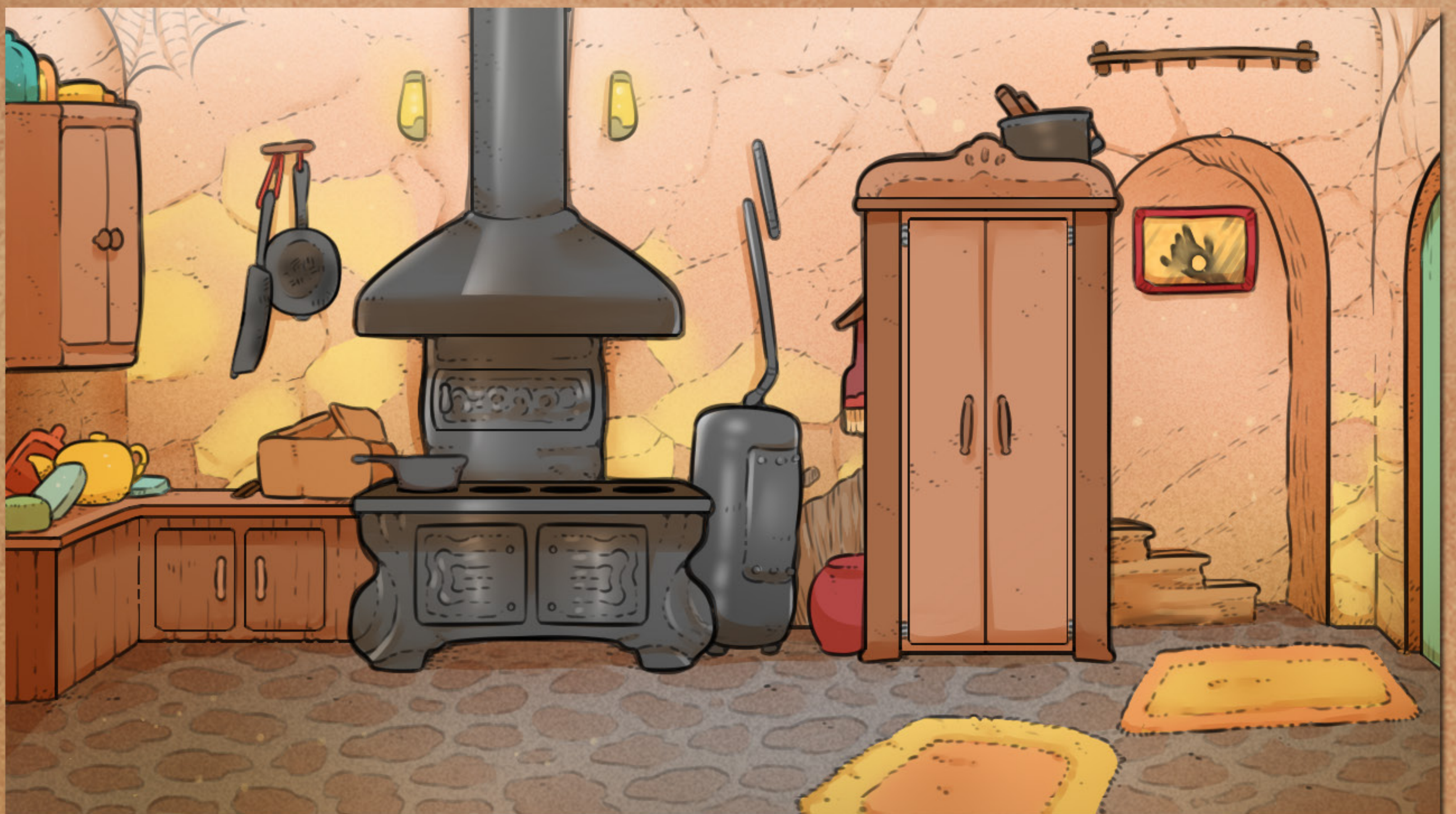
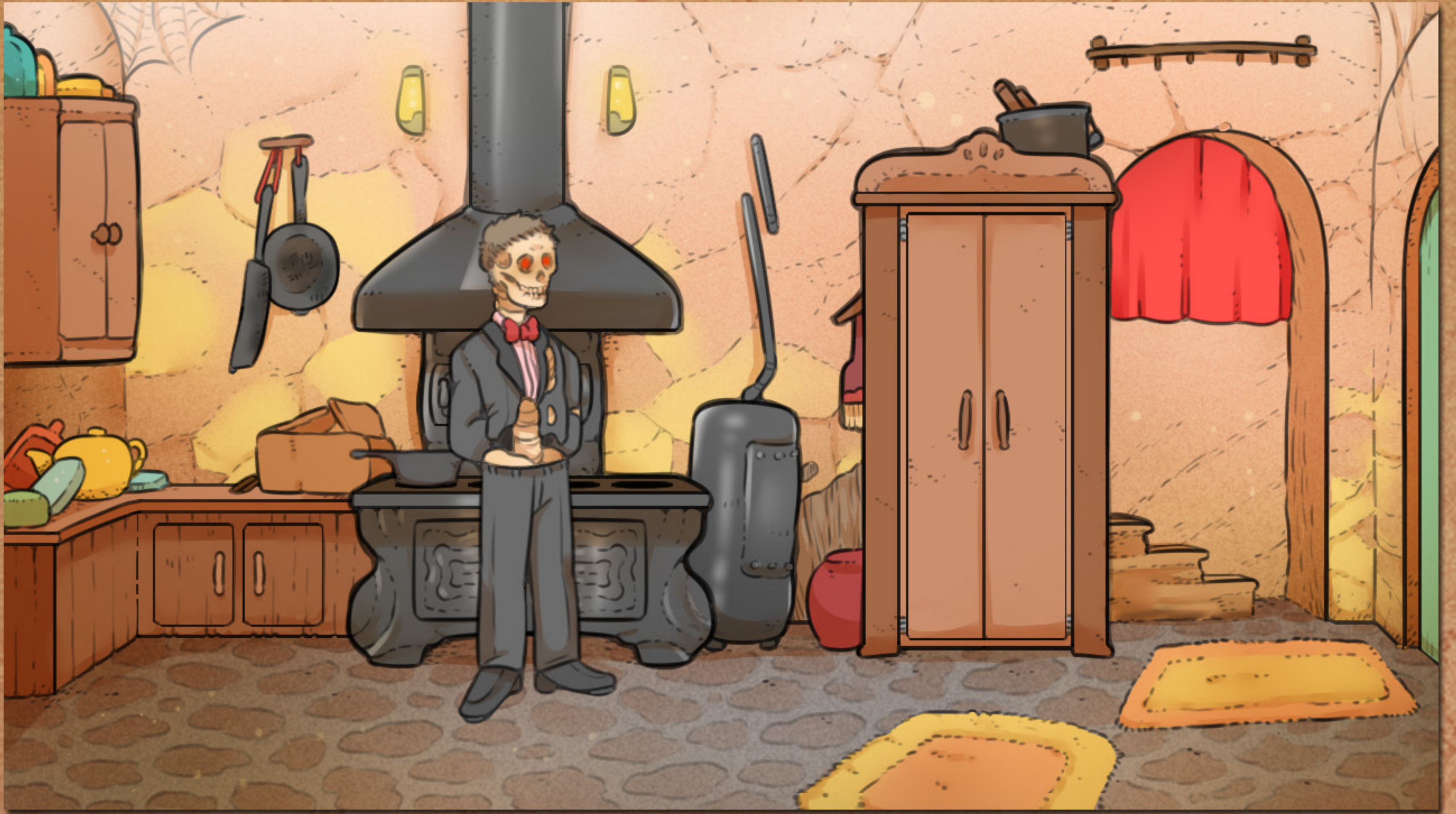
**The bedrooms! Nothing much, because after all, we're all getting out of this bunker in just a matter of days, right? Right?**



**The first part of the dining room. This was one of the first places I visualized when coming up with the game.**



**The last part of the dining room and... the toilet.  
The toilet itself was some of the first dialogue I ever put into the game.**



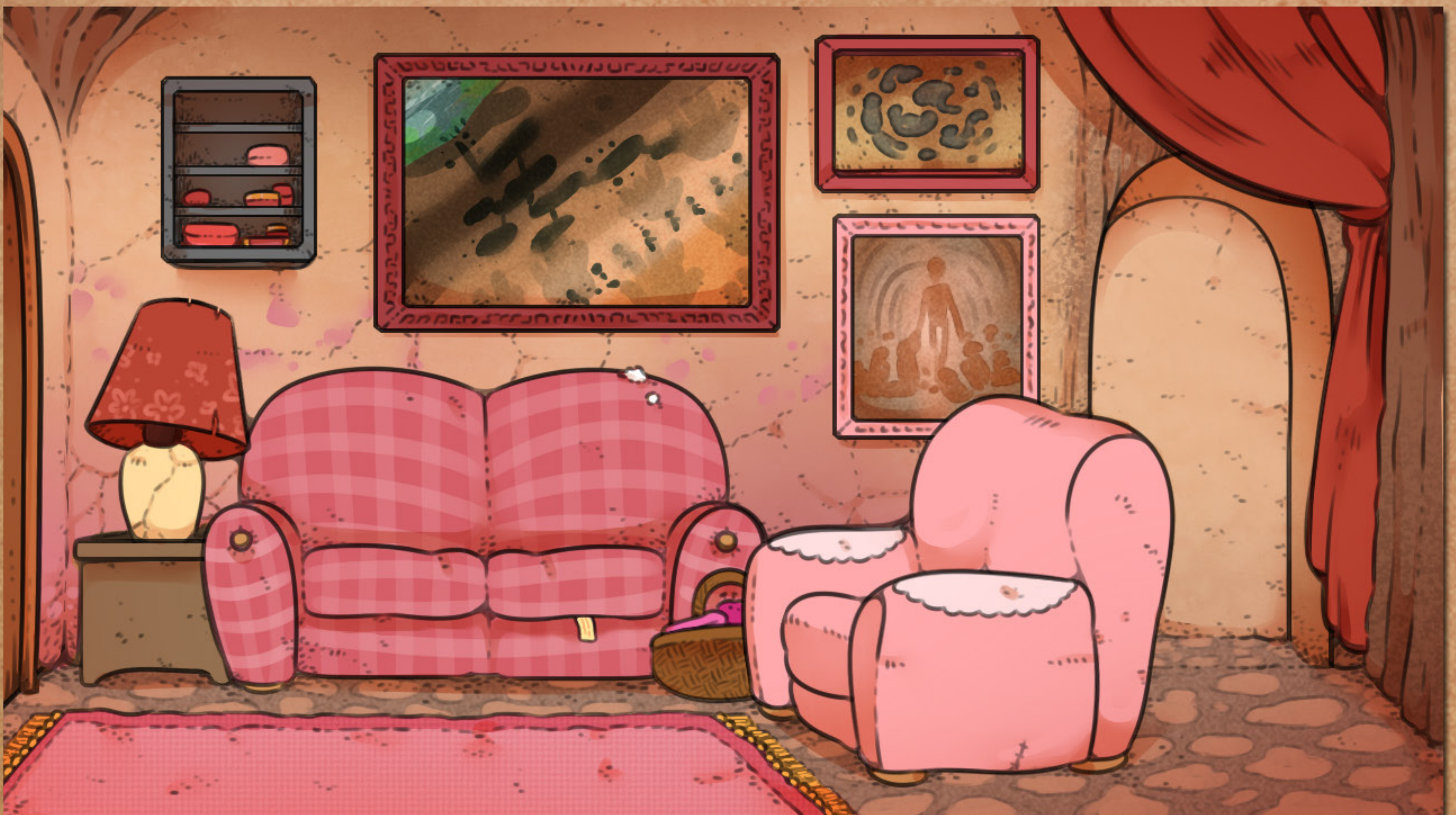
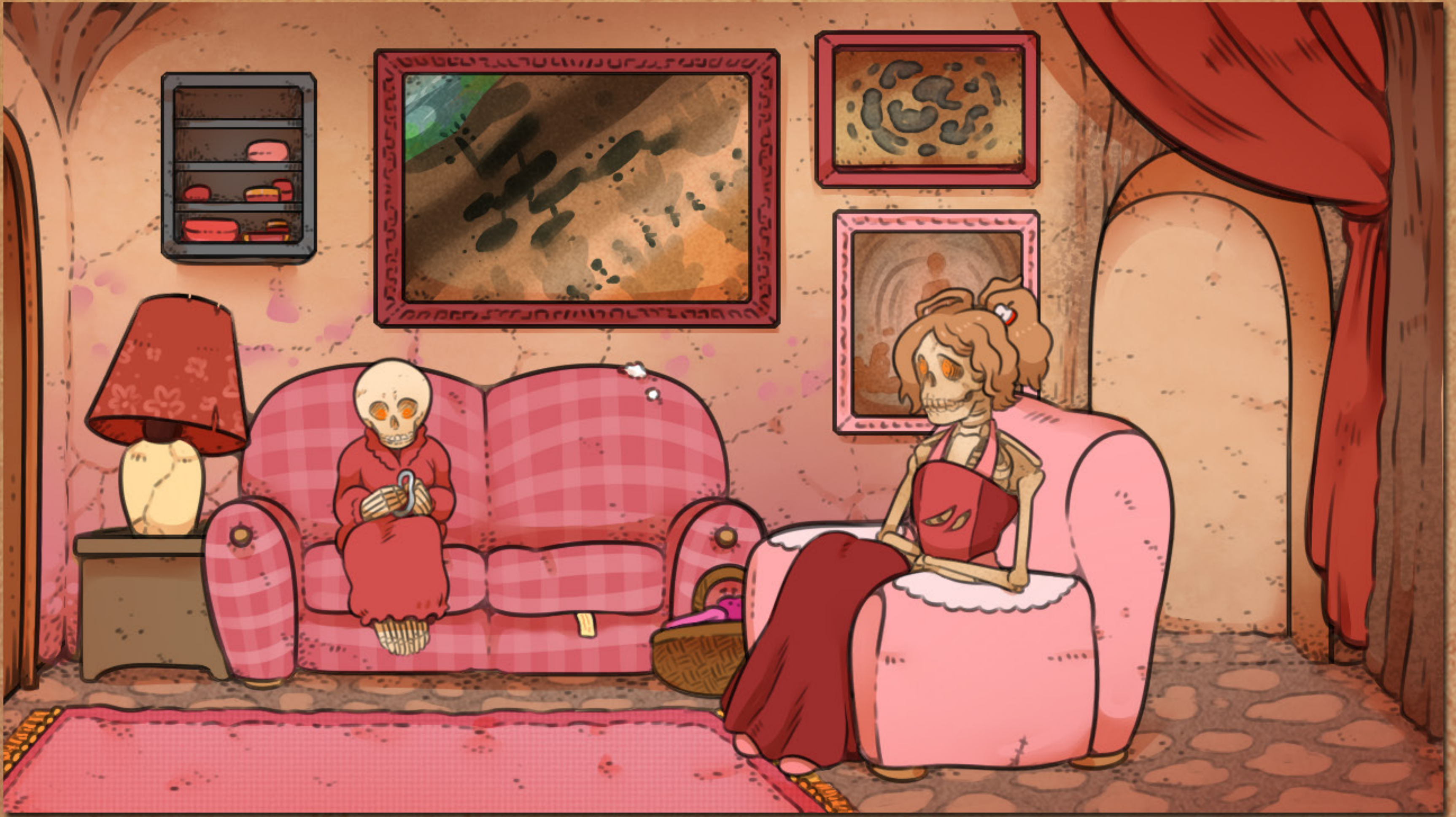
**The kitchen. Mostly just for show, I doubt it was built with much longevity in mind. The heat still works so you could still make tea!**



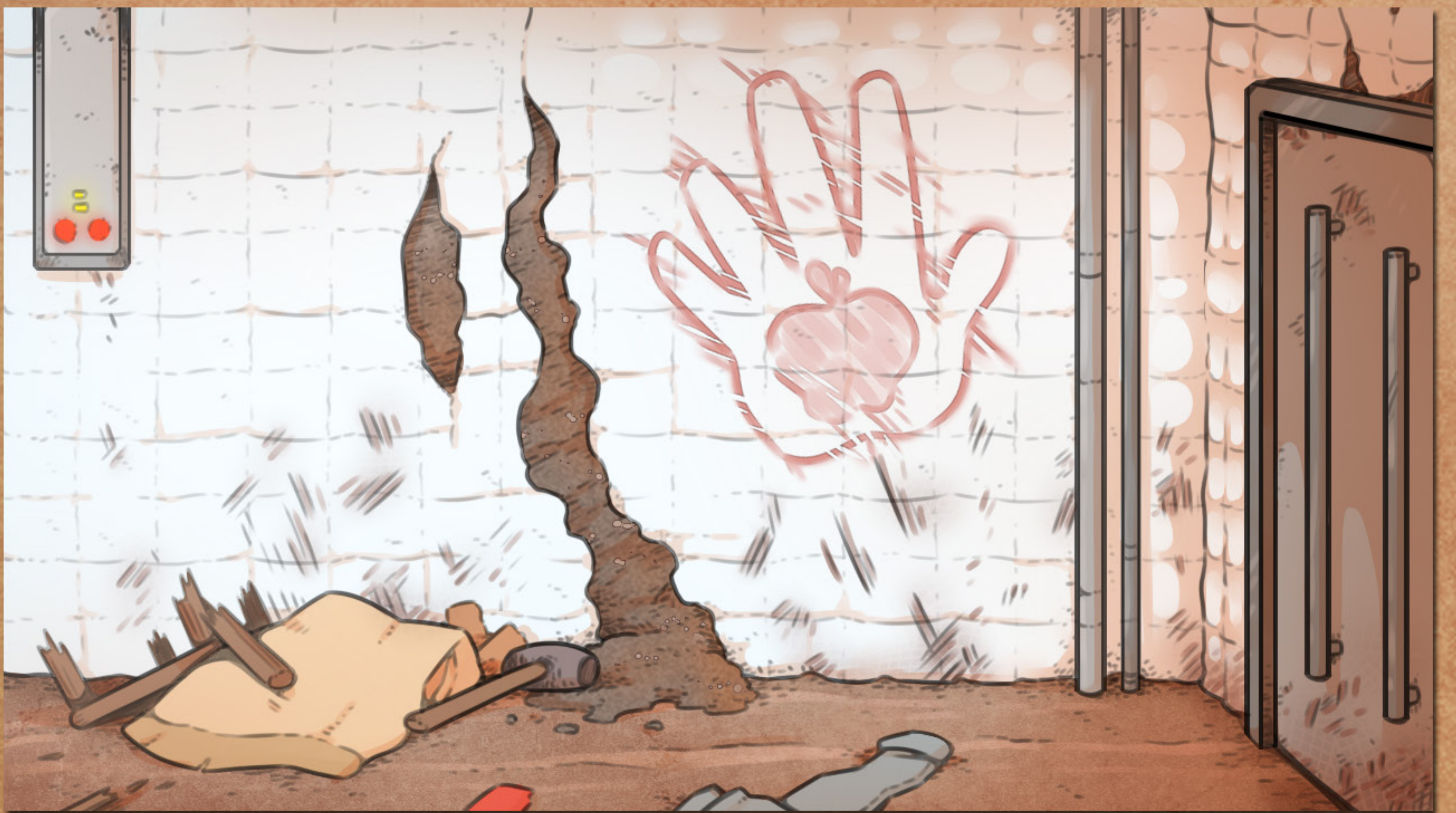
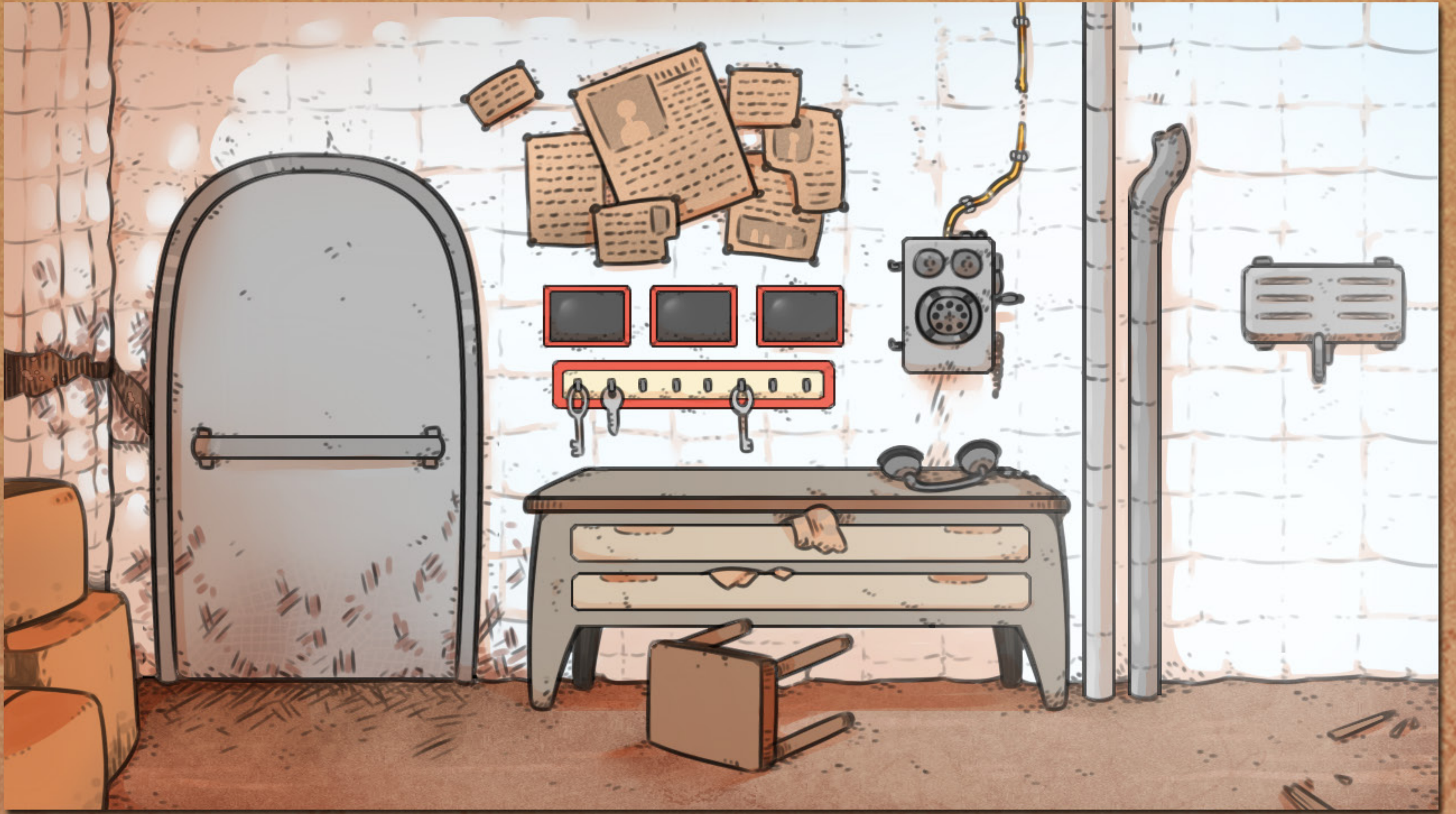
**Part of the library. Serena rarely leaves this spot unless called up for dinner. Eventually, she will wear out all the pages of her books...**



**The other half of the library. The place where you tell Lee if he sucks or not! Or he tells YOU if you suck or not.**



**The den. A cozy place to sit and relax. That's about it. Harriet barely sews or knits anymore.**



**James' secret room. This is where he controlled everything, or tried to at least.**



**The dumping hatch.**

# Illustrations



As of writing this, *One-Eyed Lee and the Dinner Party* is my biggest and longest game to date. It took me over a year to complete, which is the longest time any of my games have EVER been in development--and that time wasn't shortened by the fact I would work on the game so inconsistently. It was only in the later half of 2019 that I really buckled down to finish the game.

Because of the size of the game, finishing all the art all on my own was very tough! Between the backgrounds, illustrations, character sprites, menu art, and promotional art, I was very swamped.

But really, the art was nothing in comparison to the learning curve I was on with coding and continuity! Despite the hardships though, this game was a great learning experience and I have no doubt that the next three games will be even better thanks to the growing pains this game put me through.

Anyways, here's a bunch of art!



