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CSC 2463 Project outline

*Invasion*

Overview:

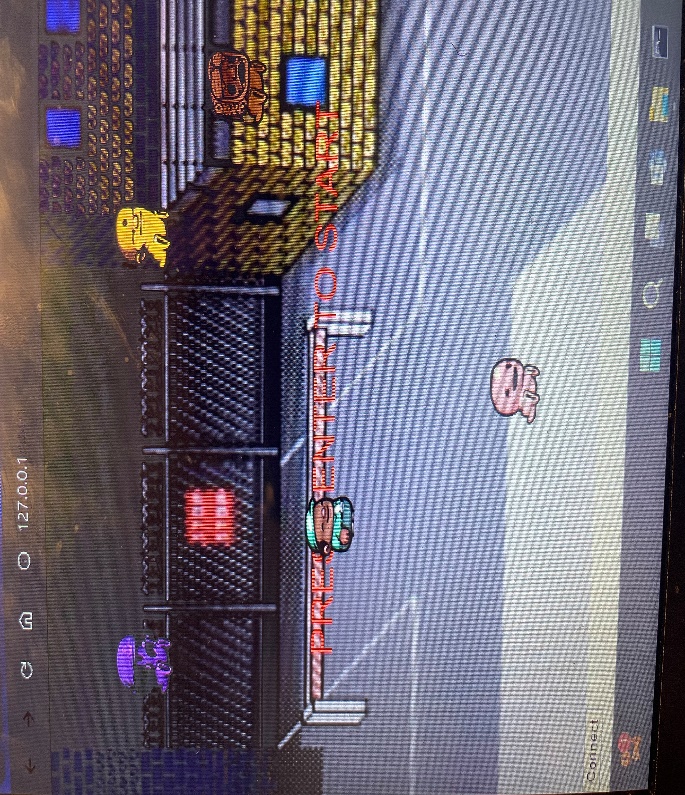
Invasion is a game where you are stuck in an alley after school with ghosts. Although you see ghosts, the ghosts aren’t moving so you don’t know if it’s real or not. The ghosts only chase you when you don’t look at them. Try to leave the area before the ghosts hit you 3 times. The games end when either when the ghosts kill you or you survive for 90 secs.

Game mechanics:

Move the player with the analog stick. If the player is hit by a ghost a sound is played and the player respawns. Getting hit by a ghost causes a LED light to light up.

Future Development:

For the future I plan on creating more levels and making it, so you’d be able to hit the ghosts.

A close-up of a circuit board

Description automatically generated