Team member(s) names
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Video Games Design (CGP603)
Concept Document

Game Name:
Ghost in a Cellar

Genre:
3D Horror Adventure

Description:
The player wakes up in an old cabin after being unconscious. He lost part of his memory and can't remember why he is in the cabin.
Quickly after waking up, paranormal activities occur and it becomes clear that he needs to escape as soon as possible.
The cabin is haunted by a blind ghost, that can hear very well and is trying to kill the player. The player needs to take advantage of the blindness of the ghost to outmanoeuvre him. He also will have to solve a few riddles, find keys and use the environment, so that the escape can succed.

Game features:
- Solve riddles
- Find keys
- Distract the ghost with objects
- Spooky dark atmosphere (Use of flashlight and flickering lights)
- First person perspective
- Appropriate sound effects

Resources:
- Unity 3D
- 3ds Max/Blender
- Unity packages for textures/shaders
- Visual Studio or MonoDevelop as development environment
- C# as programming language
- Adobe Audition

Sound Sources:
http://www.freesfx.co.uk/
http://www.freesound.org/