**The big opener! This intro is tiny because it simply doesn't matter where Beracus and Lee were before this moment, it only matters that they become stuck in a bunker.**

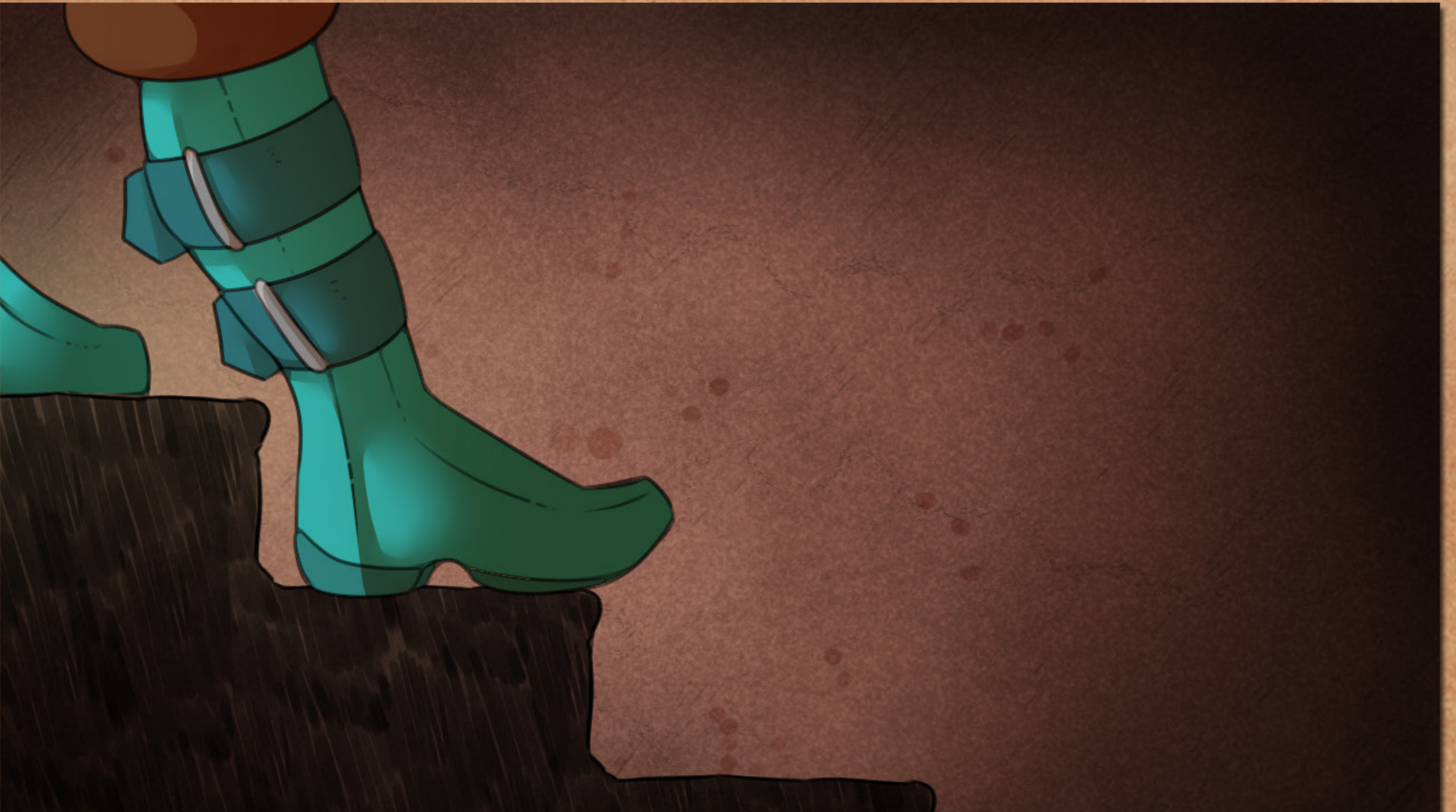


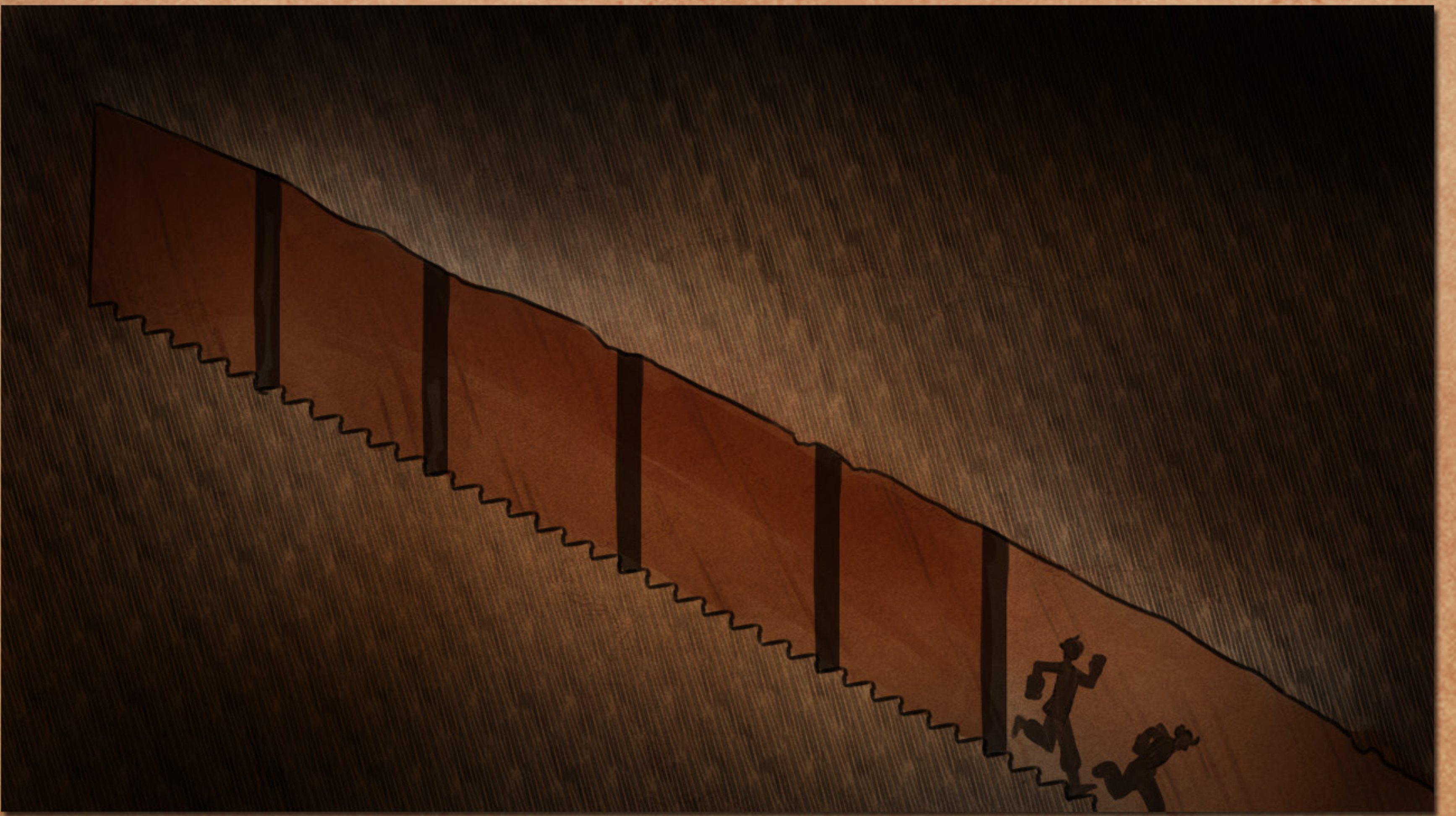
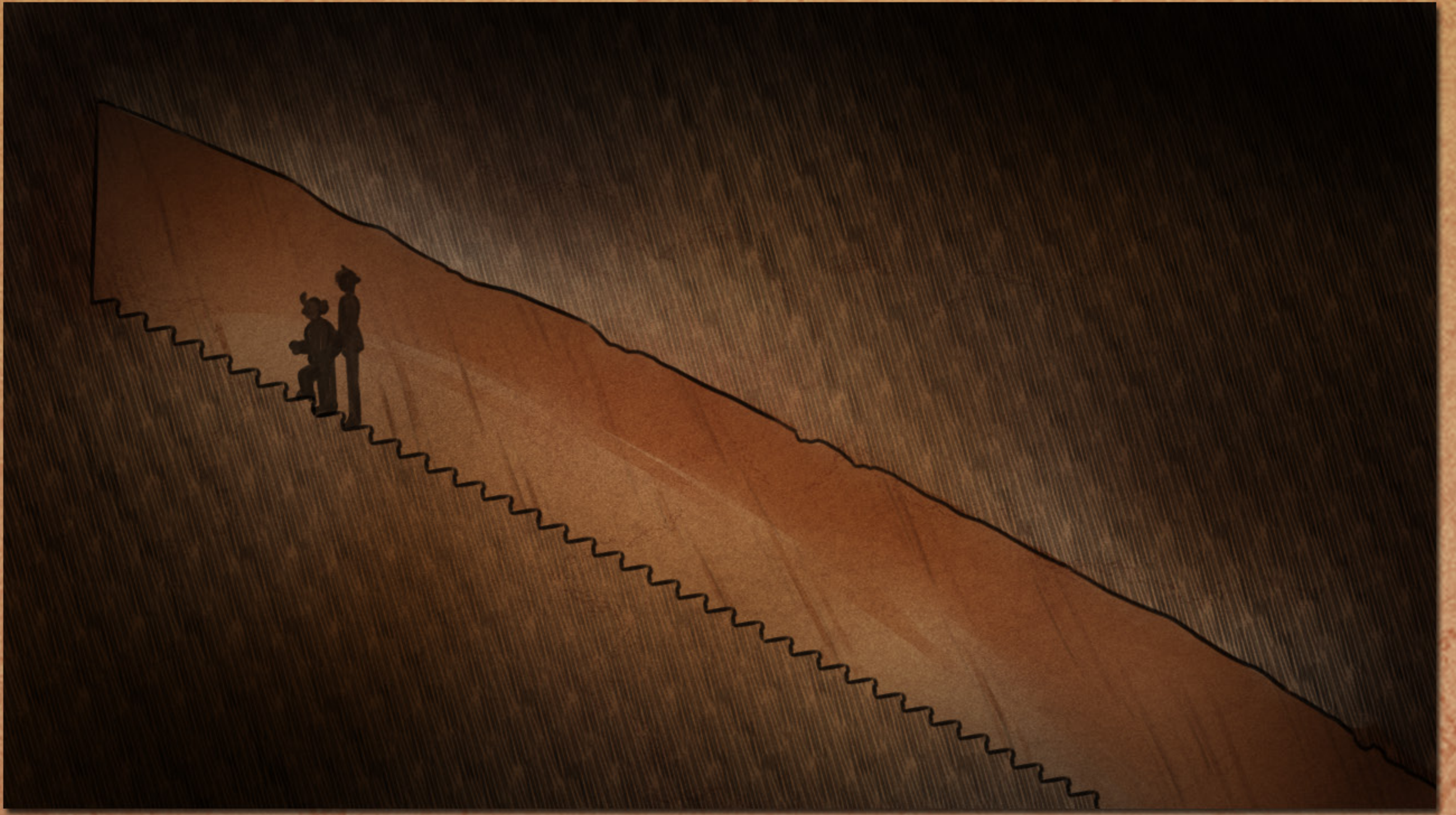






**This one still makes me laugh.**









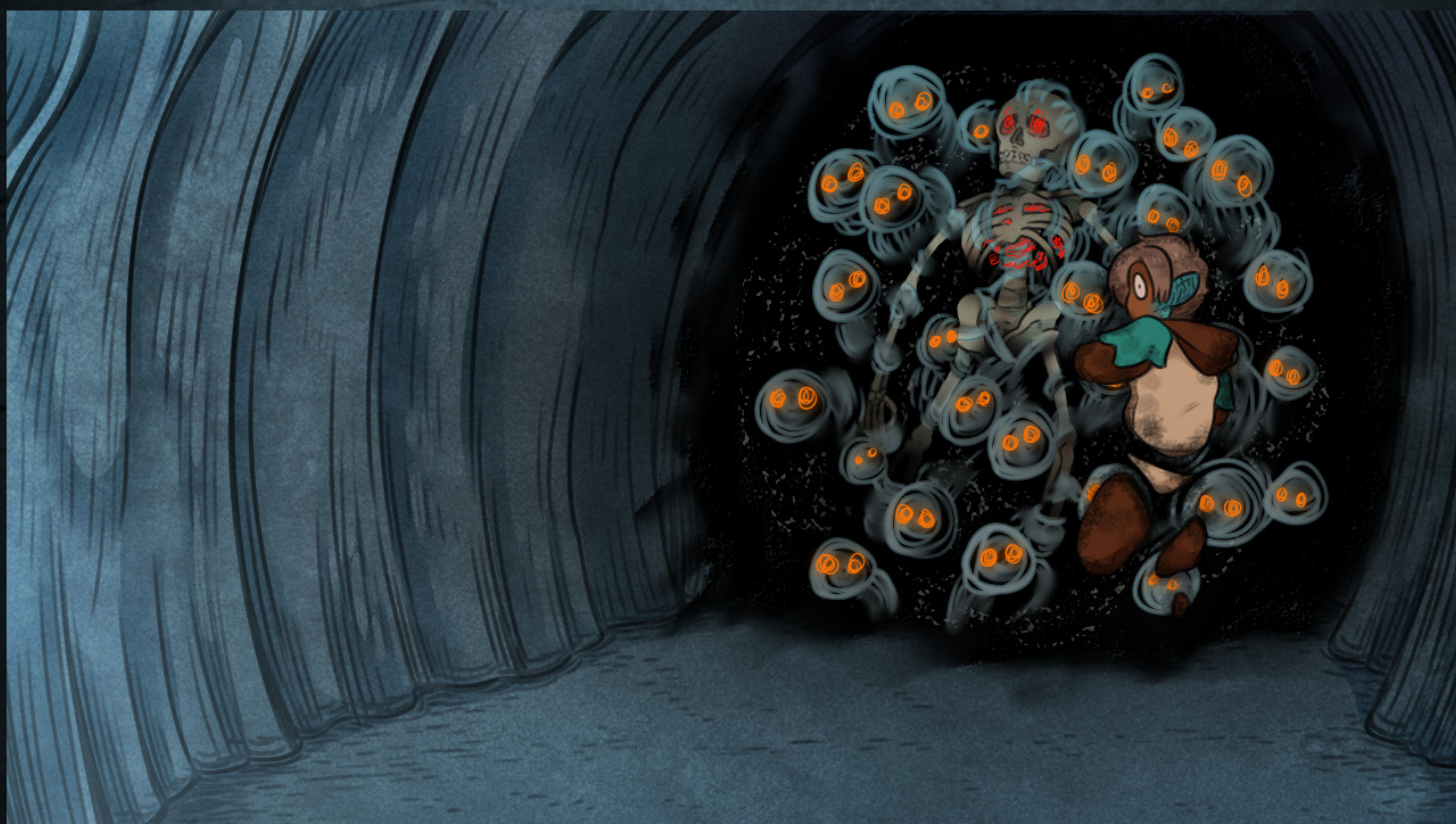
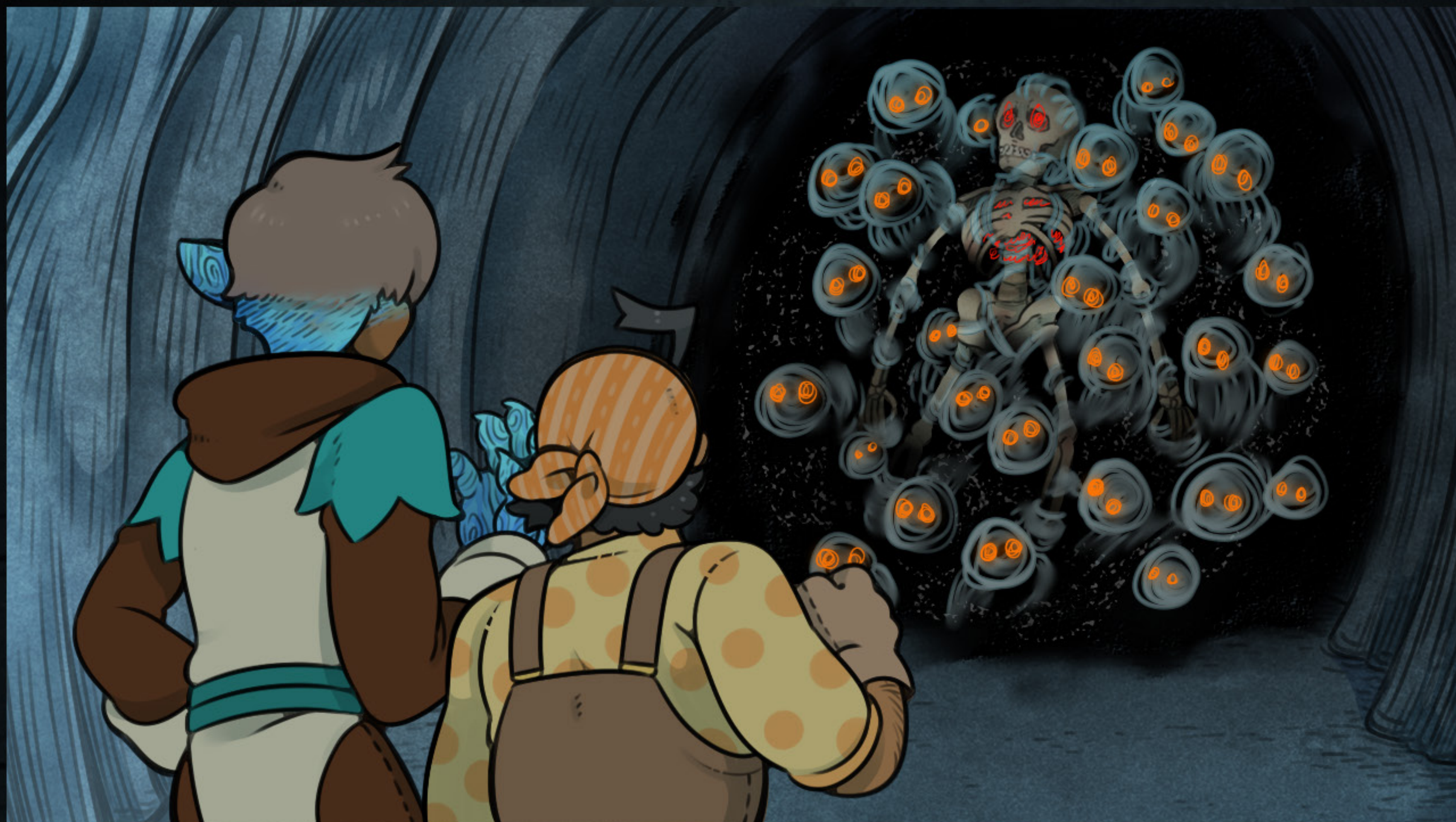
Welcome to the party!



Did you meet this Lee?

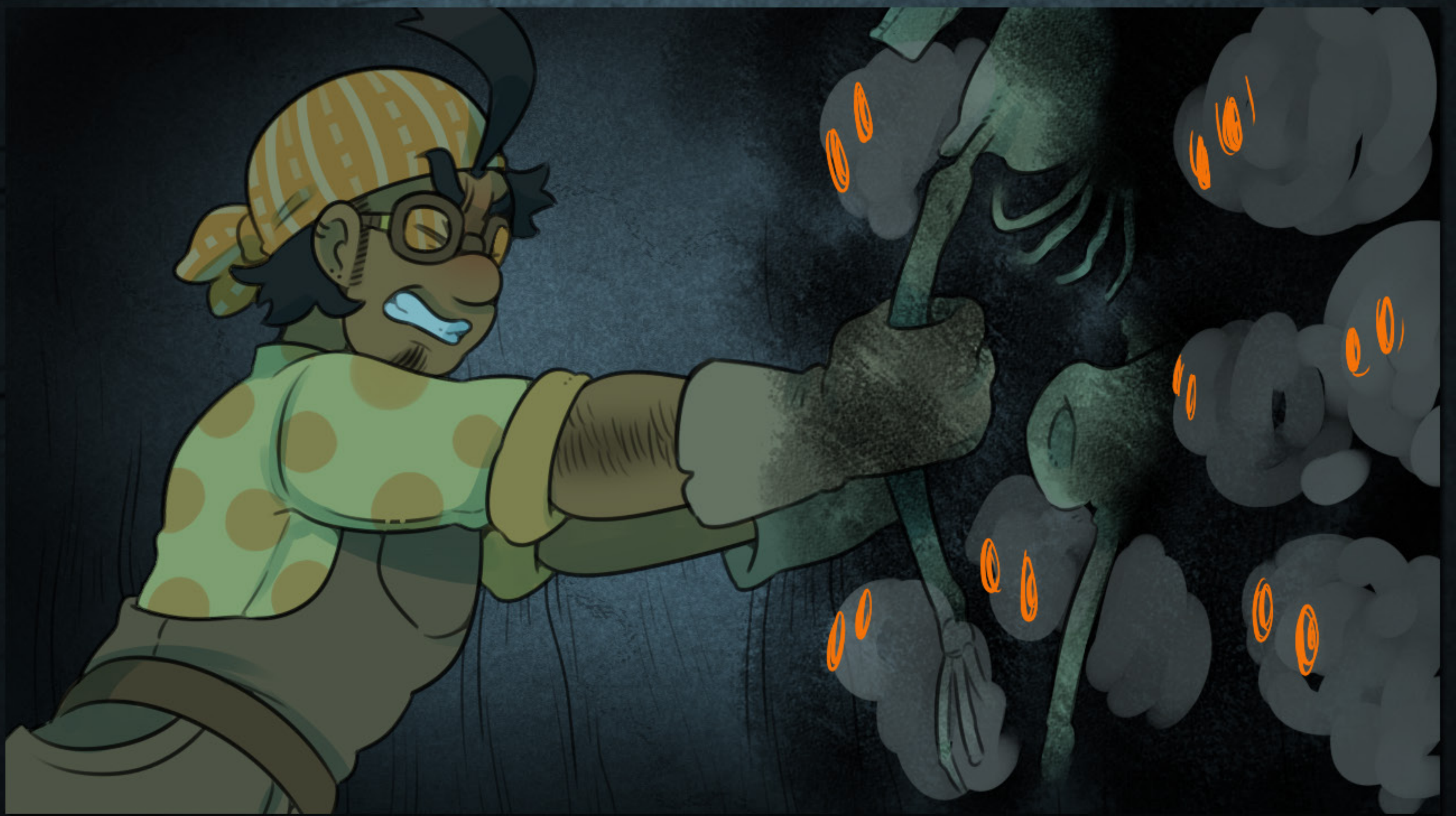
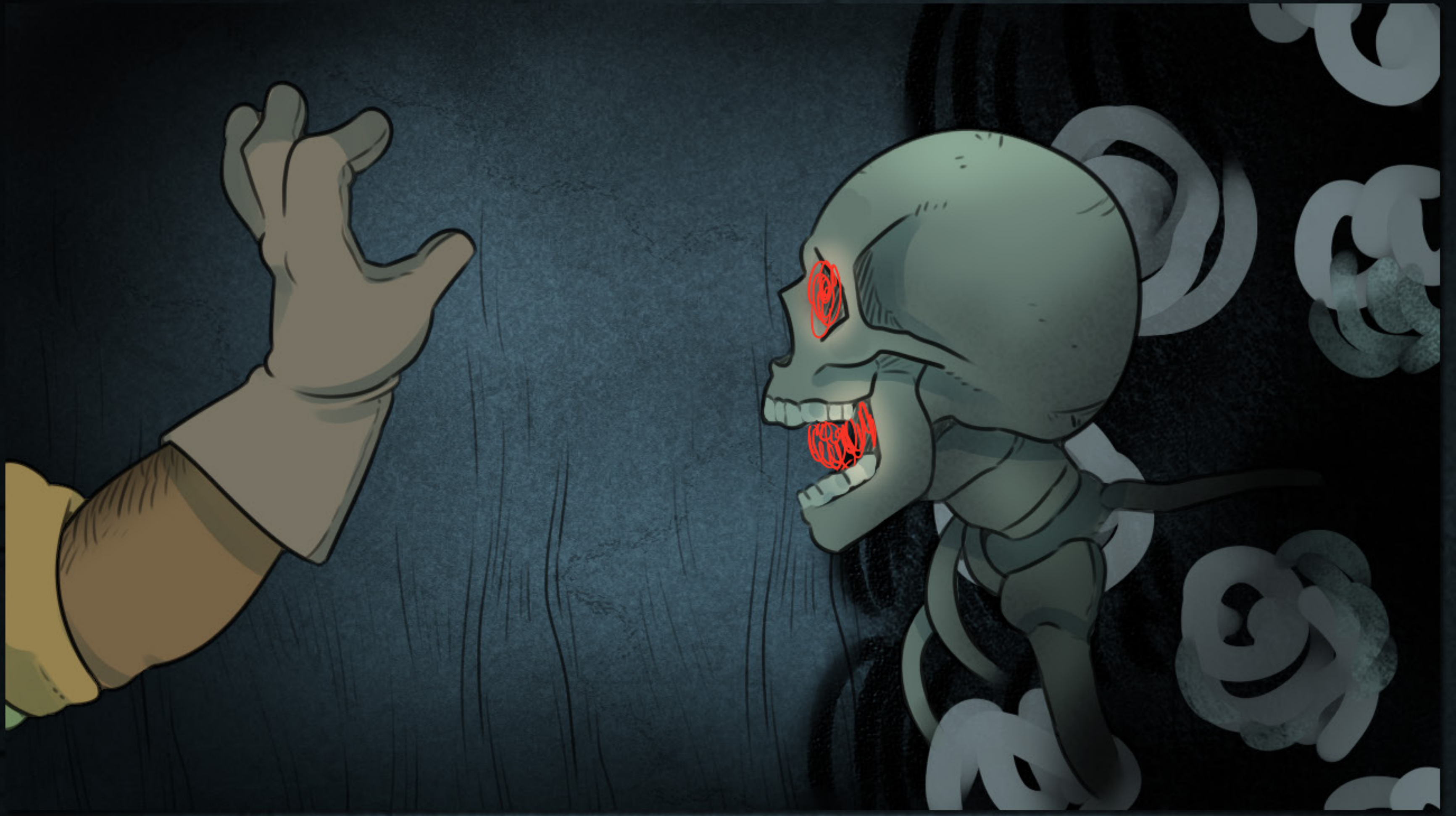


I wanted these menus to give you just a little taste of what happens right after the events of the bunker.



