Monster Hunter

**Plot**

Main Concept:

* Work at an agency that gets rid of monsters for the government
* Get hired to clear out the ghost of a little girl from a haunted house

Goal - Find a way to the basement and destroy the artifact to get rid of her

**Mechanics**

For the mechanics of the game, I really wanted to use a lot of what Twine could do, so I tried to make each little thing work and then incorporate it into the game somehow.

I made things like:

* Mouse over and mouse out detection – To mirror moving a small source of light over an area
* Randomly chosen elements from an array – To show random spirits moving around the house
* Fun transitions and text colors – To highlight important info and make reading lots of text easier
* An information bar that gave location info – To keep the player from being disoriented

**AI**

I wanted to write just the tiniest bit of ai to make the game feel a little bit different for each person, so I made a little ghost girl.

Ghost Girl

* Moves to a random room every 4 seconds
  + She can visit every room except for the front hall (too close to the door) and the basement (can’t reach where her artifact is)
  + She can’t see the player if they are hiding
* If she catches you, she will make you start back at the entrance and wait for you to enter the house again to play some more.
  + This is a way to make it feel like there’s a consequence to being caught without starting them back at the very beginning or making them manually restart the game.

**Hiding**

What scares me when I am playing a game with text is reading about something happening that my character can’t see or control. I liked the idea of a player getting a message that they feel weird and just knowing that something is in the room with them that they can’t see.

To further that uneasiness, I added that the player can hear the ghost if they are hiding and the ghost is in the room. The player will hear the ghost singing, or shuffling or jumping, but they can’t see anything for sure.

As my last touch on creeping the player out, I let the player feel relief when the ghost leaves. Telling a player that the danger is gone by making their character feel okay again is something that makes them relate to their character since uneasiness is something that someone can feel just by reading about it unlike feeling cold or sad.