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“Ghost Game” (working title) Design Document

“Ghost game” is a distance-runner action game, with the end goal being to travel as far as you are able. The target platforms for this game are any web-capable devices with modern browsers or the ability to package a html5 / javascript file into a compatible application. The game is targeted for the casual side of gamers – it's meant to be picked up and played for short amounts of time, but keep players coming back to try and beat their best score. The art style is retro-pixel inspired as it is the easiest to produce quickly and consistently. The art style is retro-pixel “8-bit” inspired as it is easy to produce quickly and consistently.

The general idea of the game is this: the start screen shows a person standing in a basement with a glowing pipe above him (maybe with “Start” written on the side of the pipe). Clicking the pipe makes it fall and knock the person out, and a ghost floats out of them. The ghost that floats out is your player. Your goal is to “ascend” to the next plane of existence by flying up through the apartment building you're in, going through holes in the floor and dodging furniture, all the while gathering power-ups called “ghost goo” which stops the player from colliding with the floor and furniture for a limited time. Your progress through the building is logged through your score. If you collide with the floor or get trapped by furniture and it pushes you off the bottom of the screen, the round is over and you are taken to the score board. The longer you last, the faster the game progresses.

The mechanics are as follows: The ghost can move in any direction, although it is automatically moved at a constant speed along with the environment. The ghost's speed always reflects the current speed of the environment. There are four spots in the floor that could possibly open up and allow the ghost to fly through, and each floor is randomly chosen as to prevent any pattern memorization. On each floor, there will be pieces of furniture as obstacles getting in the way of the player getting out of the floor. There is a possibility of “ghost goo” appearing on any given floor which basically removes collision detection between the player and the floors or furniture for a short amount of time – a counter will be shown near the score to tell the player how long they have.