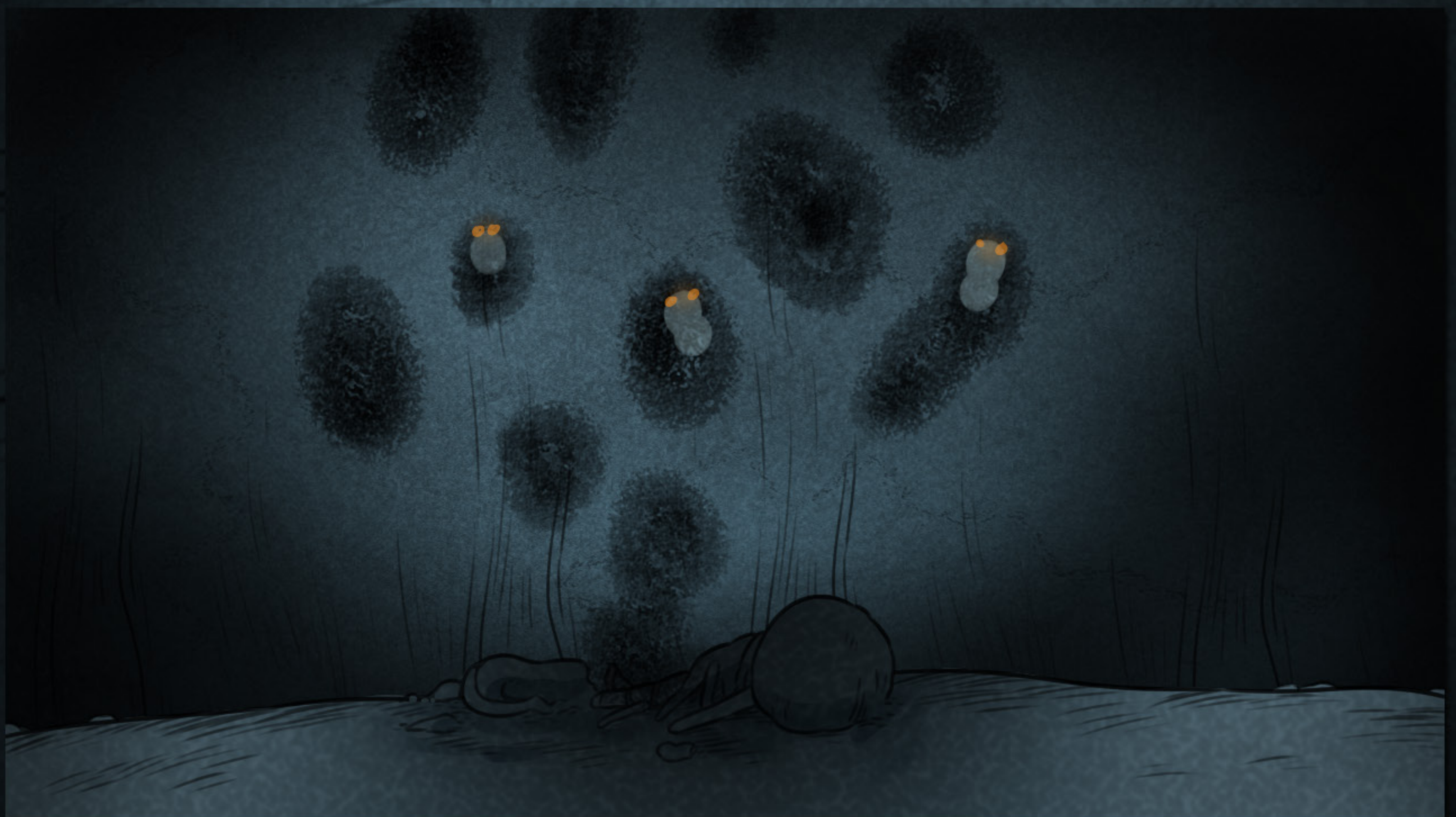
Getting the right effect for James was tough! He went through a lot of changes but in the end I'm satisfied with the encounter.





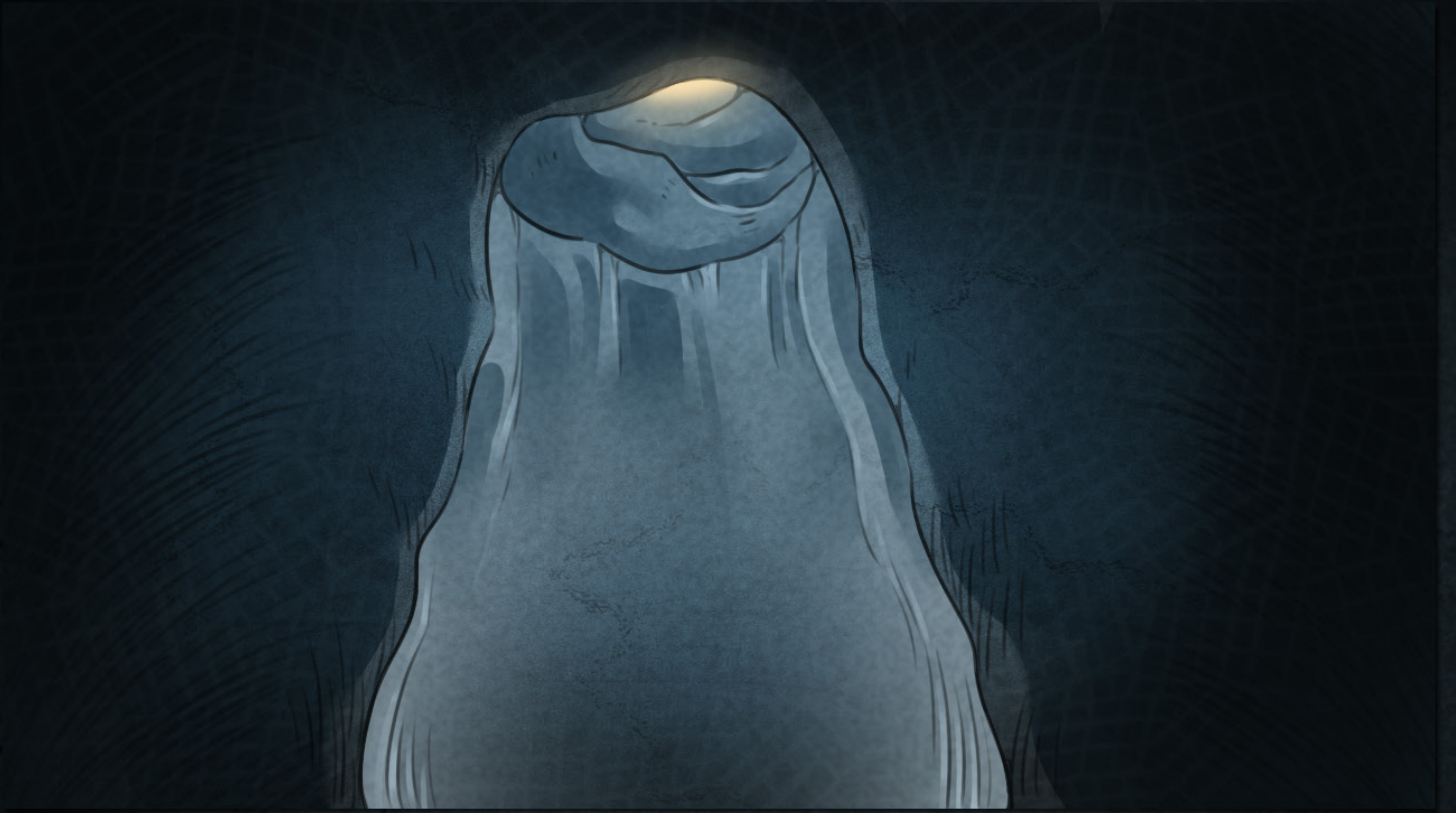


Bye bye James!

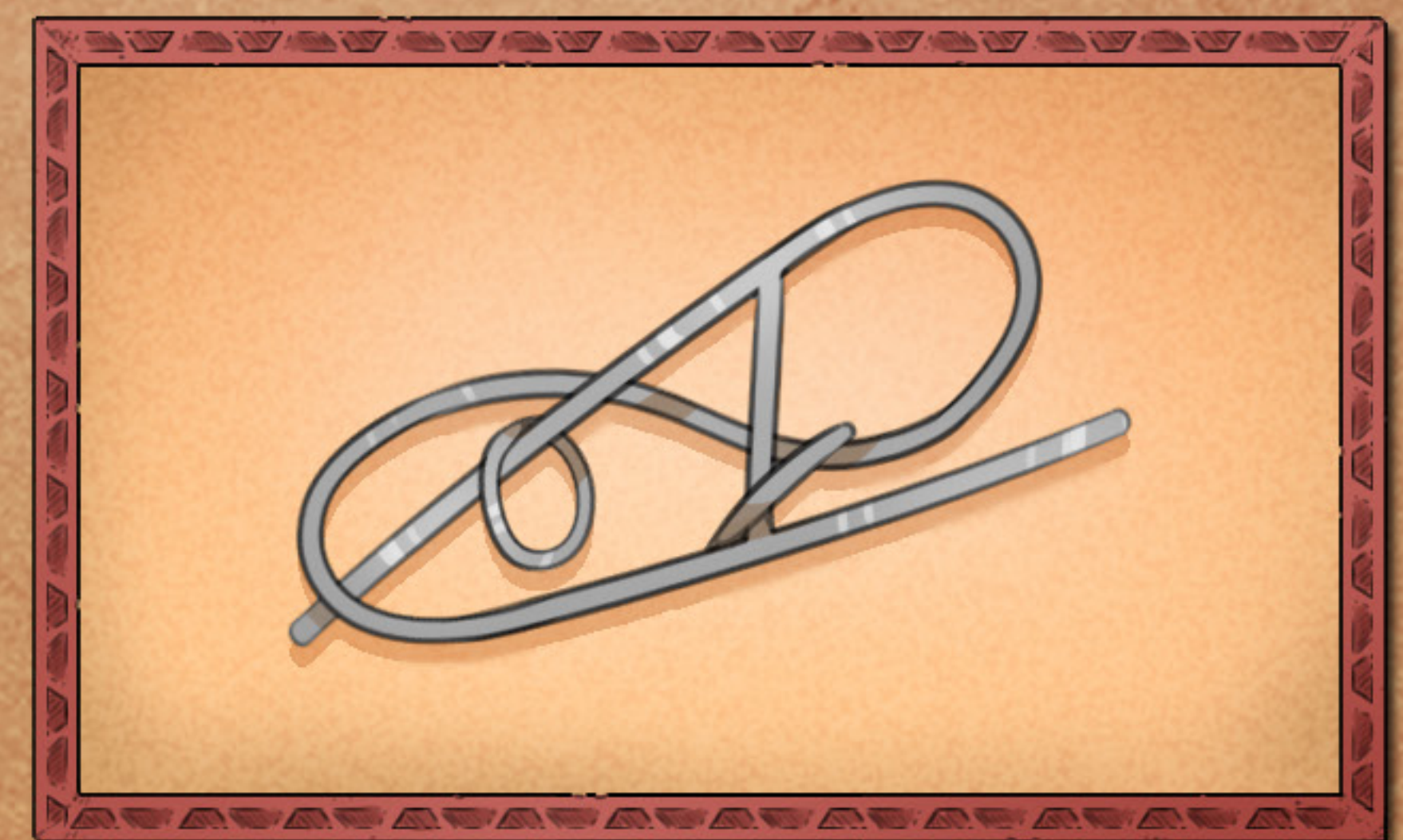
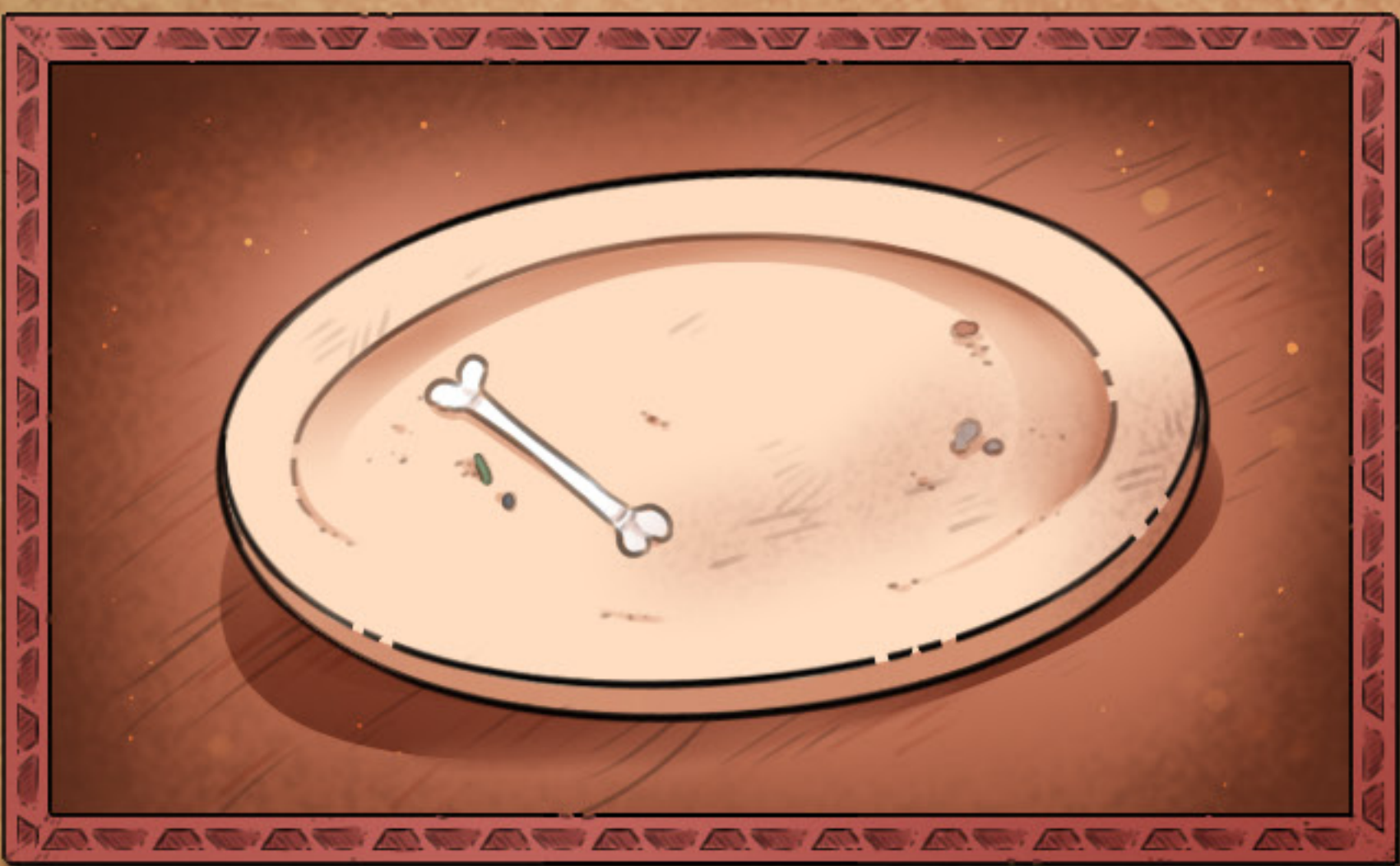
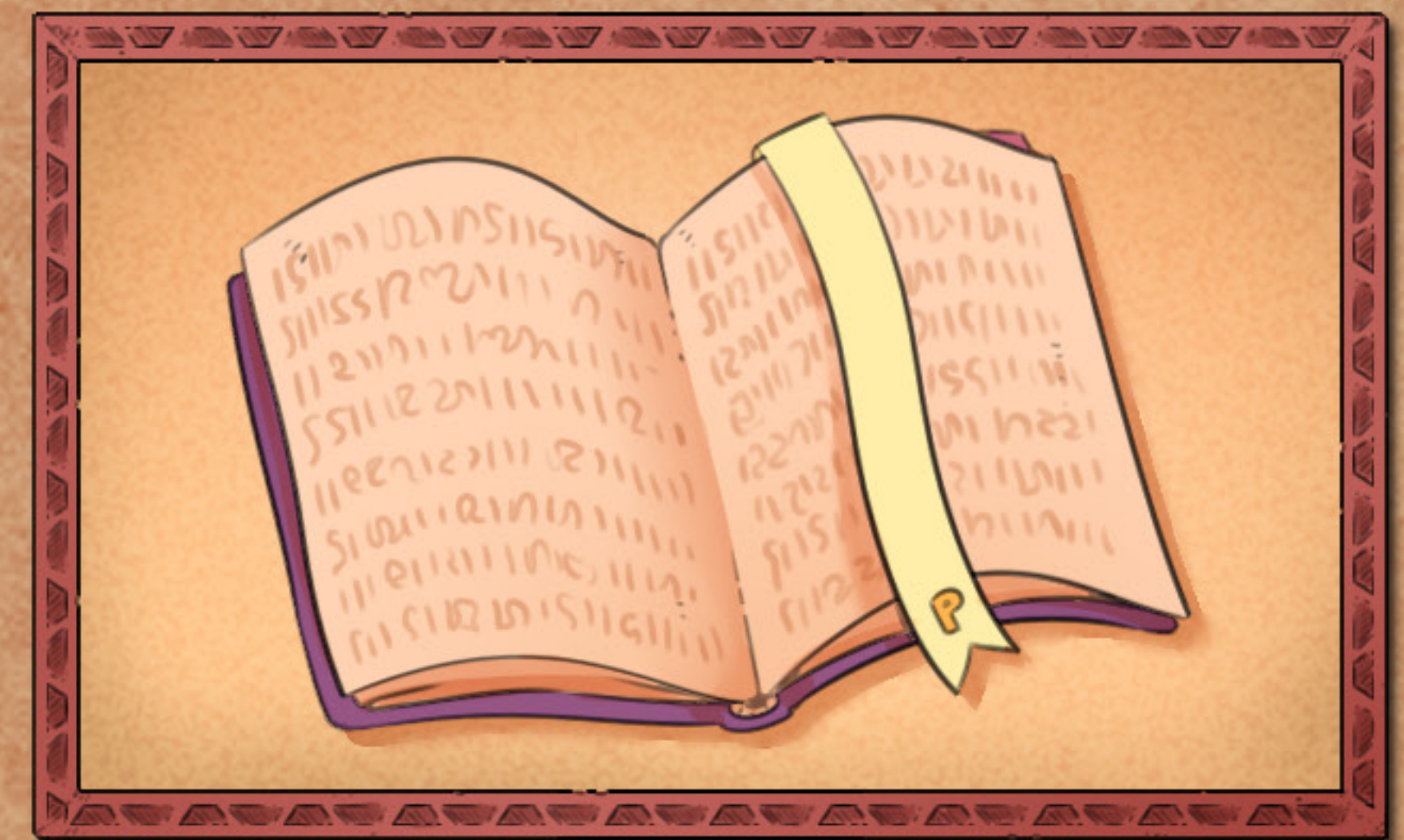
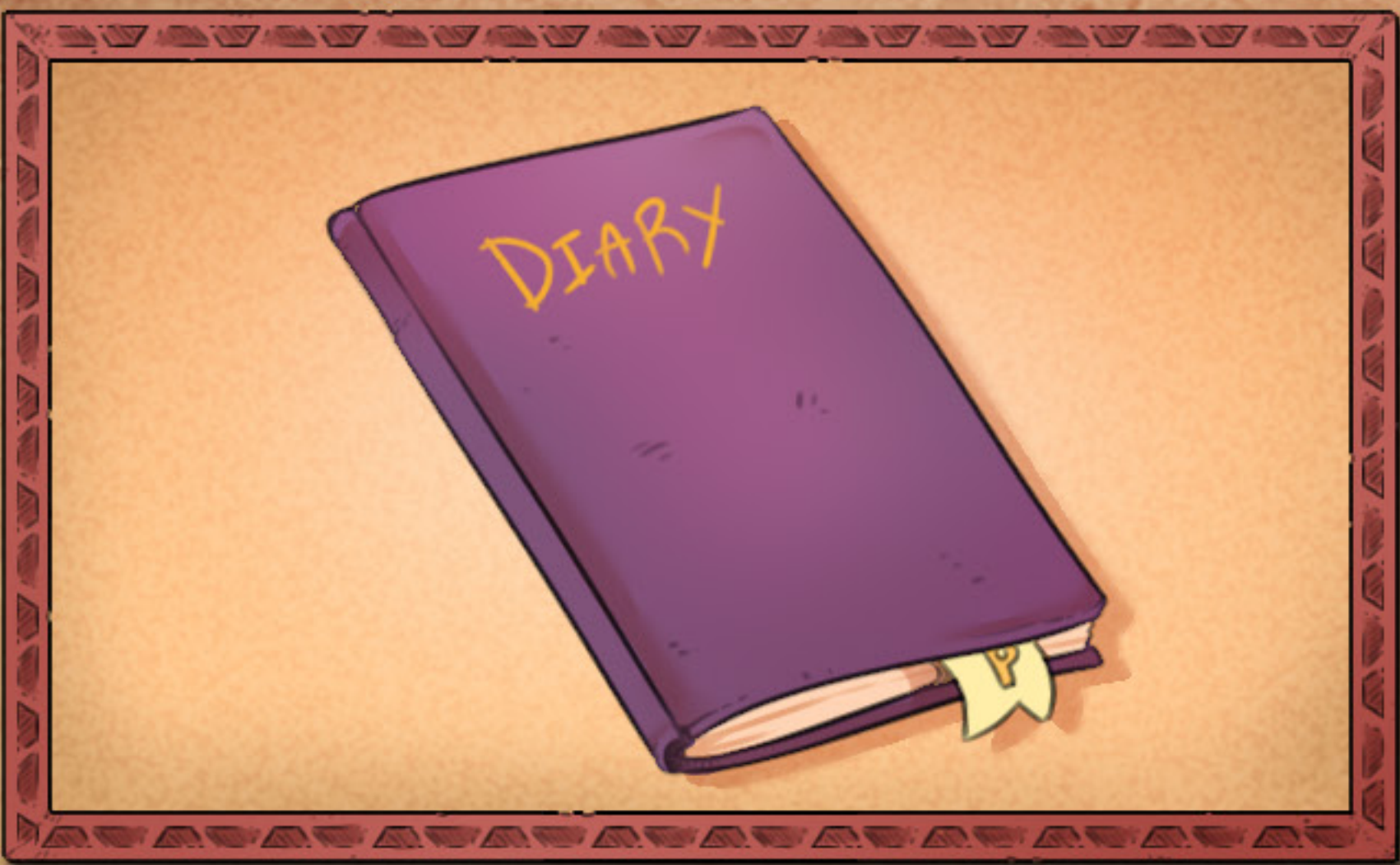
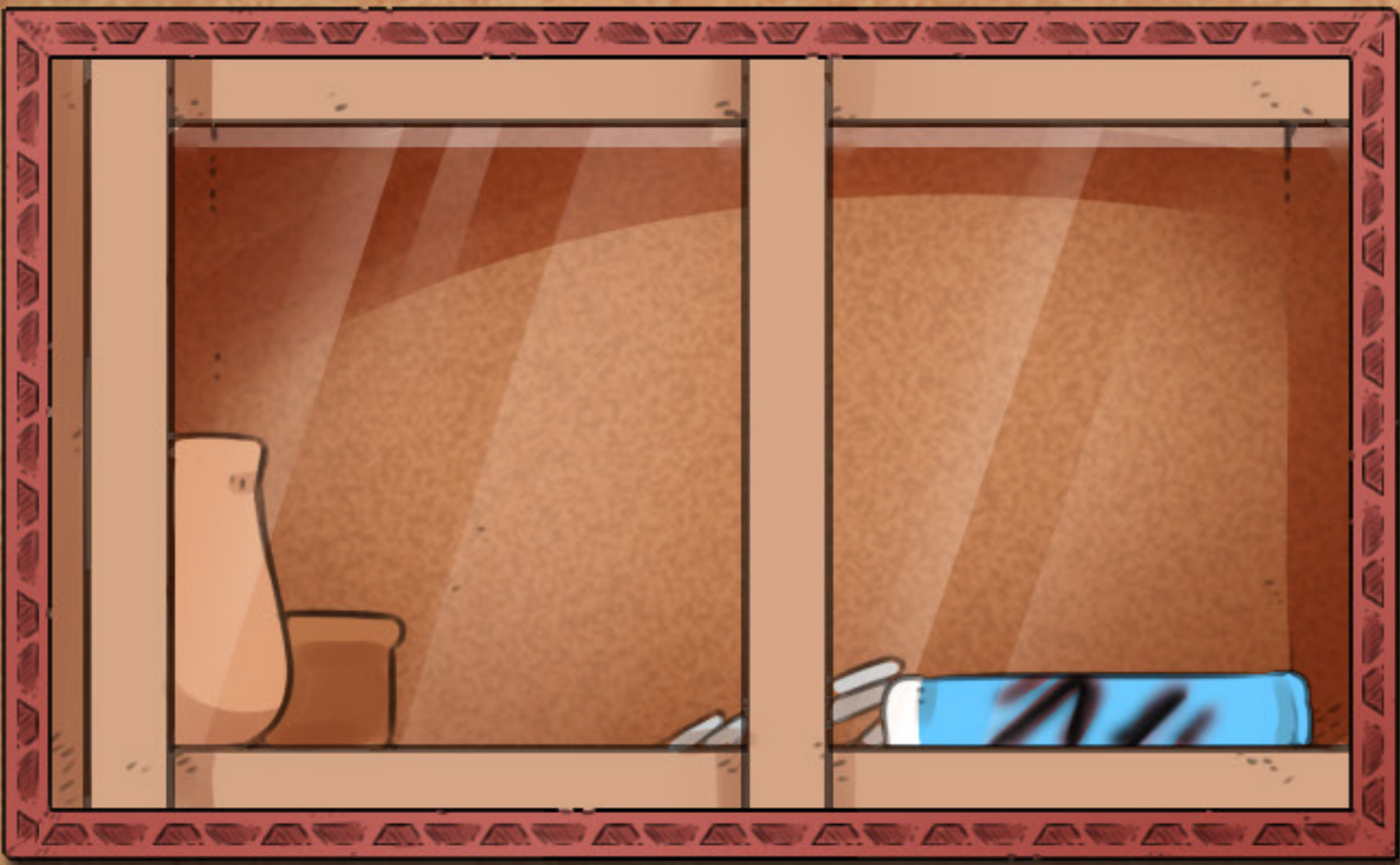


