Opening the game, the player should be met with a simple title screen depicting the game’s logo. There will be a small prompt “Press any button to start!” that will immediately initiate the game. The game will have a single mode of play with no planned customizable options.

The game revolves around small cartoonish ghost character named Dante, who resides in a haunted mansion and acts as the game’s controllable protagonist. In a short opening presentation, he is seen perusing the courtyard of the mansion when he discovers a single humorously large gauntlet. Other ghouls and undead creatures approach Dante and threaten to take it. In self-defense, Dante equips the gauntlet and fights his way out. Now a rogue of the mansion, Dante must fight his way through the many rooms and corridors within to find out who is the true owner of this spectral weapon.

The game is played in a top-down free-roam perspective. The player controls Dante across the labyrinth of rooms within the mansion using WASD keyboard controls and the mouse on PC or an analog stick on Xbox 360. Along the way, hostile enemies like zombies, skeletons, and other spooky-scary things will appear in each room, and the player will have to engage them in combat using the Xbox ABXY buttons (PC controls are still undecided).

Dante will have four simple RPG-like stats, three of which define his ability in combat: Speed, which determines how quickly Dante can move across the map, Power, which determines the strength of his attacks, and Stamina, which determines how many hits he can take. Stamina will act as the player’s health and will decrease as Dante is attacked by enemies, and will result in a lose condition when Dante’s stamina falls to zero. Likewise, enemies have their own health that Dante must decrease to zero to defeat them. Enemy health is not shown to the player. As Dante defeats enemies, he will accrue experience points that can increase his overall Level, the fourth stat. Level itself has no direct effect on the gameplay, but with each level-up, the player will receive an arbitrary number of points that can be allocated to Dante’s combat stats. This allows the player to fine-tune and customize the play experience, as well as adds incentive to the objective of combat. As the player progresses further into the game, the enemies will become tougher to defeat and deal more damage to Dante, meaning the player must strategize Dante’s combat and work to keep his Level up to par.

The gauntlet will have a small variety of attack actions all based on the basic act of punching – a standard forward jab that can attack enemies within immediate striking distance, a long-range jab that can strike enemies in a single direction at a distance, and a spin attack that can attack all foes in a short 360-degree range at once. Dante will only have a single basic attack at the beginning of the game and acquire further abilities as the game progresses as permanent skills. There will also be temporary consumable item buffs that will appear throughout the mansion, such as items that restore lost stamina or provide defensive boosts that decrease damage taken from enemies.

The game will be a single open-roam world divided into individual fixed-perspective rooms that are represented by rooms in the mansion. Many of the paths in the mansion will be locked or otherwise inaccessible and must be unlocked through progression of the game. If Dante loses all of his stamina, the player will be returned to an arbitrary checkpoint prior to the “death” with little or no lost progress, up to an arbitrary number of “deaths”, after which the player will receive a Game Over and must start the game anew. The game is won when Dante makes it to the final room of the mansion and defeats the final boss character.

The “fun” in the game stems from the constant real-time combat with AI-controlled opponents, where the player must make decisions on how to survive the onslaught of foes while traversing the overworld looking for a way to progress. The levelling and stat allocation system makes each play of the game more distinct and allows the player a sense of agency and fine-tuned control over the combat system. The figure that ties this all together is the cartoonish fantasy that allows players to suspend their disbelief with the story and immerse themselves in the game.