Ghost Shooter

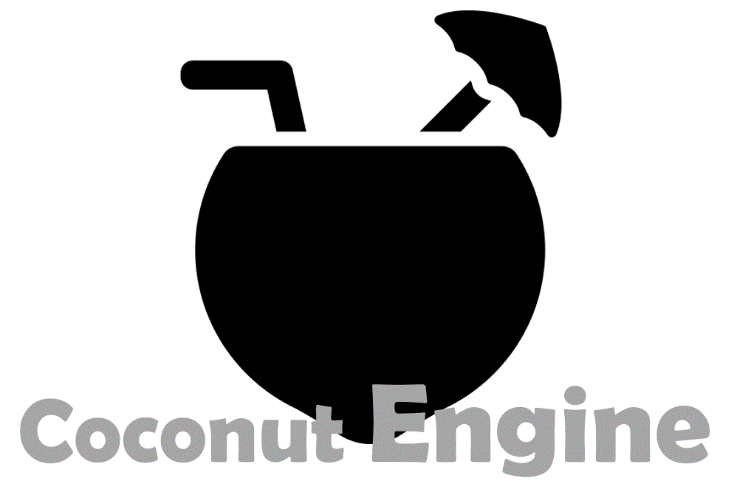


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Special thanks to Alec Markarian

Otherwise this would not have happened



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# Overview

## Theme / Setting / Genre

* Shooting game

## Story

## Landlord of a haunted house hired a famous ghost hunter to exterminate all the ghosts. However, ghost hunter got trapped and surrounded by endless ghosts.

## Core Gameplay Mechanics Brief

- Top view camera

- Mouse to rotate a player character for aiming and shooting

- Enemies coming from four different direction

- Player character is not movable in position

## Targeted platforms

- Windows

## Project Scope

- <Game Time Scale>

- Three months

- <Team Size>

- <Core Team>

-Developer

- Heaseo Chung

- Hyukin Kwon

- Beomjin Kim

## Influences

### - < Alien Shooter >

- Game

- Alien Shooter is an isometric view action game that player has to fight against endless aliens before they kill a player. This game influenced our game’s title and the basic game concepts such as camera view and defense mechanism against number of enemies.

### - <Pac-Man>

- Game

- Pac-Man has a very famous and well-known enemy called a ghost and this ghost helped us to come up with an idea of enemy design.

Furthermore, the enemy’s appearance influenced our team to decide the game title.

## The elevator Pitch

Ghost Shooter is an action game that player has to rotate the main character, who’s standing on the middle of the stage stationary, to shoot the ghosts coming from four different paths. The main goal of this game is to survive as long as possible.

# What sets this project apart?

- The game engine uses DirectX12.

## Core Gameplay Mechanics

### - <Top View Camera>

- <Details>

Player will have a view of top down that’s slightly tilted and the camera that can be rotated.

- <How it works>

Player can rotate the camera 90 degrees on Y-axis by pressing buttons.

### - <Player Control>

- <Details>

Main Character can be rotated to aim enemy although the player can’t make it move around.

- <How it works>

Player can use the mouse to make a rotation on the character.

### - <Enemy AI>

- <Details>

Enemy moves toward player and it attacks the player when it’s in an attack range.

- <How it works>

Enemy will be spawned in every certain time from each path.

### - <Win/Lose Condition>

- <Details>

There is a timer and a player health that decide win/lose.

Player’s health should not reach zero until the game ends to win.

Number of enemies player killed does not affect win/lose condition.

- <How it works>

Player has to survive until the timer ends.

If the player survived, the player wins.

If player health became 0 before the timer ends, player lose.

# Assets Needed

## - 2D

- Textures

- Floor texture

- Wall texture

- Ceiling texture

- Furniture texture

- Player texture

- Enemy texture

- Weapon texture

- UI

- Health bar

## - 3D

- Characters List

- Player

- Enemy

- Environmental Art Lists

- Floor

- Wall

- Ceiling

- Furniture

## - Sound

- Sound List

- SFX

- Enemy Spawn SFX

- Enemy Death SFX

- BGM

- Level 1

- Player Character

- Rotation (Footstep) Sound

- Shooting Sound

- Death Sound

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Character Animations

- Player

Rotation

Shoot

Death

- NPC

Walking

Attack

Death

# Schedule

### - <Making Game Engine>

- Two month

- Game Engine Architecture

- Game Engine Implementation

### - <Making Game>

- One month

- Make environment

- Make player feature

- Make enemy feature

- Make UI elements

### - <Testing>

- One week

- Find Bugs

- Balancing the Game

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