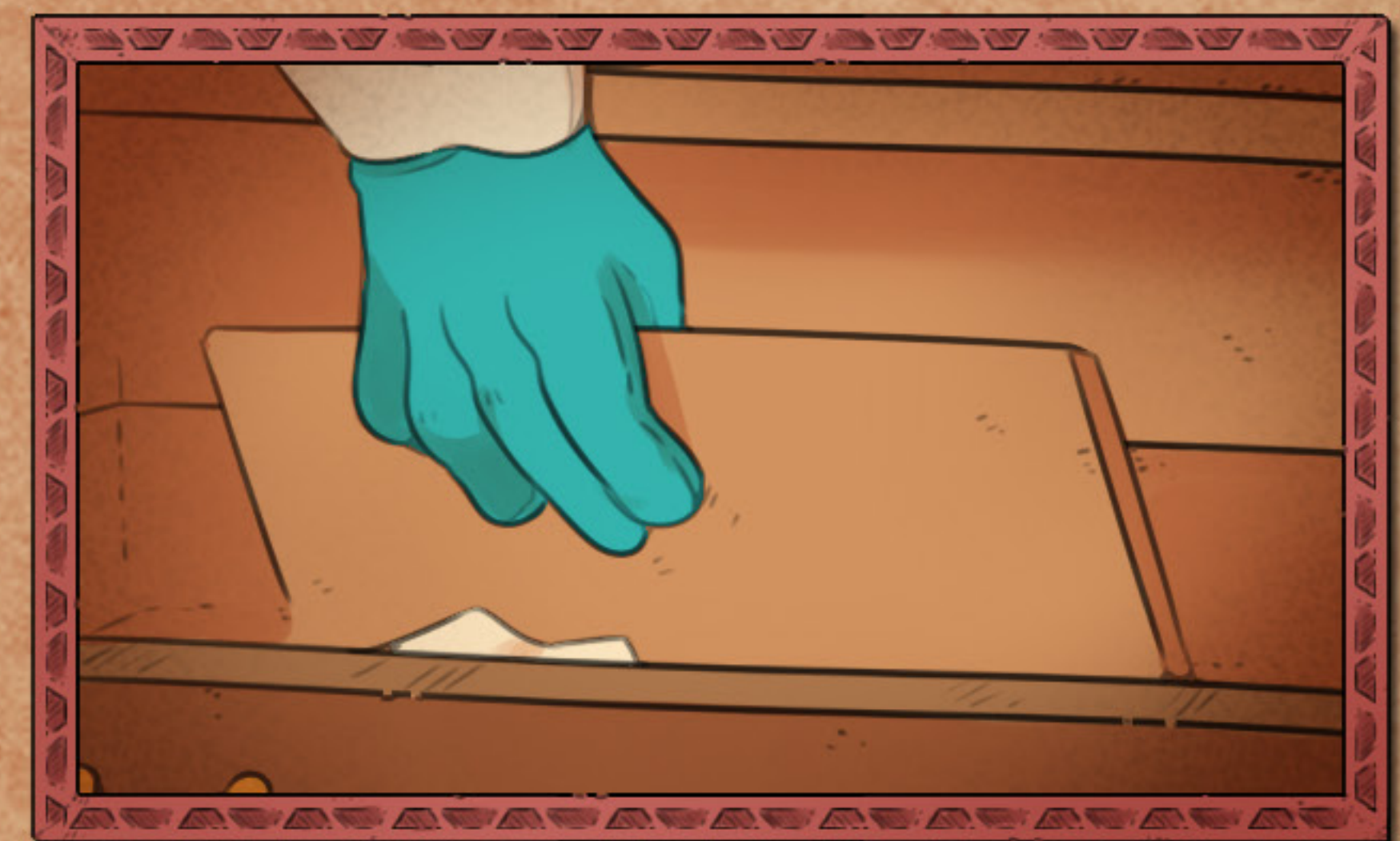


This journey isn't easy for Beracus but I'm glad he's not giving up. He made it! He lived! He will go on.

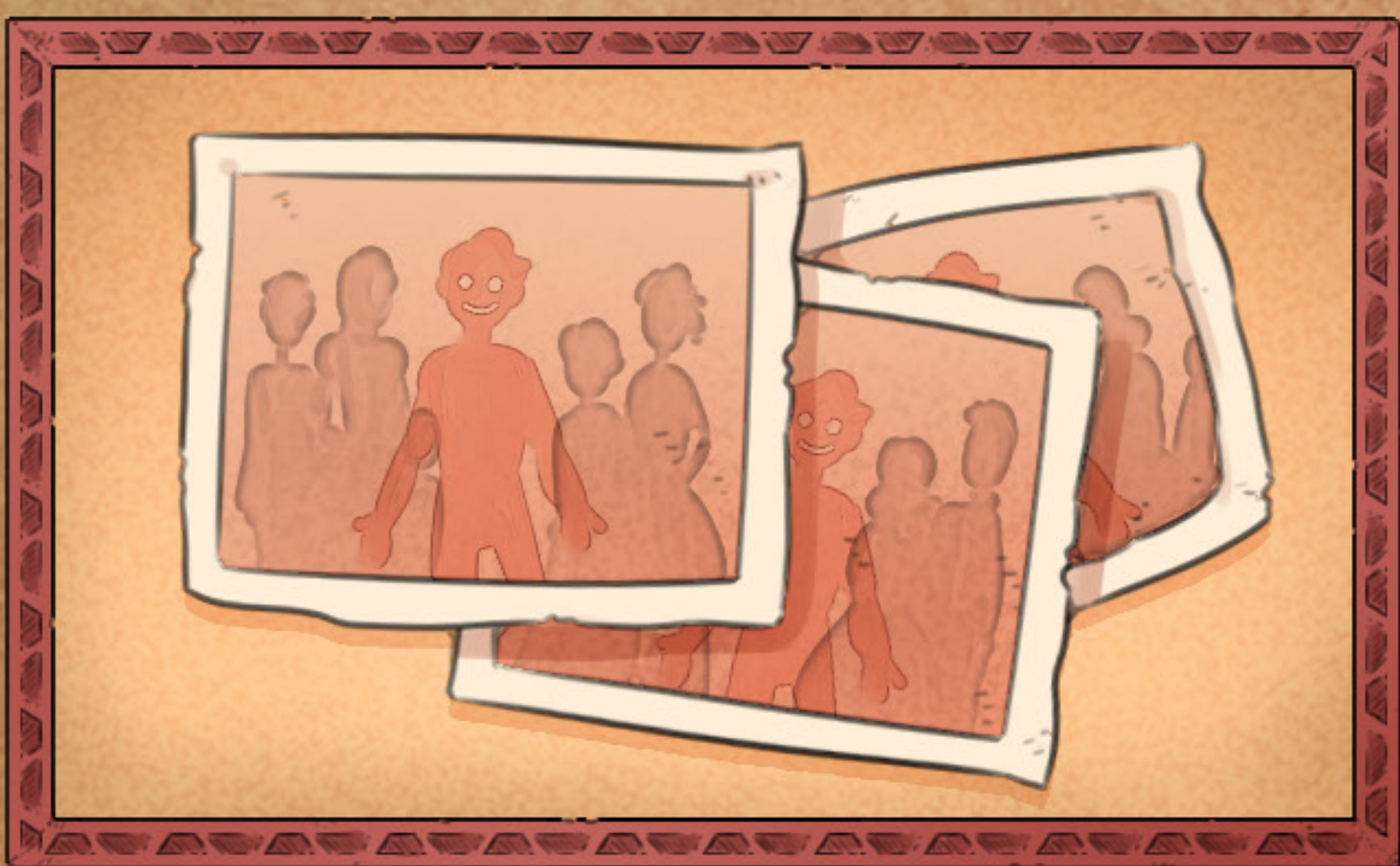
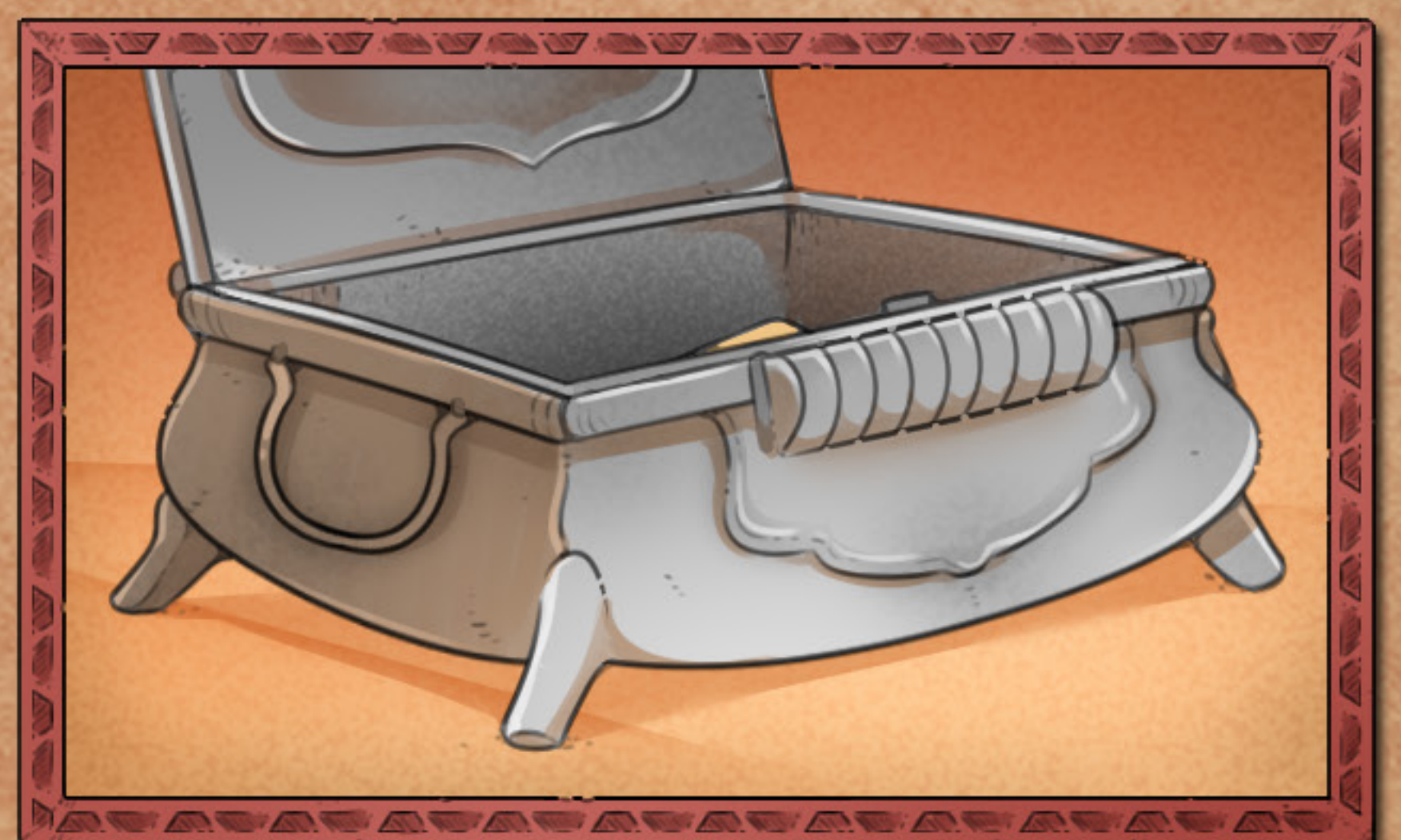
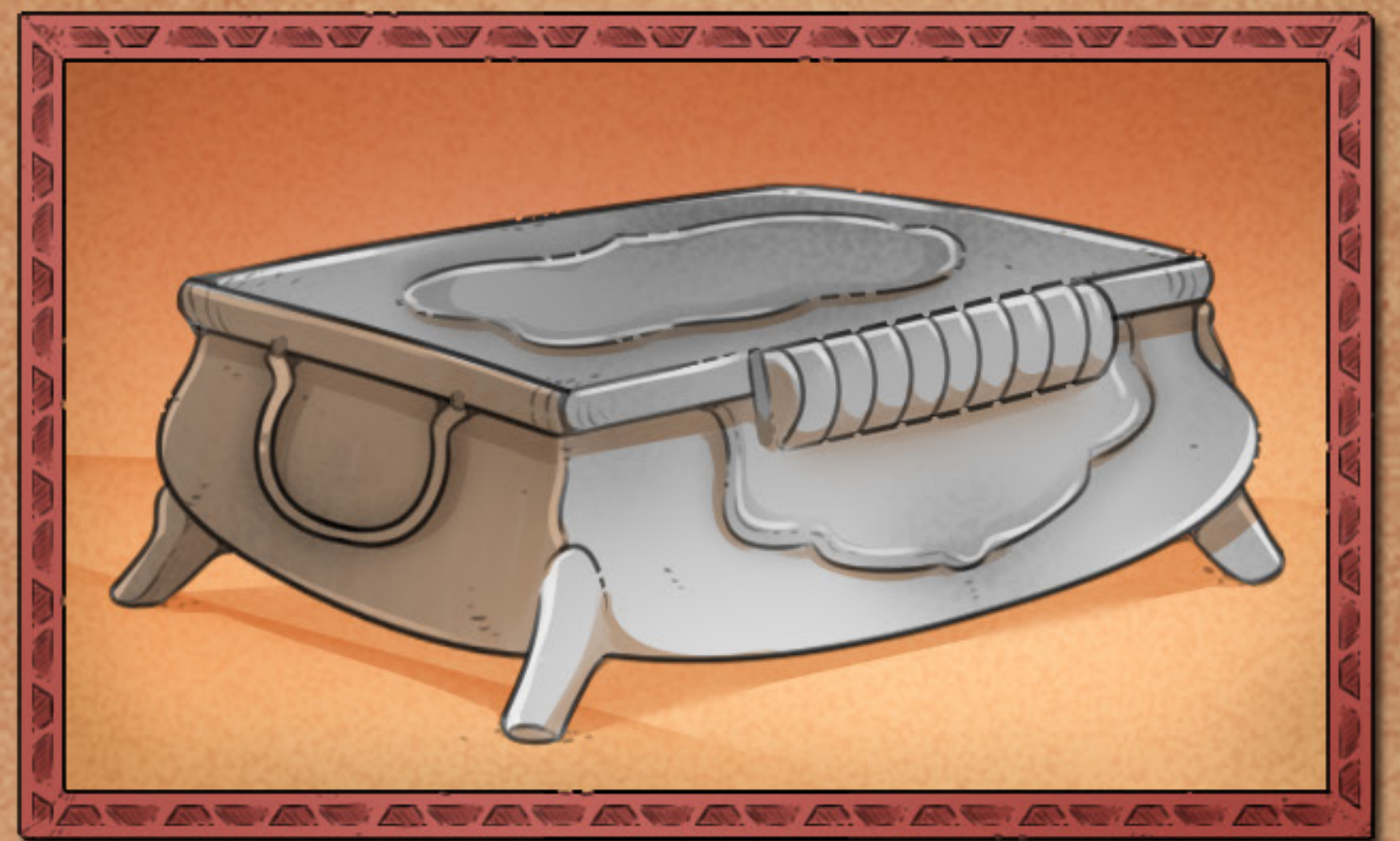
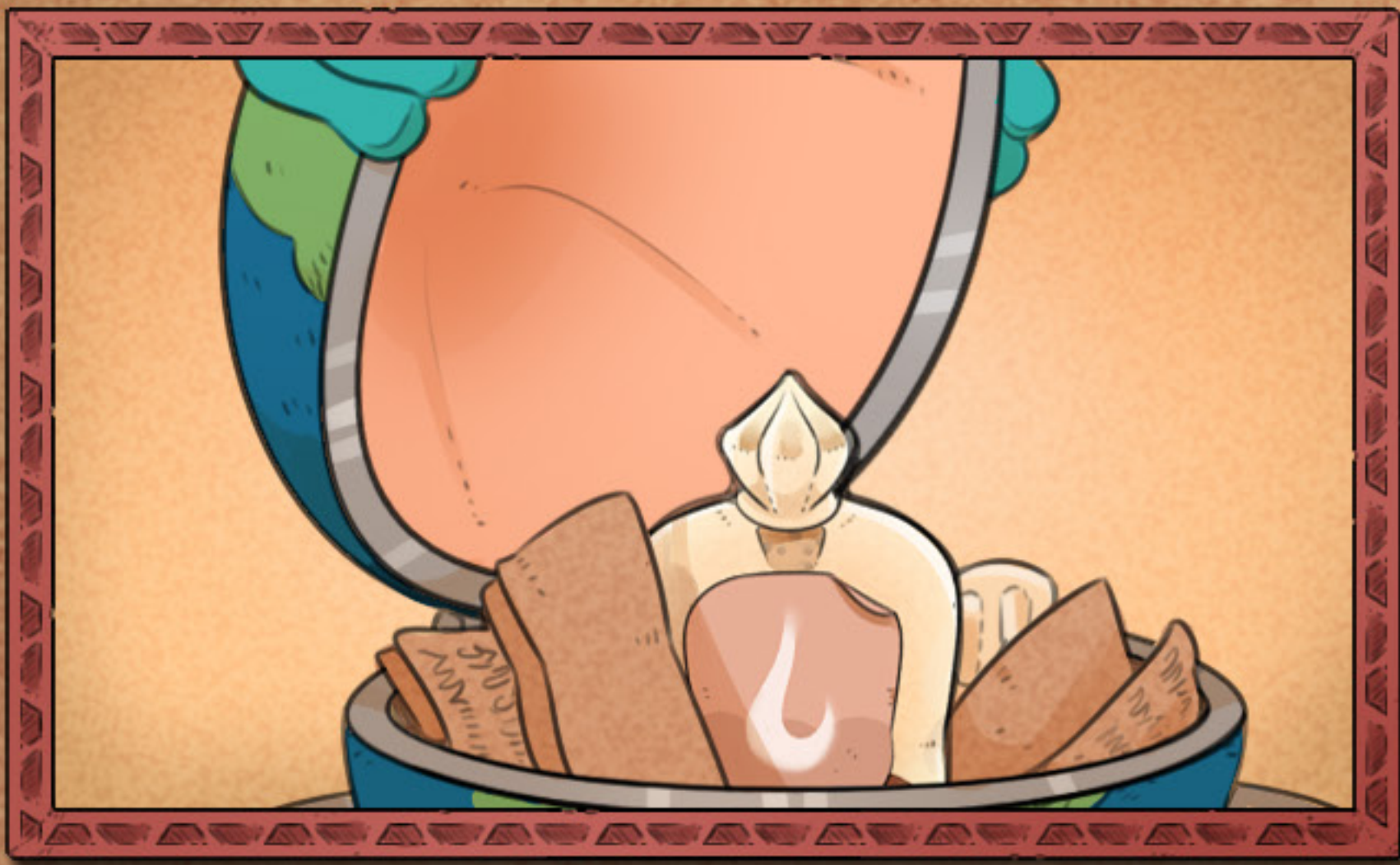
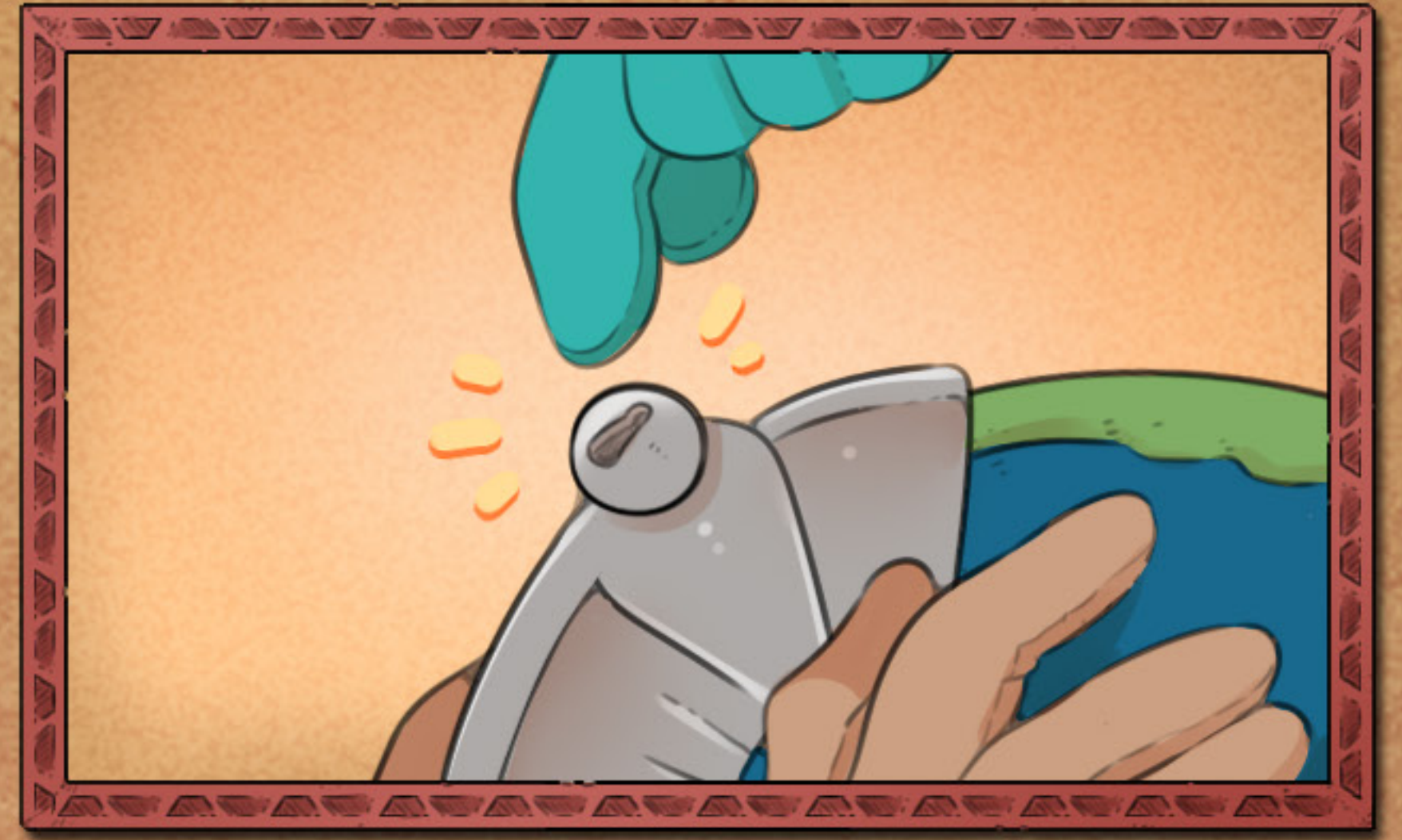
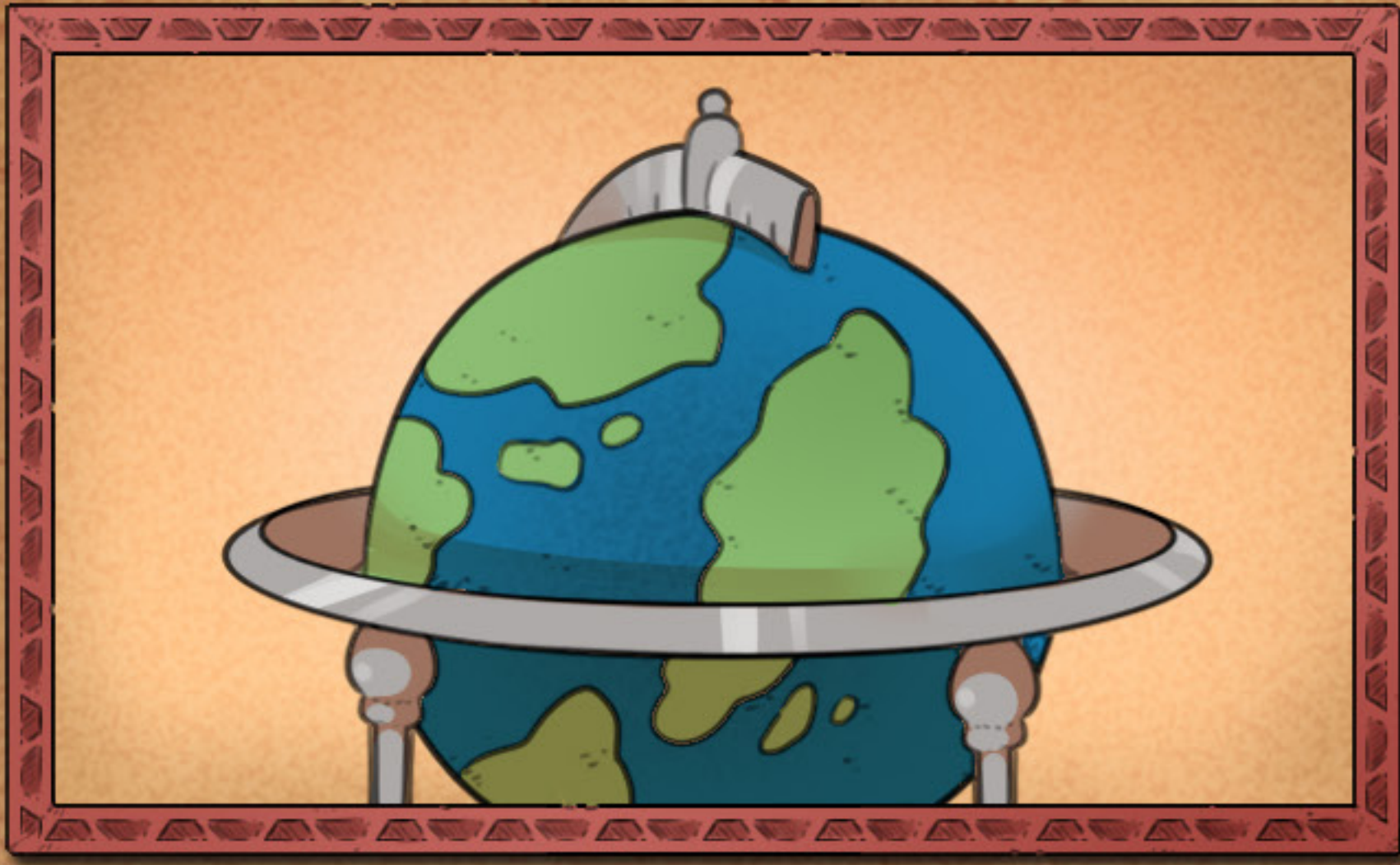


