Lamplight is a team-based, local-multiplayer party game of cat and mouse set in a haunted building. Ghosts have been causing problems in civilisation, claiming buildings as their own and forcing citizens to abandon their homes and workspaces. Players are split into two teams, the Hunters and the Ghosts. The Ghosts inhabit the building, wanting to keep their home safe and empty from intruders; the Hunters have been tasked to rid the building of the ghosts and make the building free for humans to use again.  
The objectives of the hunters is to ignite and protect the lamps that are scattered across the building until the timer ends, while the objective of the Ghosts is to extinguish all the lamps in the building before time is up. Both the Ghosts and Hunters are equipped with tools to assist them in their respective goals. Hunters are equipped a launchable net in order to stun and restrain the Ghost from completing their goal; the Ghosts can give the Hunters a scare, launching a boo powerful enough to be visible and slow down the Hunters to a crawl.

The game starts with an initial lamp ignited in the building; this is a random lamp out of the multiple that are positioned across the map. Hunters are positioned at the entrance of the building while ghosts spawn in a random point on the map. A lamp being lit or not is based on a meter, set on instance to a default value. When a Hunter interacts with the lamp by being in radius, the counter on the meter increases, above 0 the lamp is considered ignited and will light up – Hunters will want to continue to increase the meter to delay the point where the lamp is extinguished. Ghosts interacting with the lamp will slowly decrease the lamp meter down to zero at which point the lamp will be extinguished.

Hunters and Ghosts are equipped with an ability to assist in achieving their objectives. The Ghosts ‘Boo’ ability allows them to emit a scare bubble from themselves, in exchange for revealing their location, Hunters in radius of the bubble are slowed down to a third of their original speed for 5 seconds allowing for the Ghosts to run away or prevent the Hunters from reaching a lamp. Hunters can launch a net that if a Ghost is hit by it, will be frozen. Ghosts can only be freed by other Ghosts, interacting with each other in similar fashion to the lamp except it can’t be reduced by Hunters.

Lamplight is built using the Airconsole API, allowing for players to use a virtual controller on their smartphone to control their characters in the game. Additional proprietary controllers are not required to play making this title more accessible.