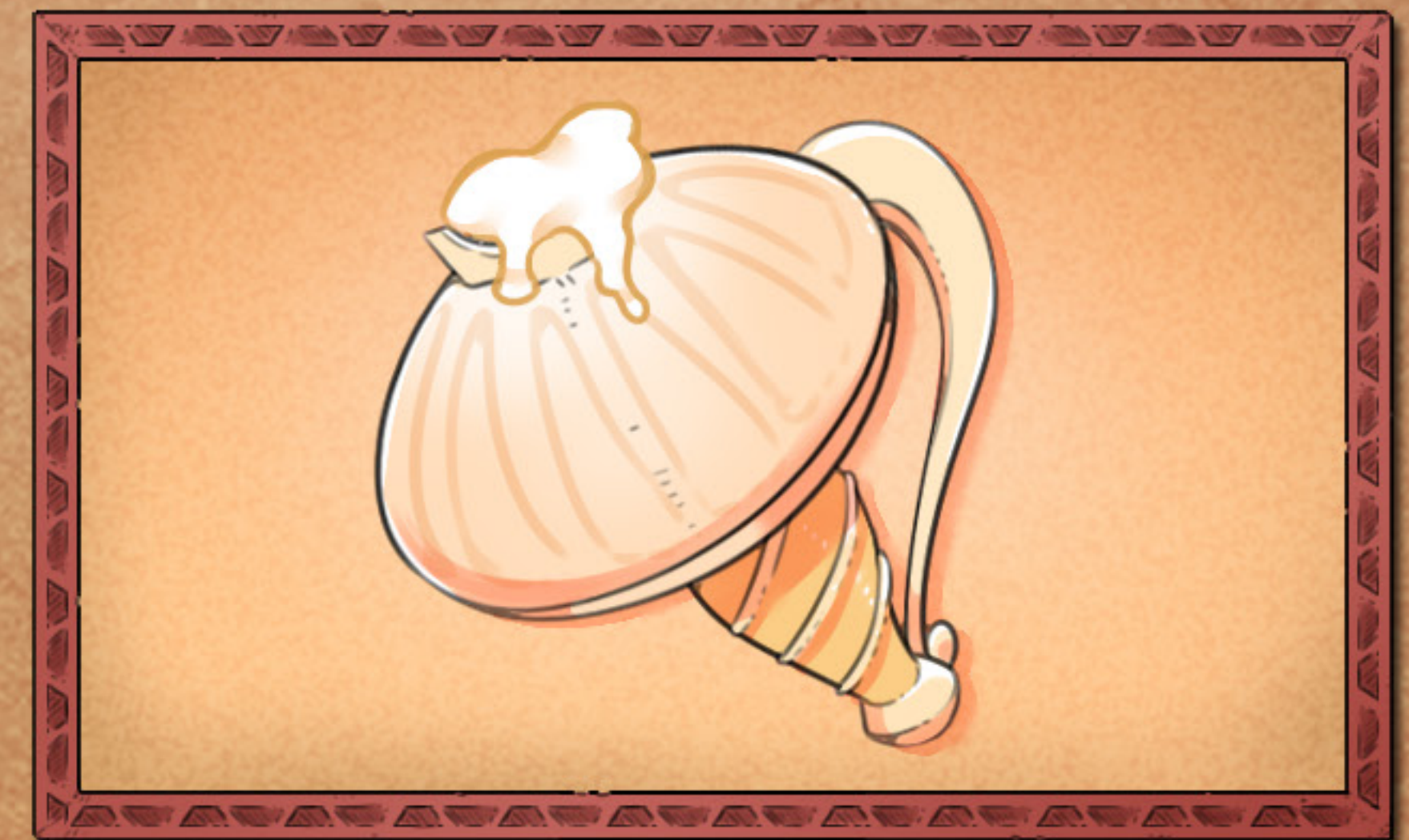
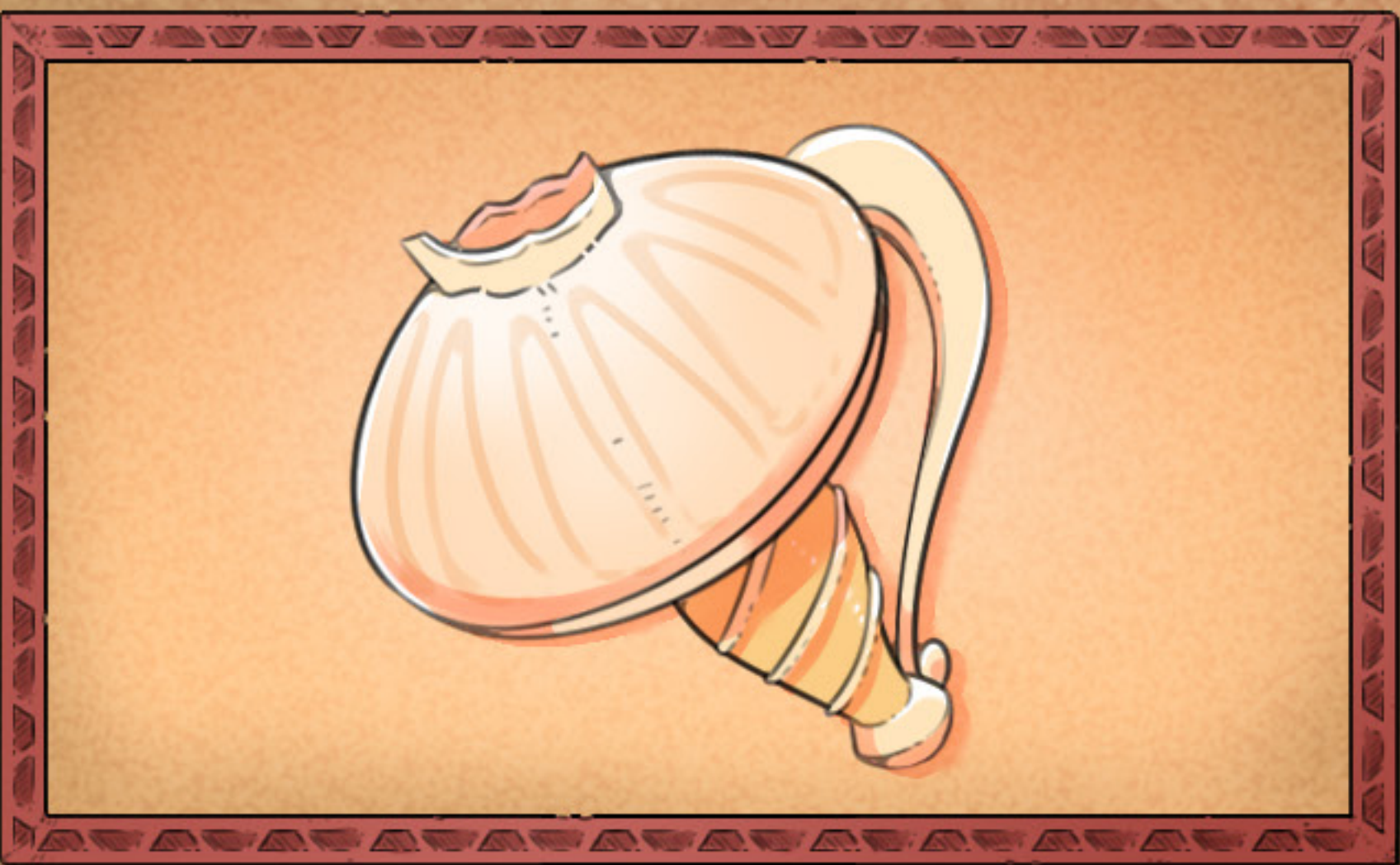
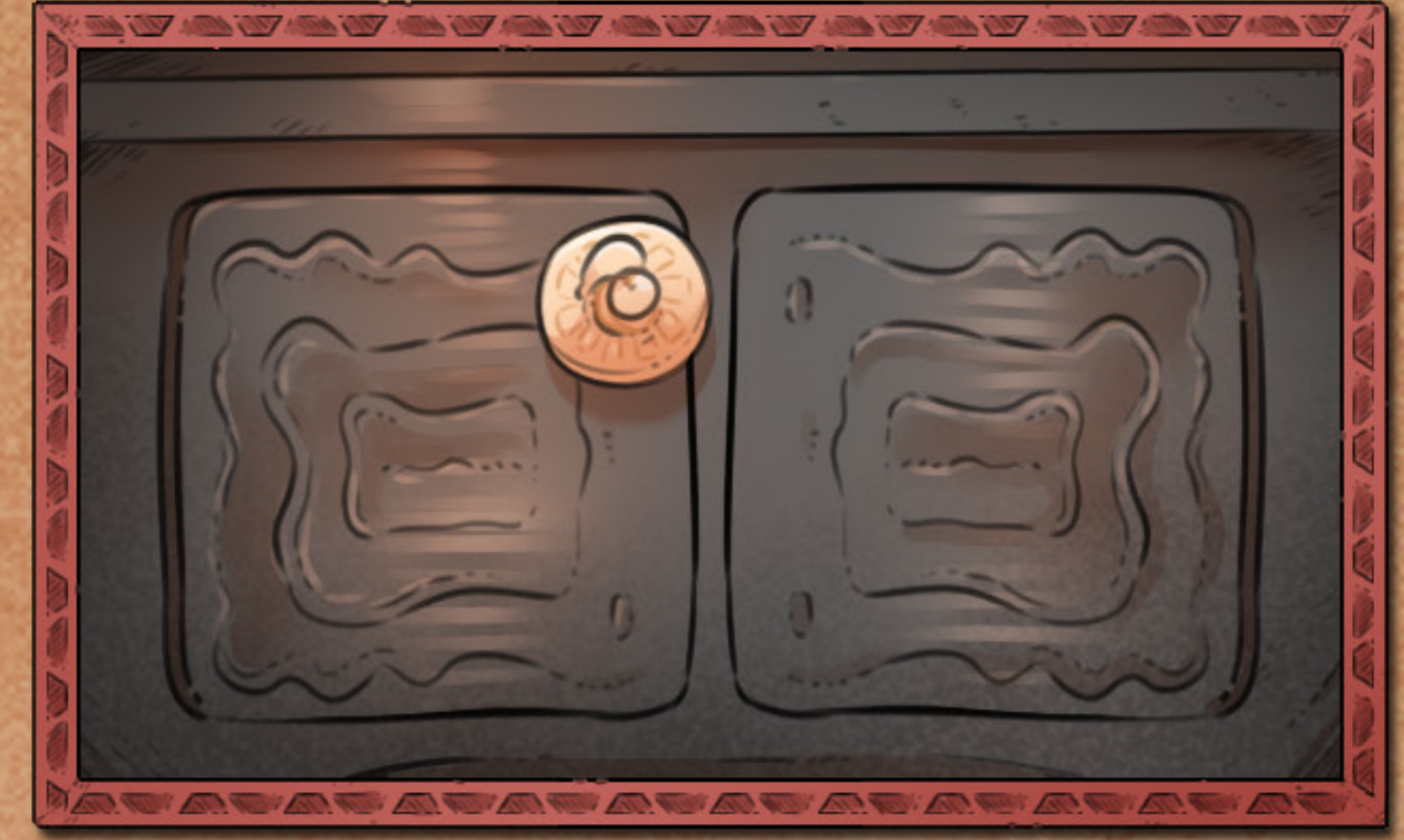
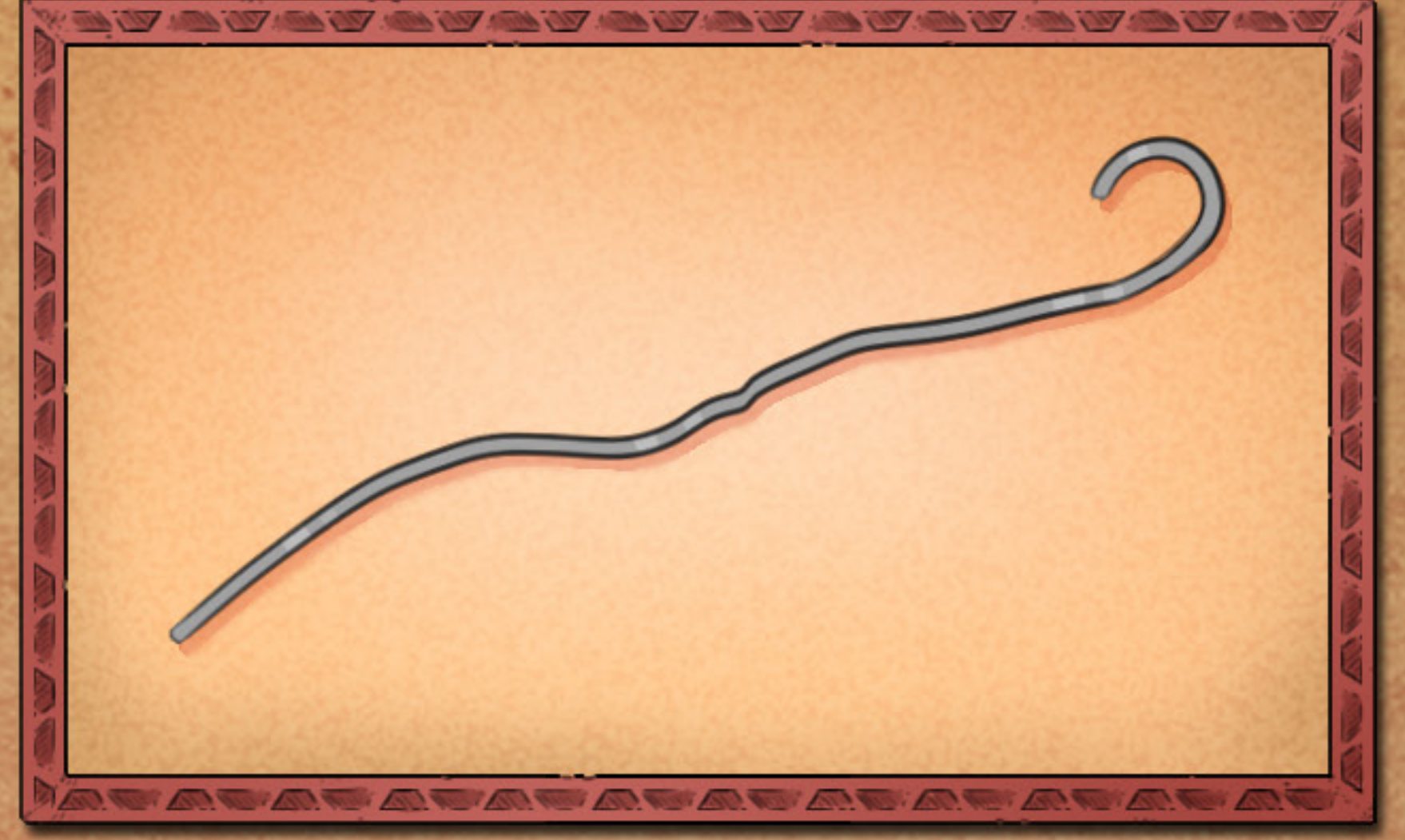
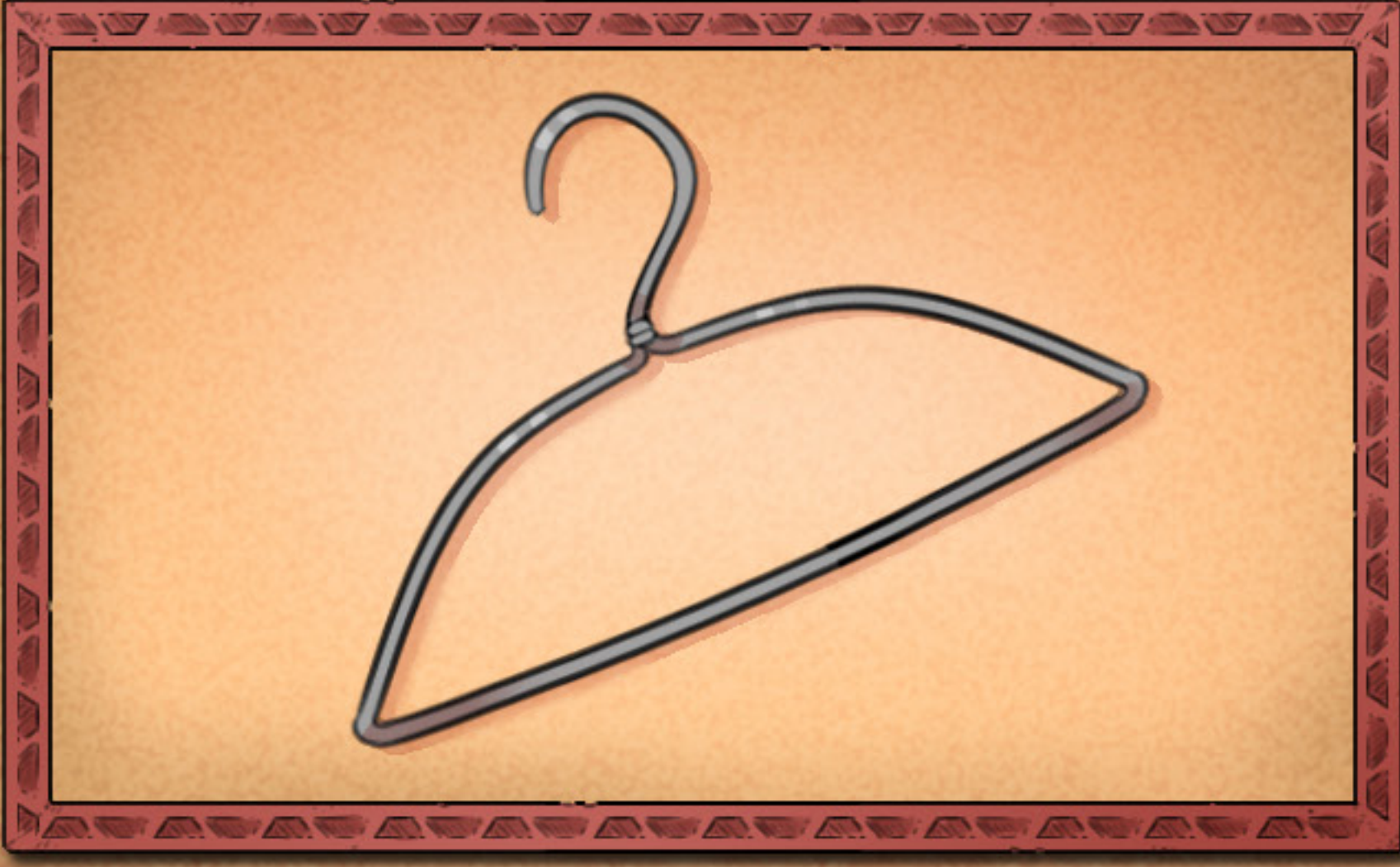


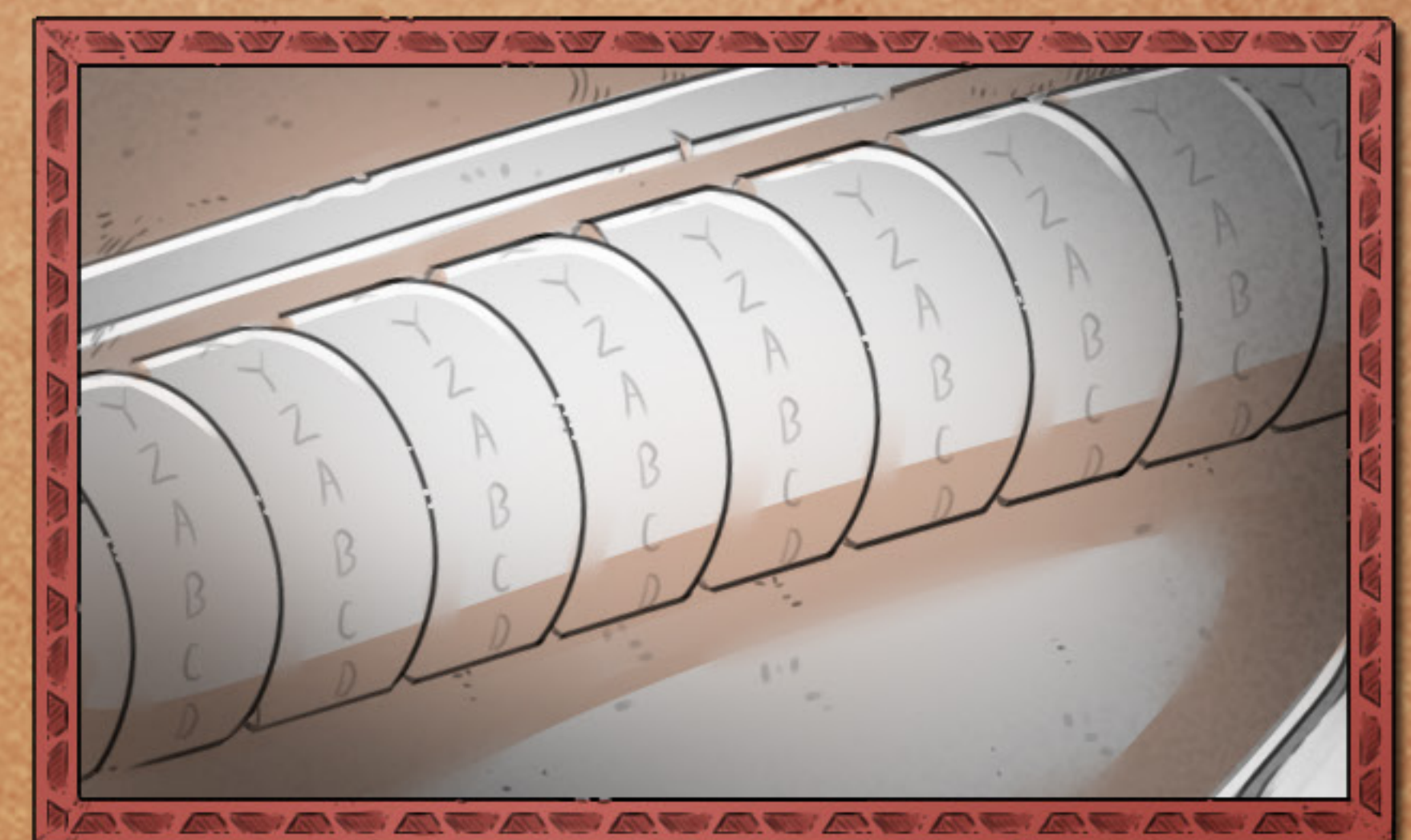
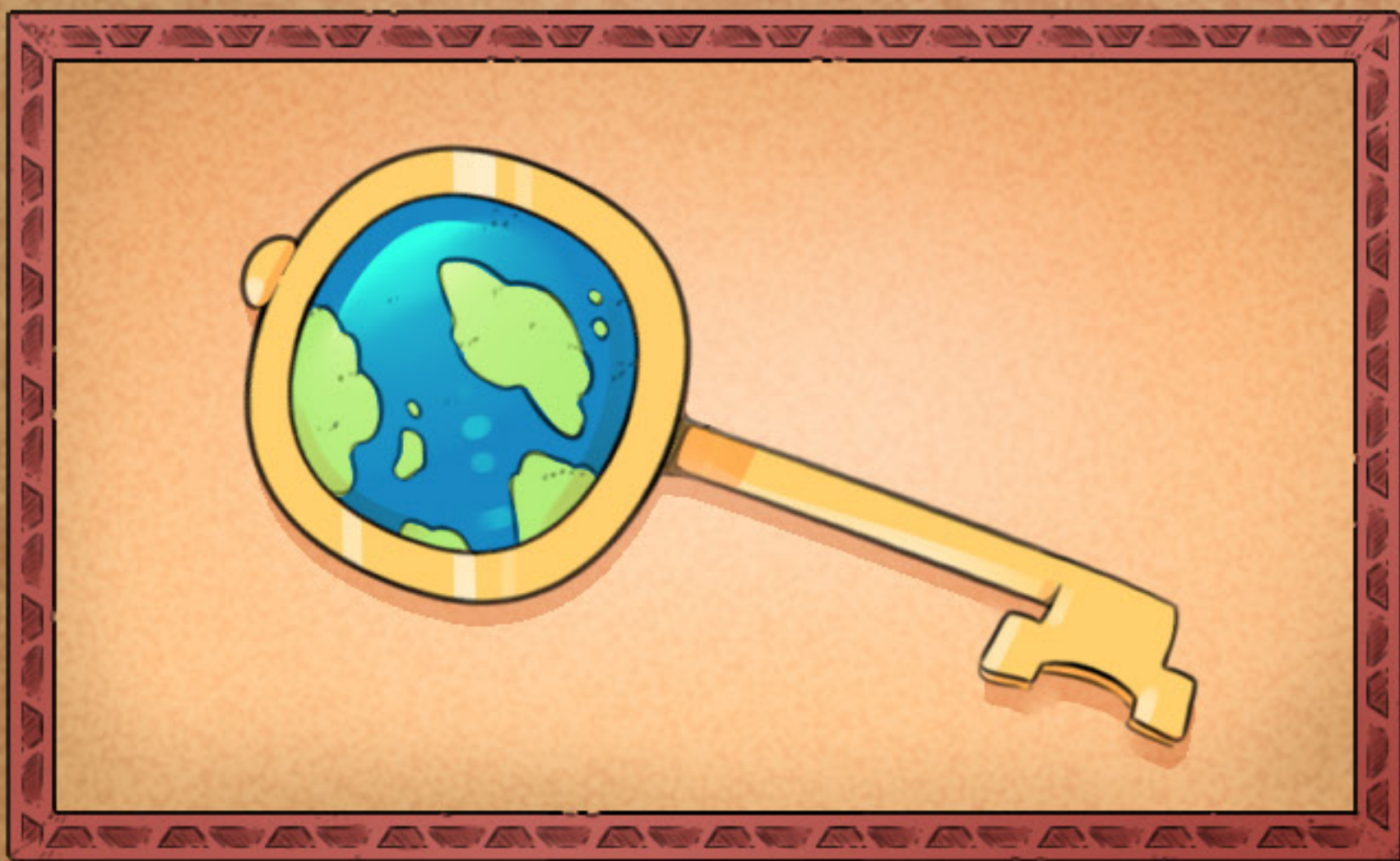
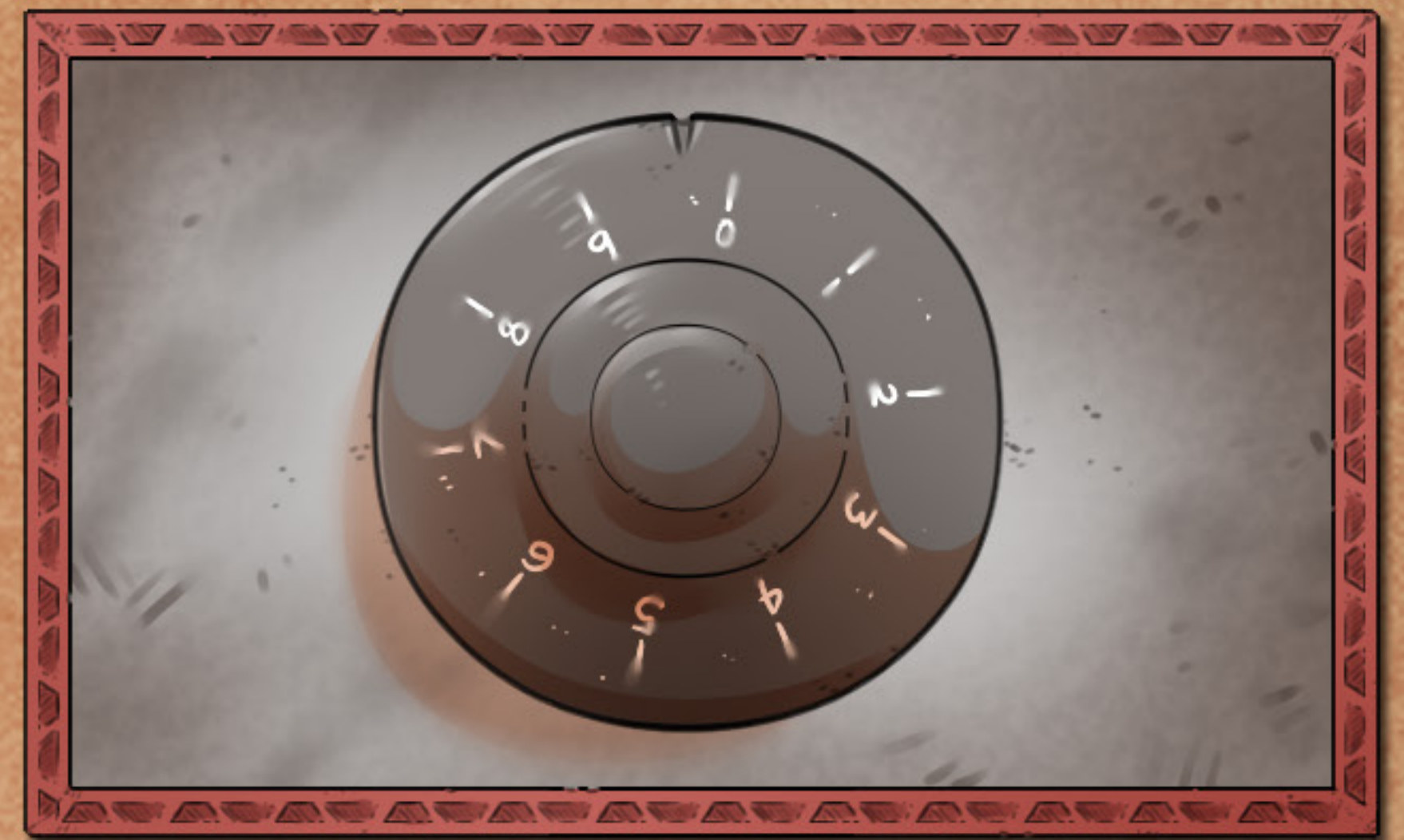


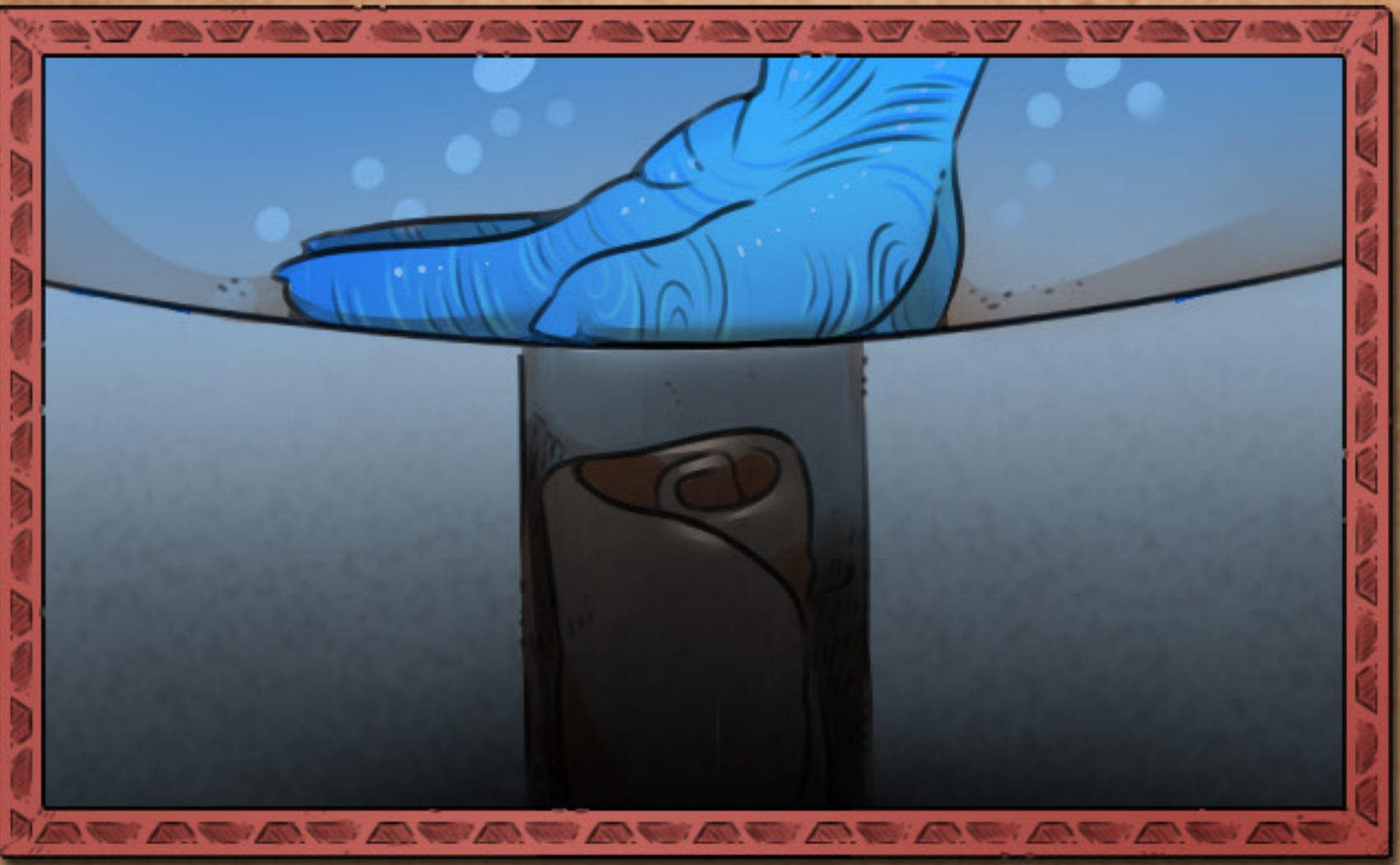
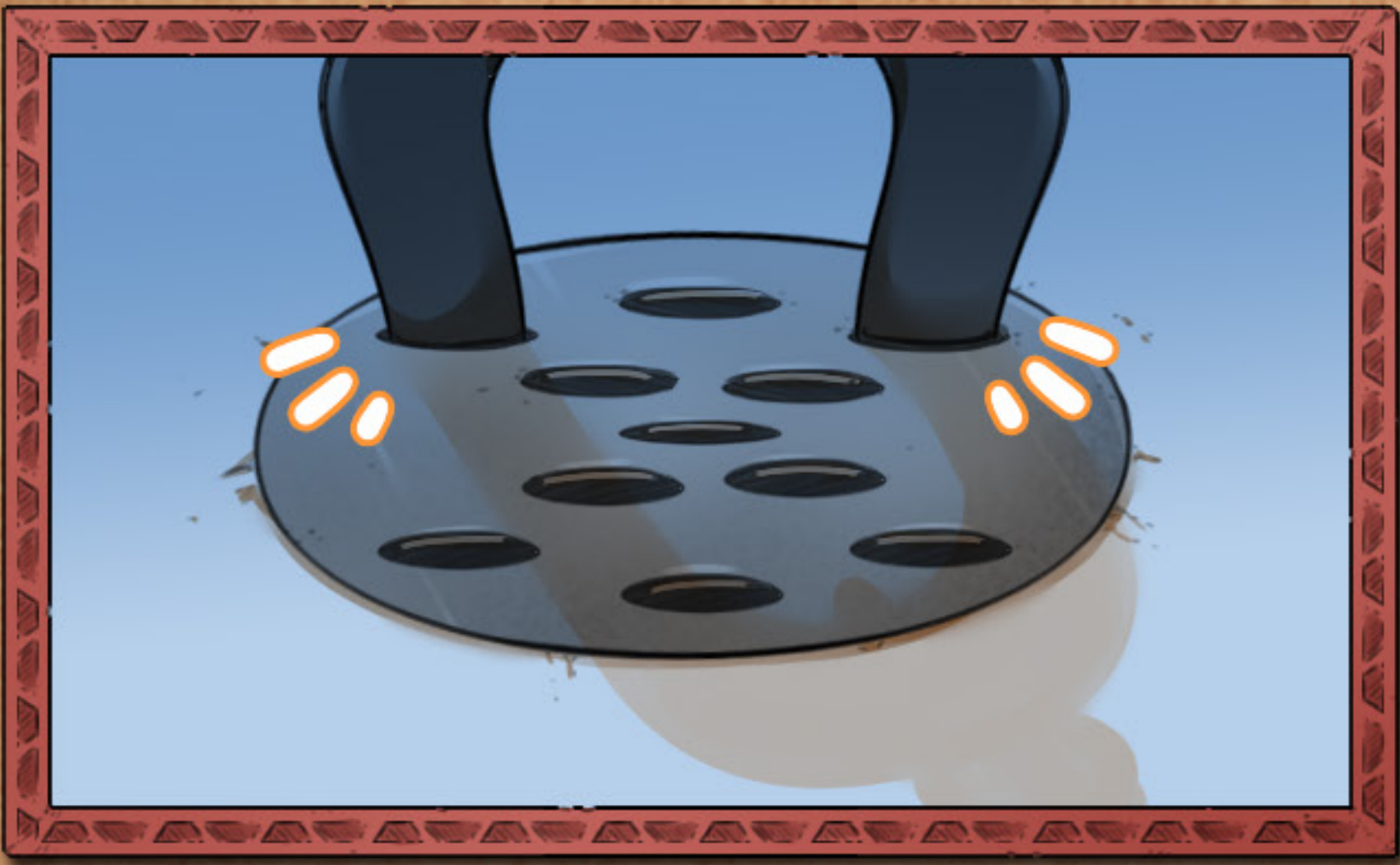
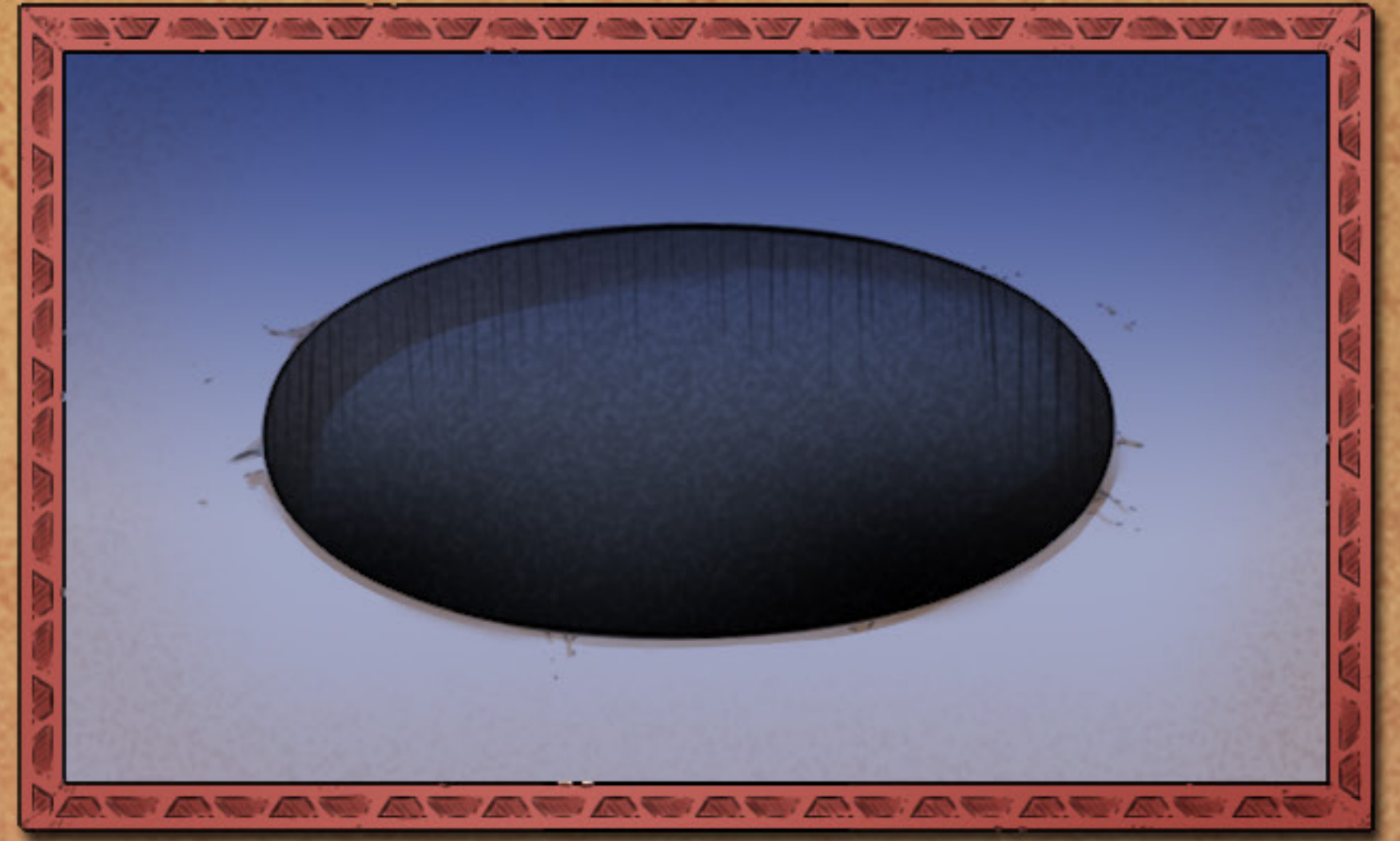
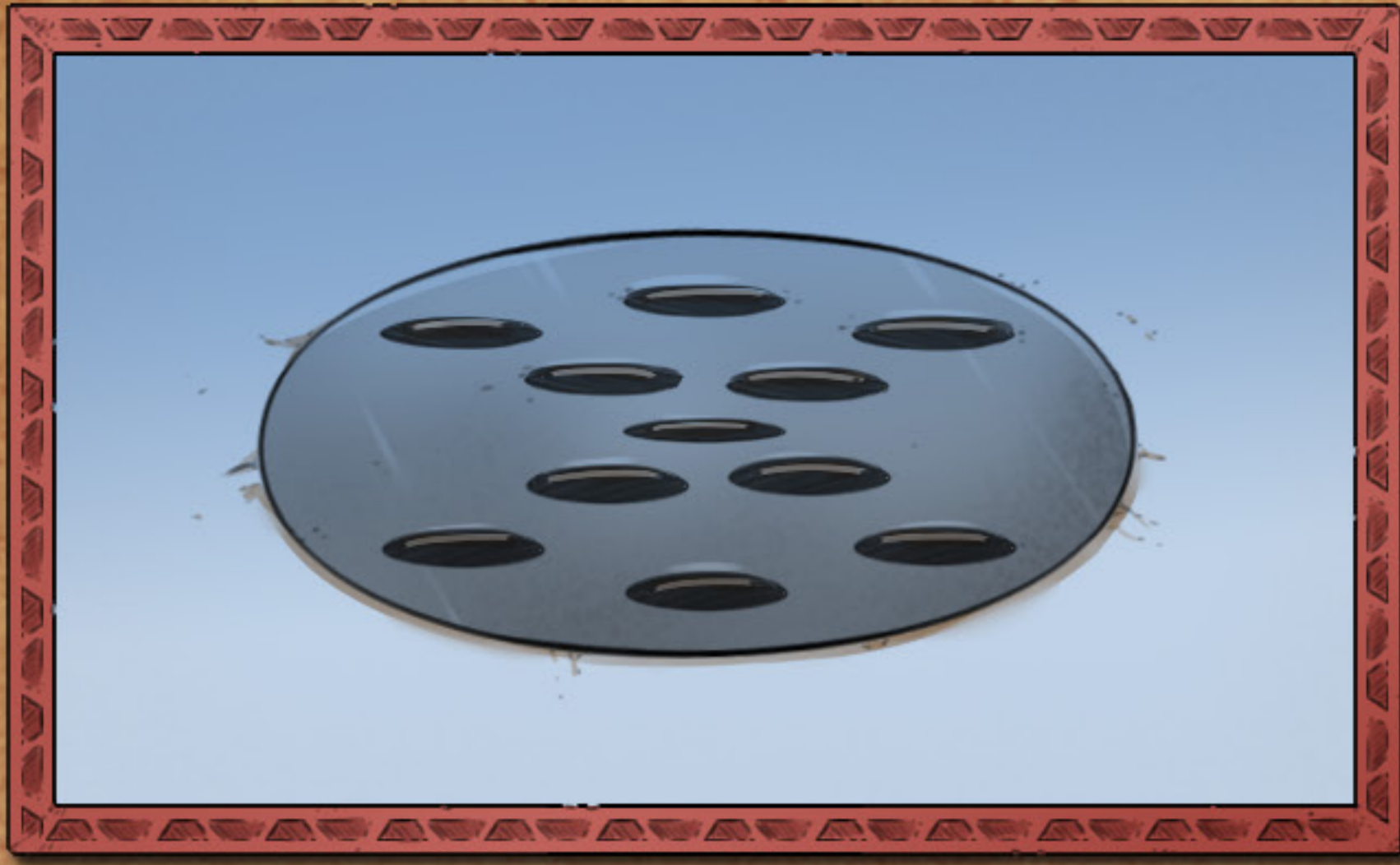


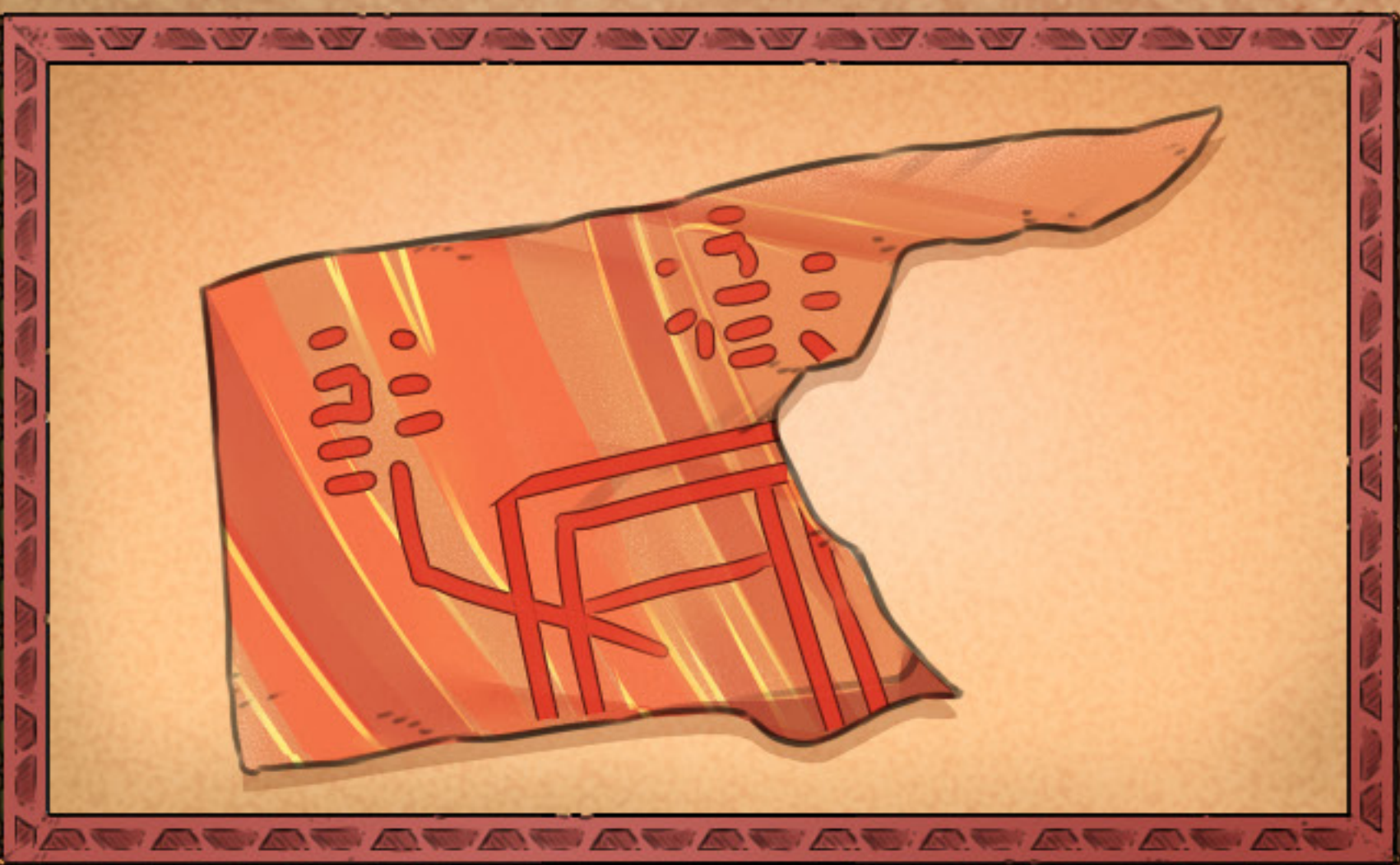
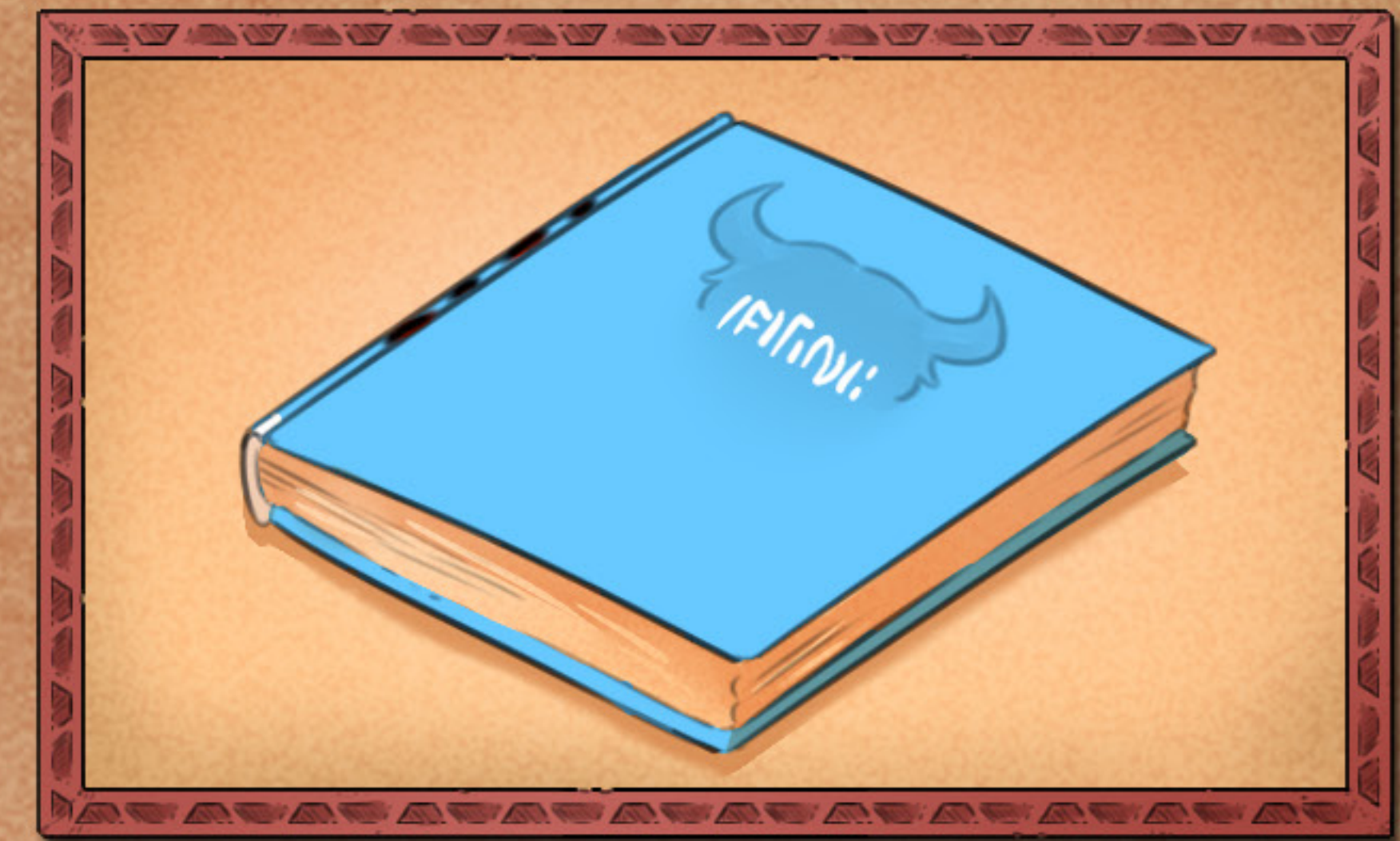


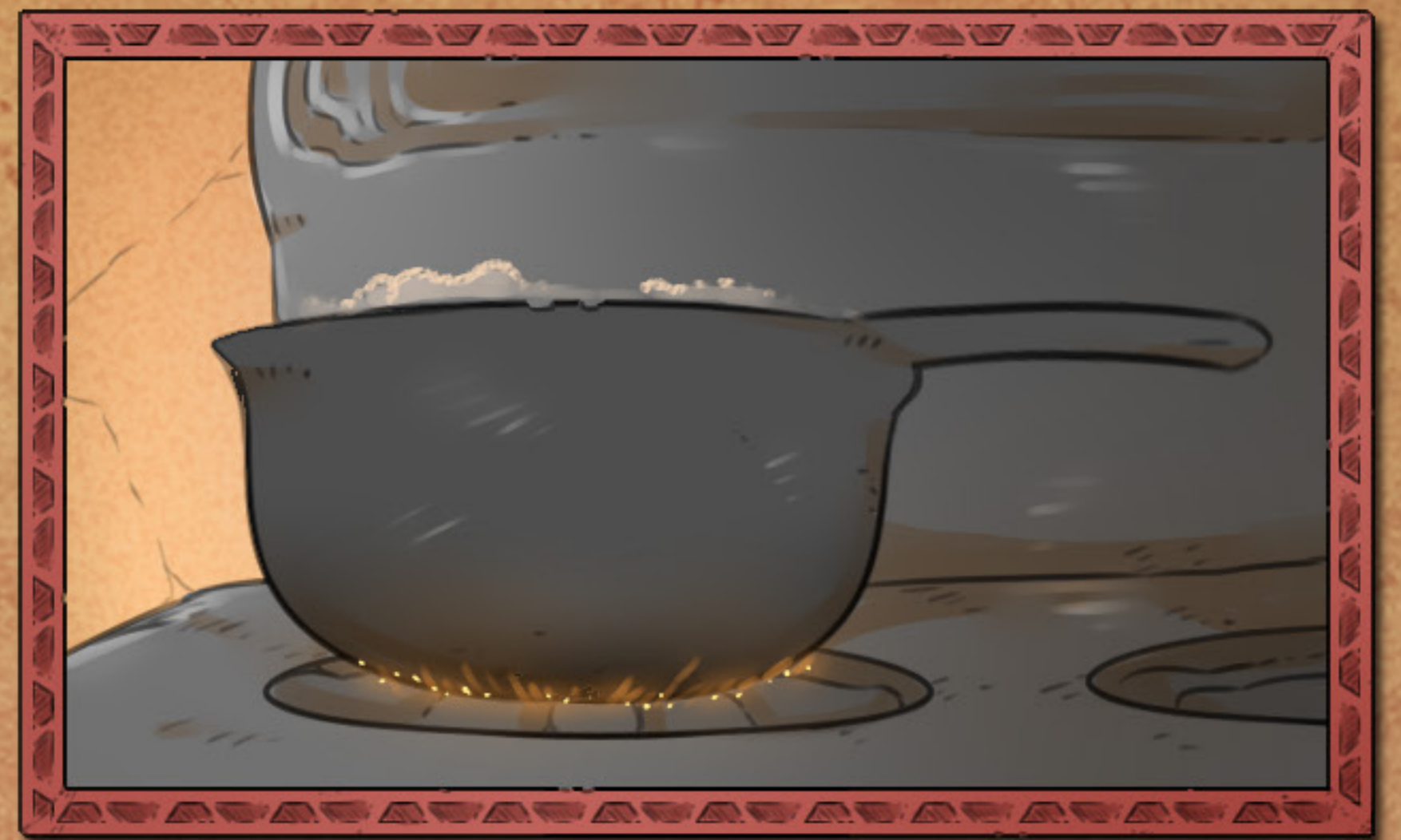
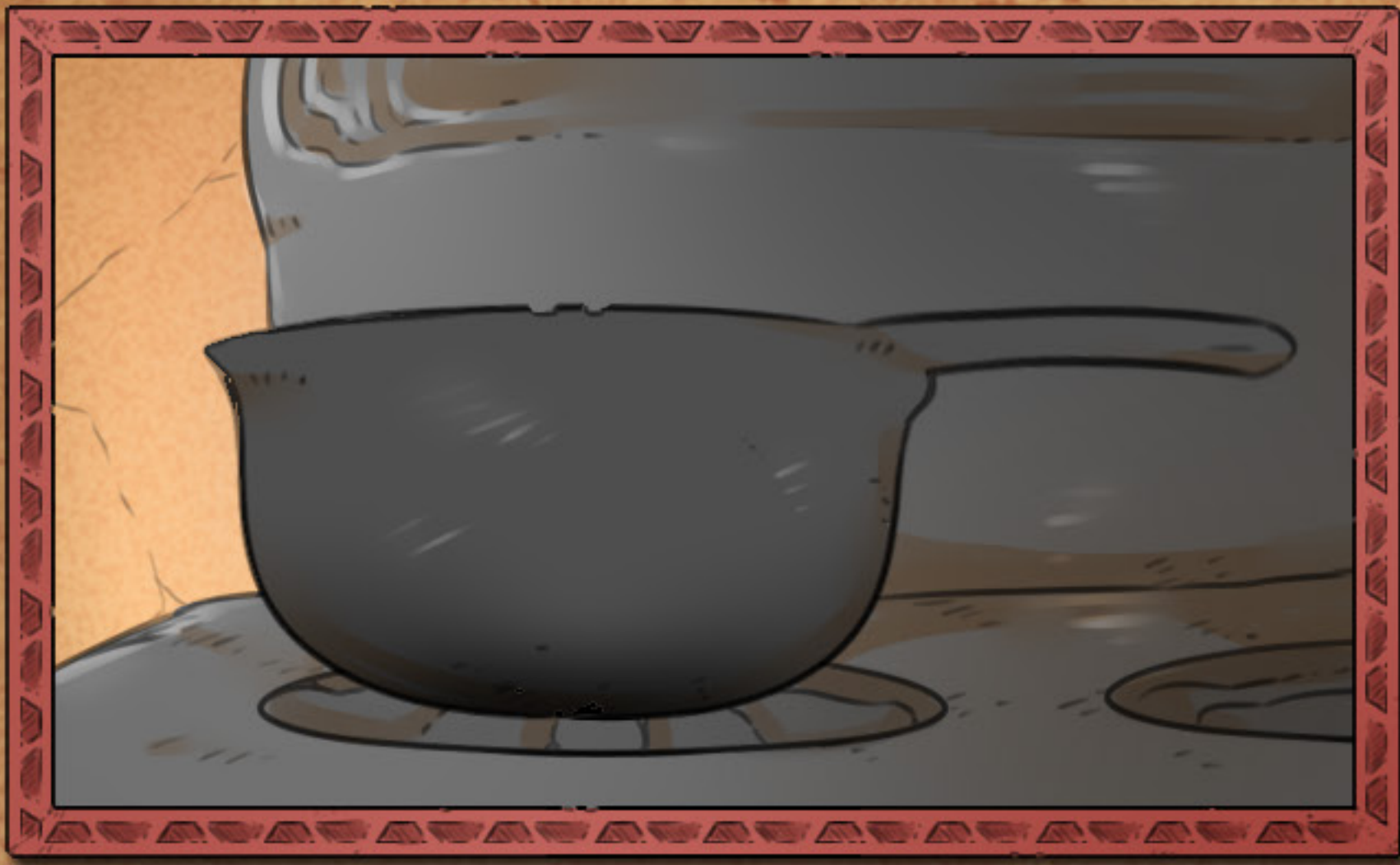


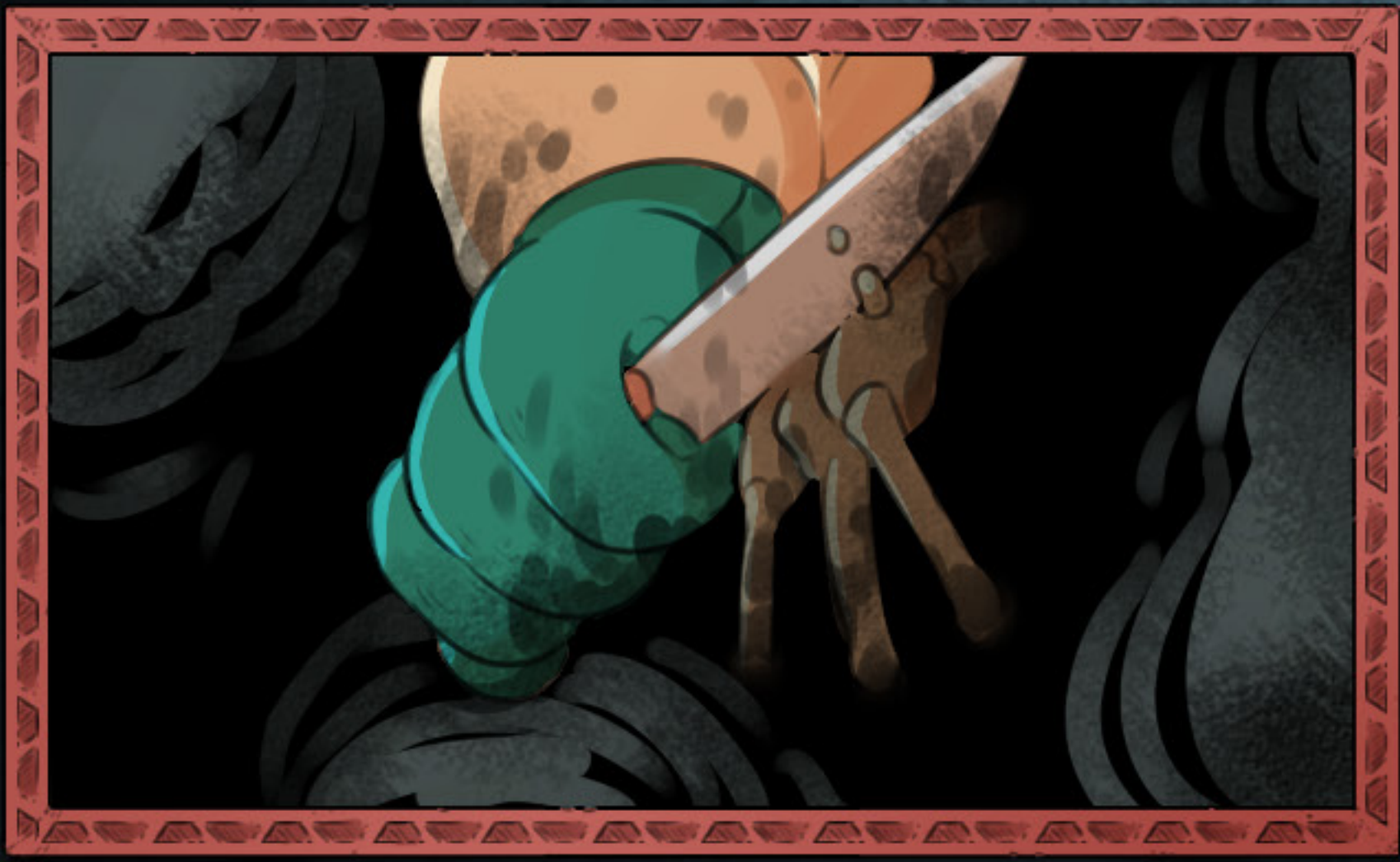
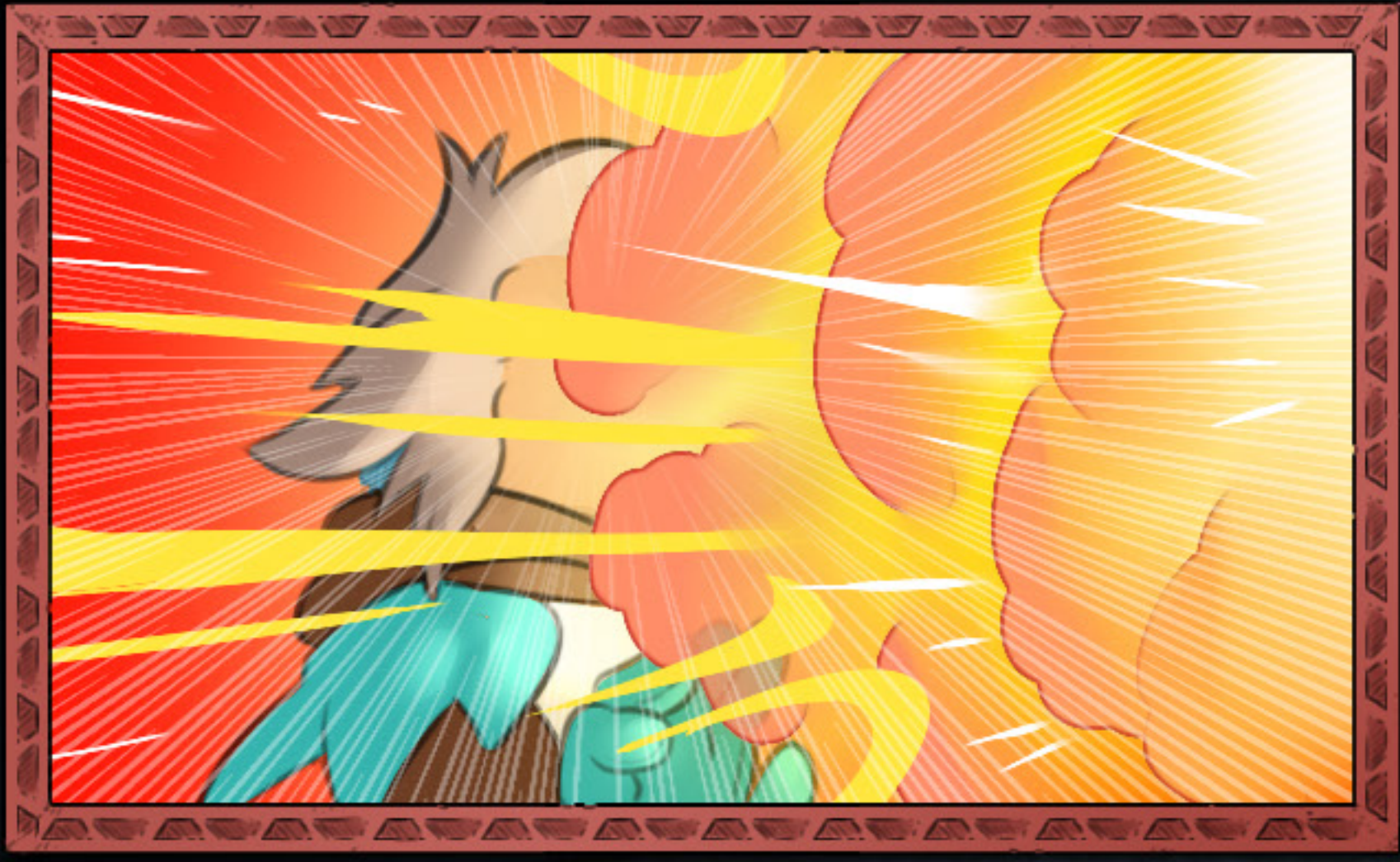














## Original Soundtrack by NomnomNami

1. Village of Wheat
2. Estranged Family
3. Demon of Greed
4. Lee
5. The Dinner Party
6. Cursed Place
7. Mass
8. Beracus

### A note from Nami:

This soundtrack has been in the works almost as long as the game itself! "Cursed Place" was the first to be completed, and I feel so proud that I was able to make such a fun atmospheric track that you don't really get tired of even after hearing it for an hour! "Mass" was the hardest to get right-- it has a lot of different parts, and some of the directions I tried taking it weren't really working, so I just kept coming back to it months later to see if I could figure out a way to end it. And during the last month of development, I finally did! Music is still a little difficult for me, so whenever I finish a song it's actually a huge relief. I absolutely love the instruments and sounds I get to use for this series in general! Harpsichord and cello are probably my most favorite. I'm grateful that DCS entrusted this soundtrack to me, because I really feel like it's my best work! Thank you!!!

# Human by Roxie Zagar

Watching  
Waiting  
I didn't anticipate it

I could have got caught flat-footed  
When the final bell rang out,  
Your shout!

Made me feel human  
If only for  
Just a moment

Tonight I'll dream of the day  
That your lips could form my name,  
What's my name?

I'm not the one  
Who should suffer for it all  
I could walk away from here  
I could let the peices fall

Where would that leave you  
All alone, sick to death  
I may not be a good man  
But I'd be worse if I left

**MUSICAL INTERLUDE**

Guilty and  
Greedy  
I can't ask--  
Do you need me?

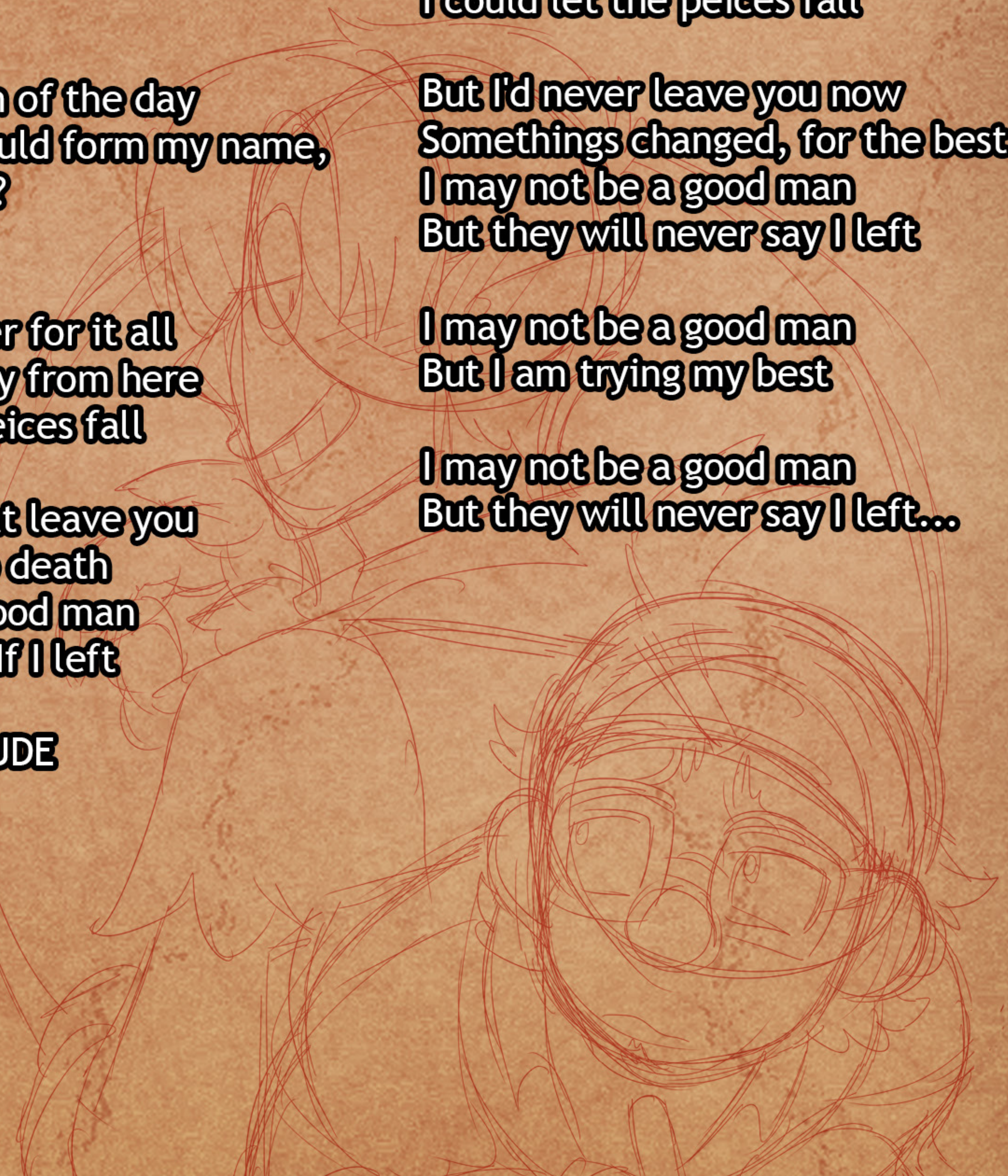
I can't read the language  
Written on your face  
Your face

I'm not the one  
Who should suffer for it all  
I could walk away from here  
I could let the peices fall

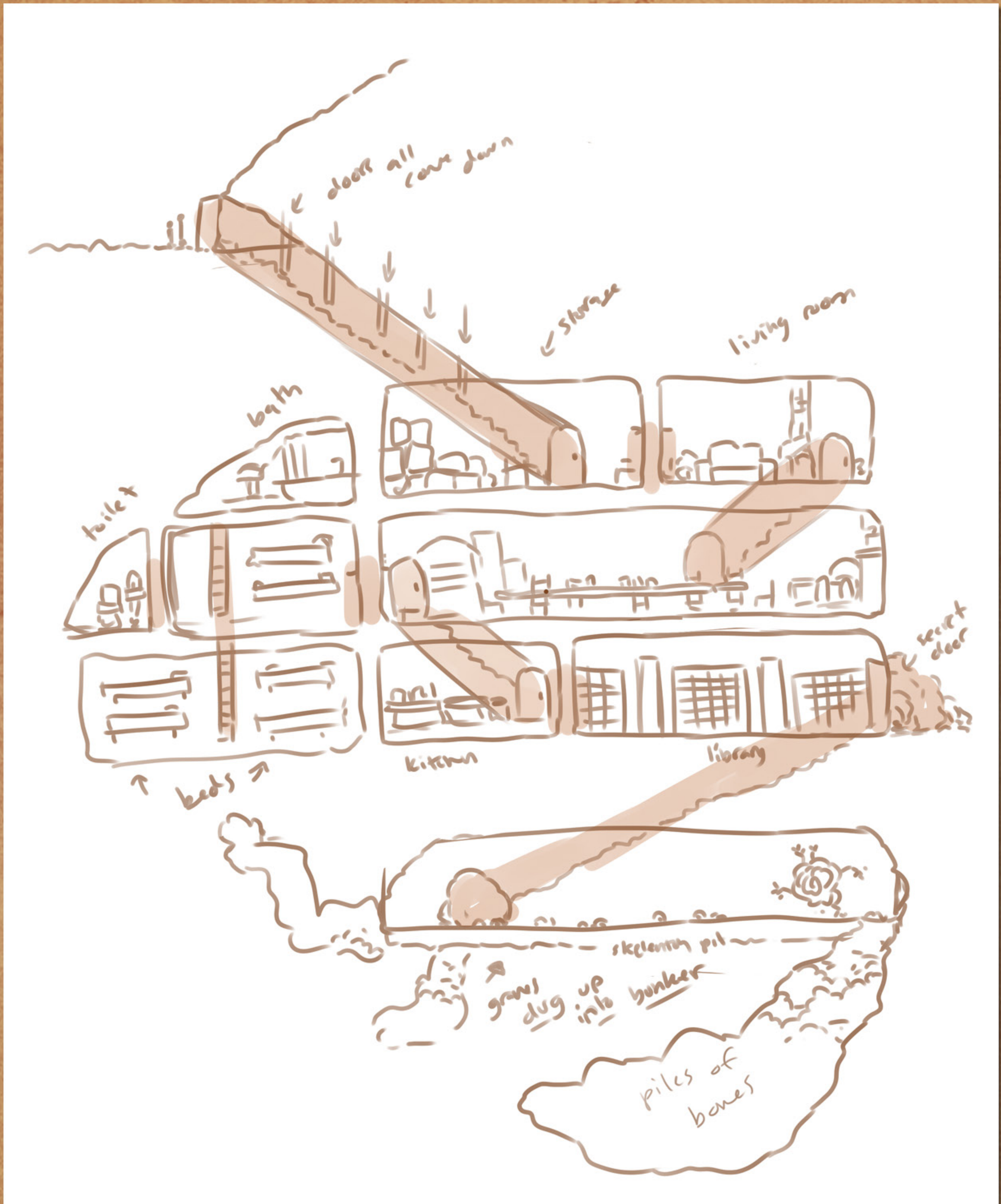
But I'd never leave you now  
Somethings changed, for the best  
I may not be a good man  
But they will never say I left

I may not be a good man  
But I am trying my best

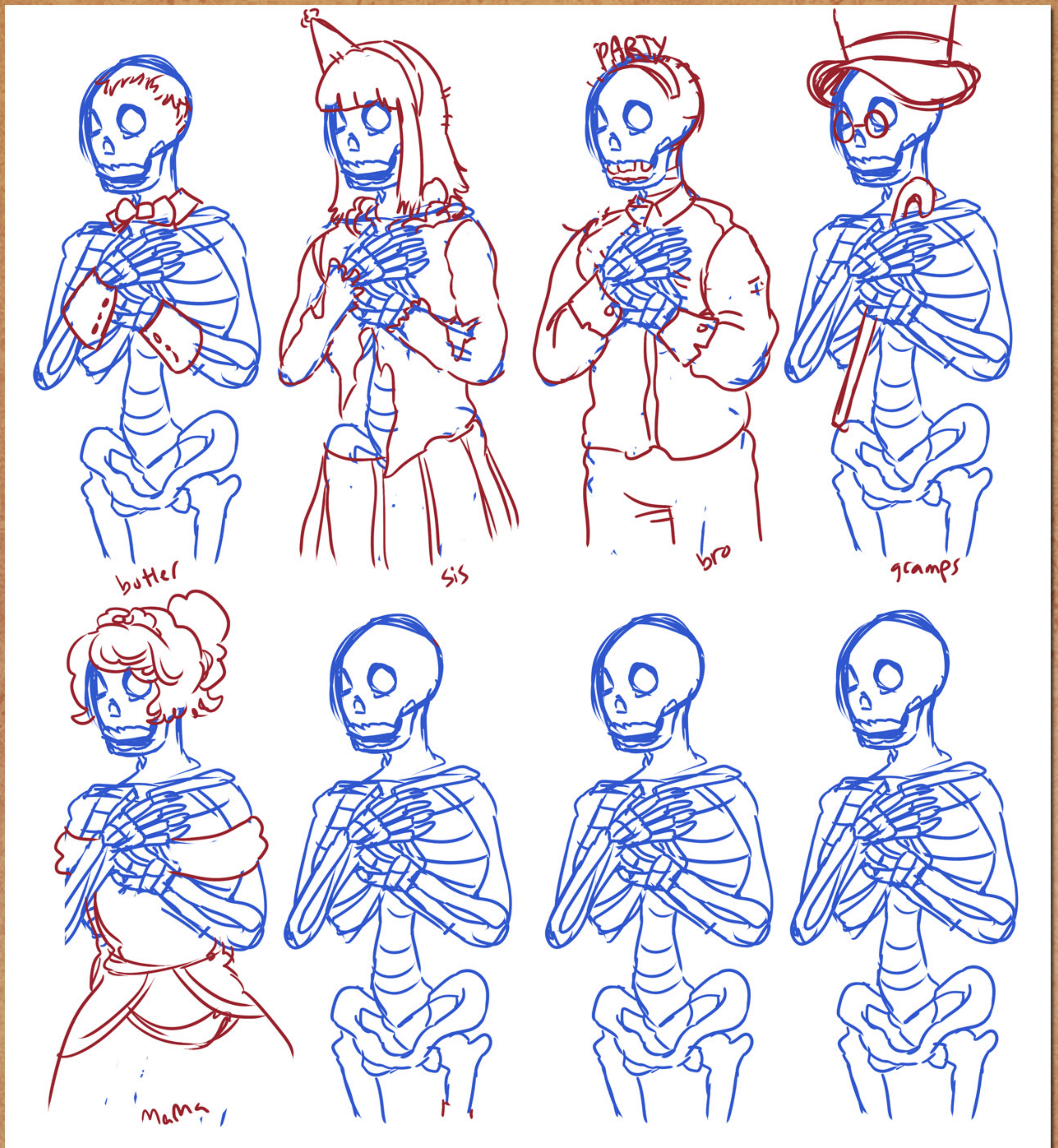
I may not be a good man  
But they will never say I left...



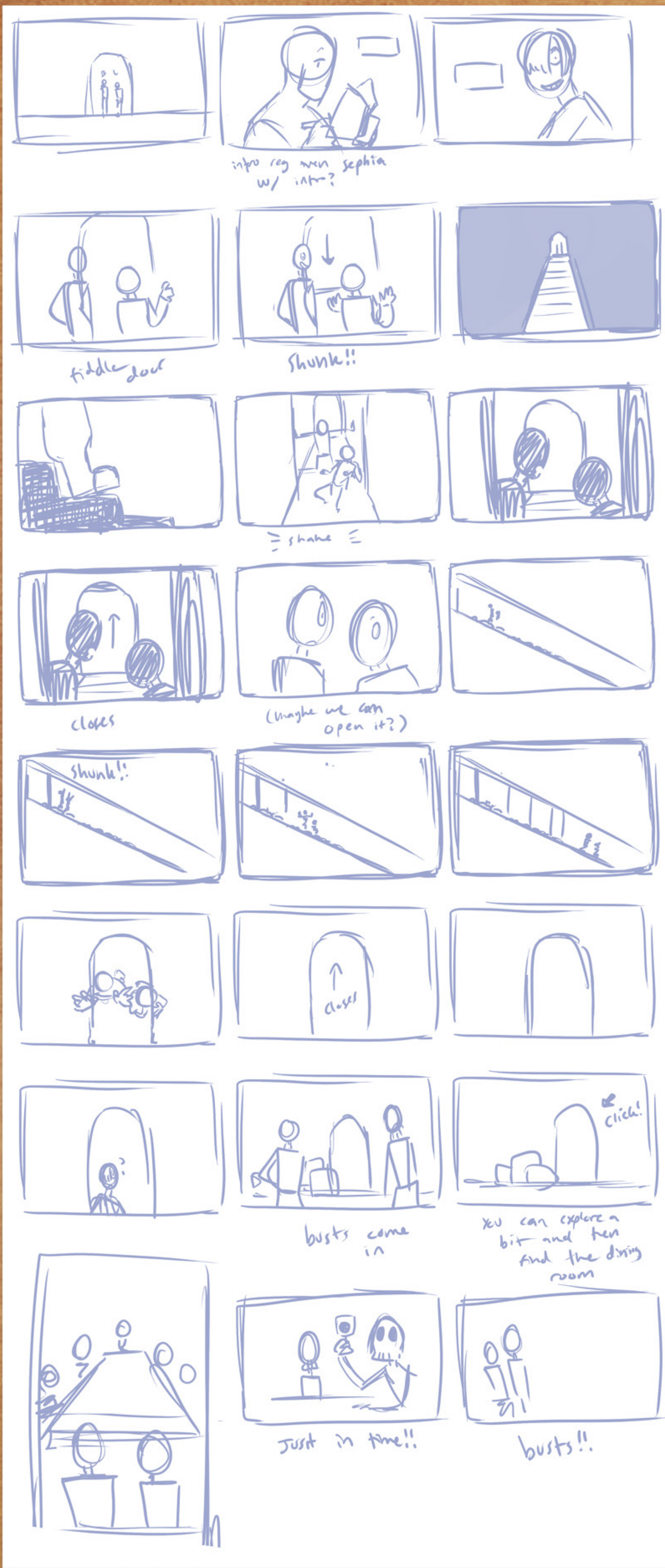
# Extras



This was one of my first sketches for the bunker, just to get a feel for how stuff is set up. Obviously, this version had a LOT more bodies underground, haha.



**Some of my original sketches for the skeleton family! Obviously, lots of these designs didn't make it through, and I cut down on the amount of members considerably. You can see the starts of Harriet and Serena here, but I took away any party hats simply because I couldn't make it work in the way I wanted it to. Could you imagine if I had stuck with this and made Newton naked and nobody else?**

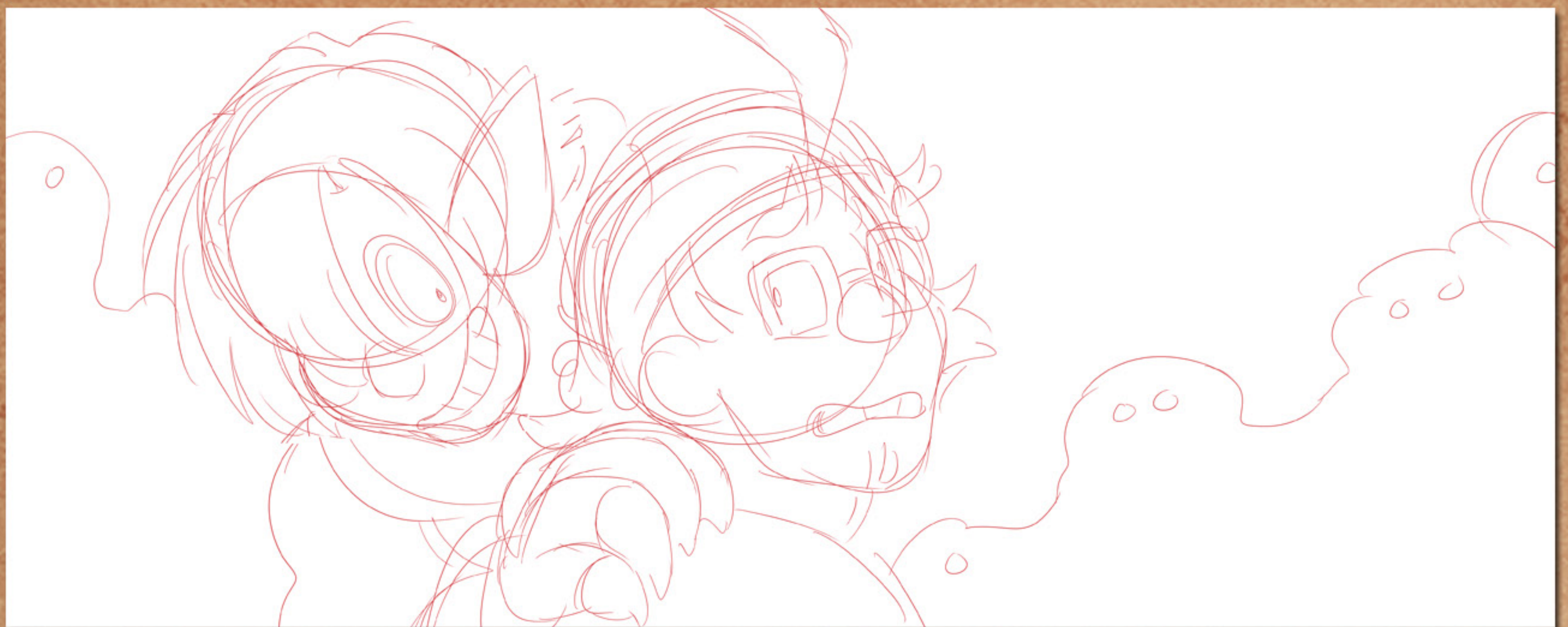
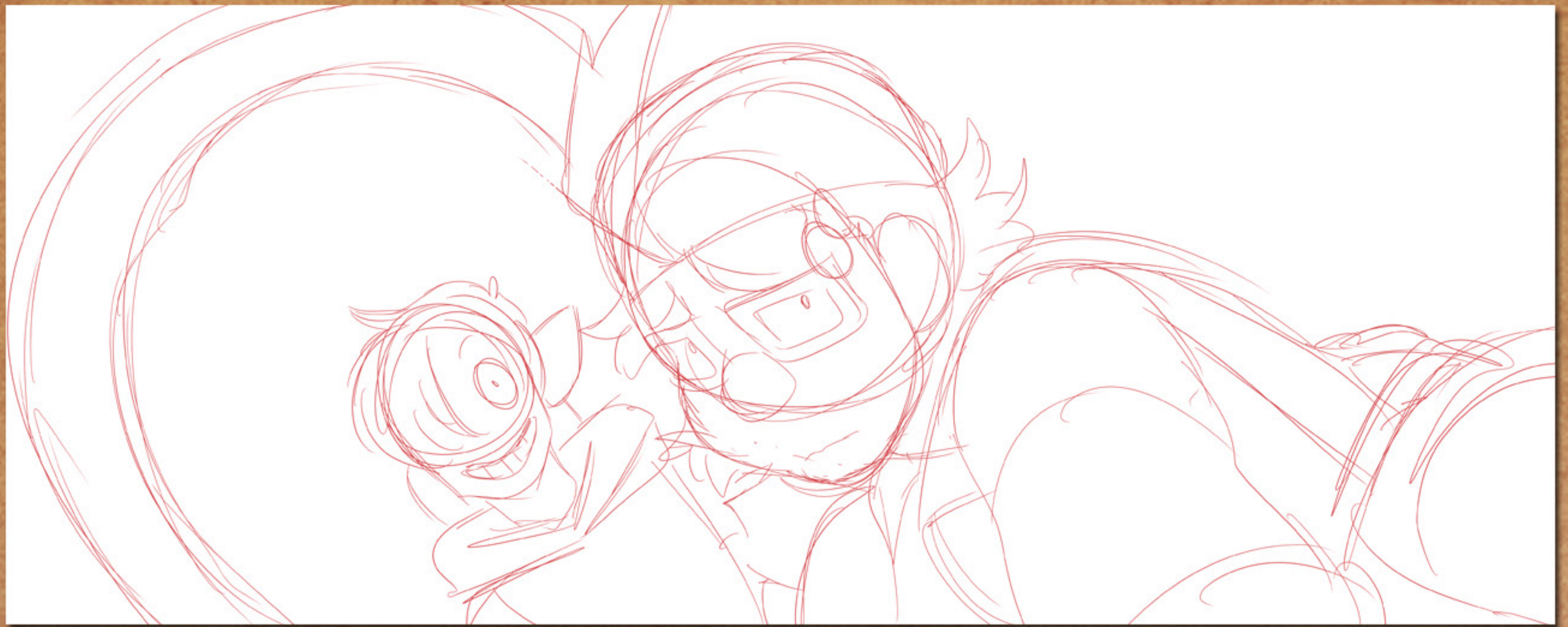


To the side are the thumbnails I made for the entire opening to the game!

I make comics more than I make games so doing something like this really helps me lay out the scene.

This is by far the biggest opening I've made for a game so far, and I think it's a lot of fun!

I had fun thinking of a way to convey the motion I wanted to convey without doing too much real animating.



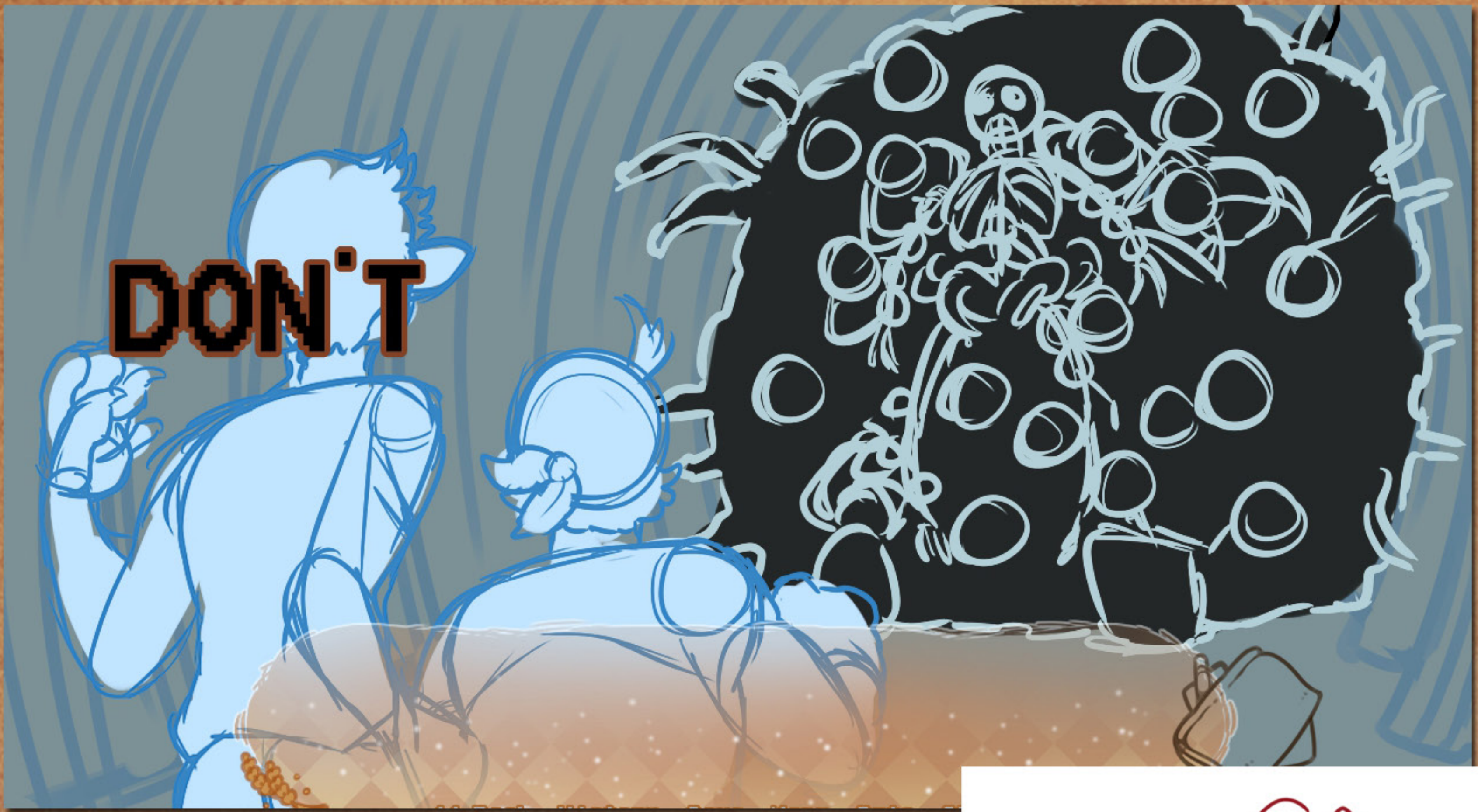
**Above are unused compositions for promotional stuff.**



**To the side here is a sketch Nami made for the journal when she helped me code it. I had it in the game for such a long time that I was sad to see it go, so it lives here now. Enjoy!**



**Two alternate versions of the main menu. Every version has Lee looking at you! Dress your best for him.**



Above is a fun error I got in the sketched version of the game. To the side is an early sketch of James and the mass, and below is the sketch for Lee's menu.

Lee's menu is a lot of fun but like... Why did I make him naked?



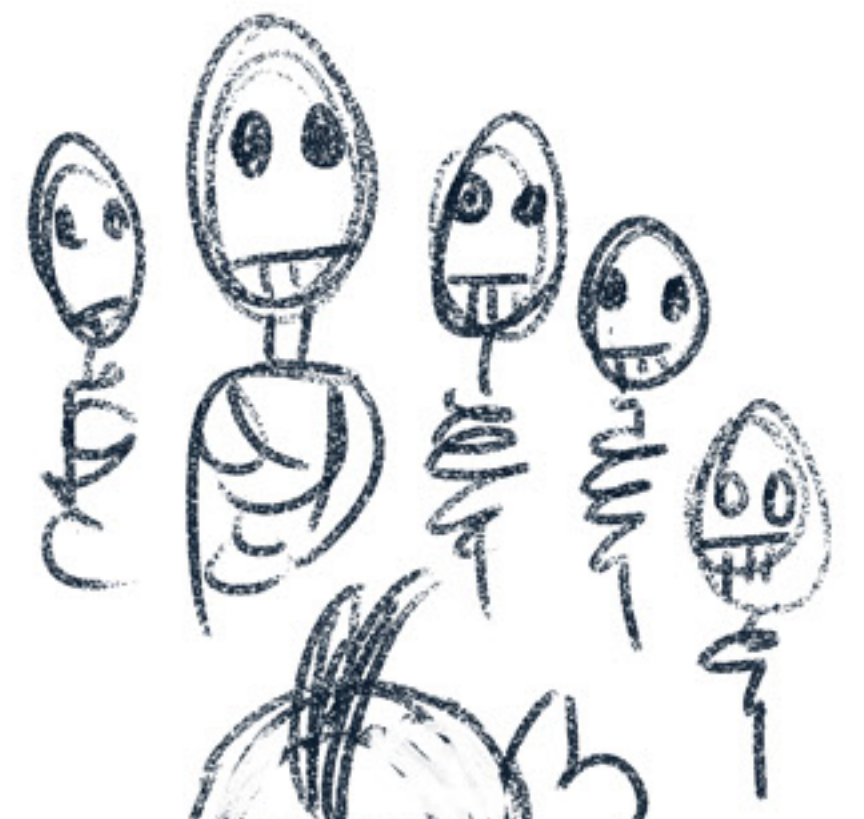


**Beracus was originally a lot more horny and a lot more sad.**



**He was a very hard design to pin down for some reason!**





**Some Lee doodles!**





**This full body pic was one of the first I did that really felt like, "Ah! It's Beracus!"**

**It's rare and fun to see Beracus and Lee having a nice time together!**

**Don't worry though, this kind of scene becomes more common as the games go on...**



**An early design for Beracus!**

**Beracus is short and loves ugly shirts!**

**He used to be more of a mad scientist type who was really, really way too into Lee-- but now he's just an anxiety baby doing his damn best.**

**His socks are the best part of the design and in the game I gave him pants, WHY!!!!**

**Written, drawn, and coded by DarkChibiShadow**

**Music and additional coding by NomnomNami**

**Ending Theme by Roxie Zagar**

**Testers**

**SoftWonderBum, Adrian, Fuu, Darian, Jolie Irene  
Lipashee, Kyle Wolvia, Lady Greyfist, Alyoopsie  
Ofri R, Amiable-app, Nikutsune, Nomnomnami**

**Special Thanks to all of my lovely Patrons  
who supported me during the creation of this game.**

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mistakes along the way and was always helpful,  
kind, patient and encouraging. Thank you Nami!**



**Thank you very much for  
buying this PDF, and for playing  
One-Eyed Lee and the Dinner Party!**

**I'm hoping to make 3 more  
games that continue the story, so  
I hope you'll look forward to them.**

**I can't say too much about the  
next game, but I can say it  
takes place in a casino.**

**I'll see you there!**