

Hoedown in Ghosttown!

A project by Kaisha and Teddy





A Hoedown where?

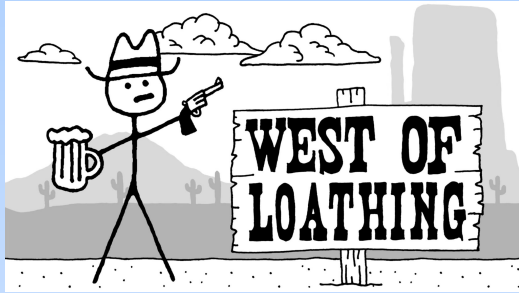
Our protagonist, Micah Marigold, has always wanted to be a 'horse boy'. In search of his own adventure and a horse to call his own, he wanders into the western desert. Within, he finds a mysterious town, populated by ghosts...

Deeper into the hoedown

While scouring the desert land, Micah stumbles upon a deserted “ghost” town and meets the actual ghosts who once lived there. The point is for the player to resolve what is keeping the ghost residents living beyond the grave and in the town. Each ghost NPC will have a different reason why they still remain in the town. The ghosts will need help finding out how they died or need help finding something they lost. Eventually, the goal is to make all the ghosts at peace and have the living move back into the town



Influences and Inspirations:



Video Game: West of Loathing

Art: Modern Pixel Art
(Undertale, DeeperSword)



Video Games: Visual Novel
(Dream Daddy)

TIMELINE

Have a Workspace || By end of October

Having a world to decorate with art is imperative to stay motivated!

Final Art Assets || Before Finished Product

Art will be placed in the project as it is finished to prevent burnout.

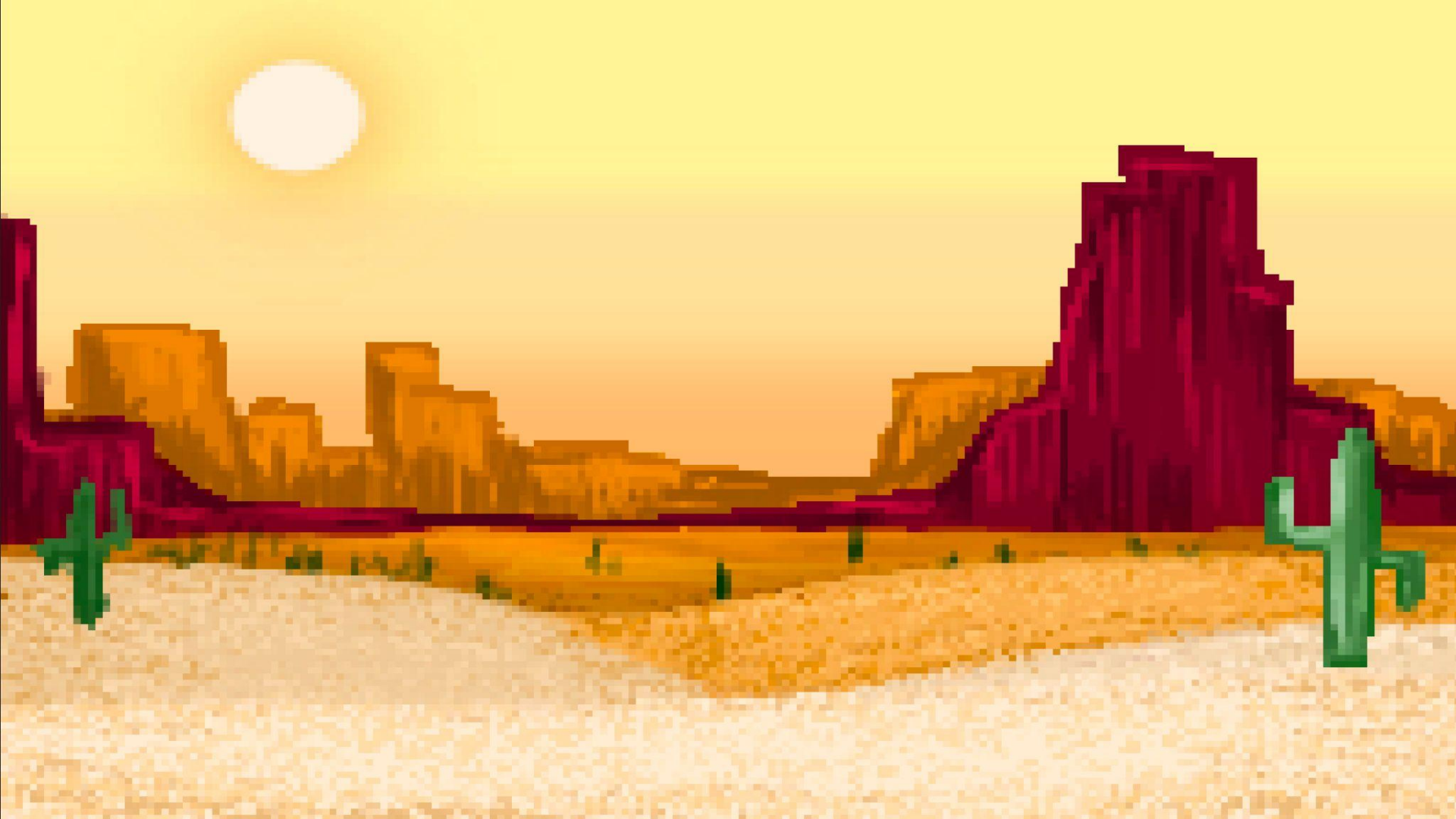
Sound and Music || By end of November

Sound and Music are important and should be implemented early-ish in development.





ARTWORK / ASSETS







– Under Construction



– Under Construction



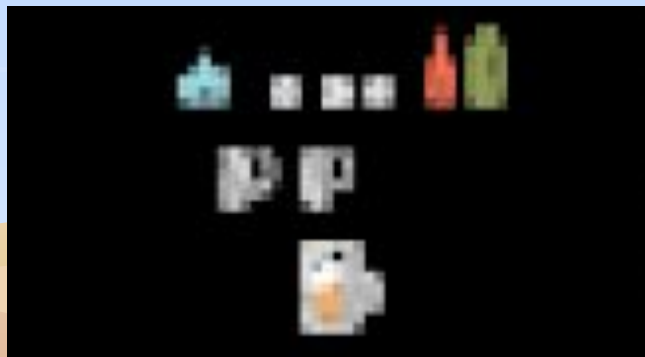
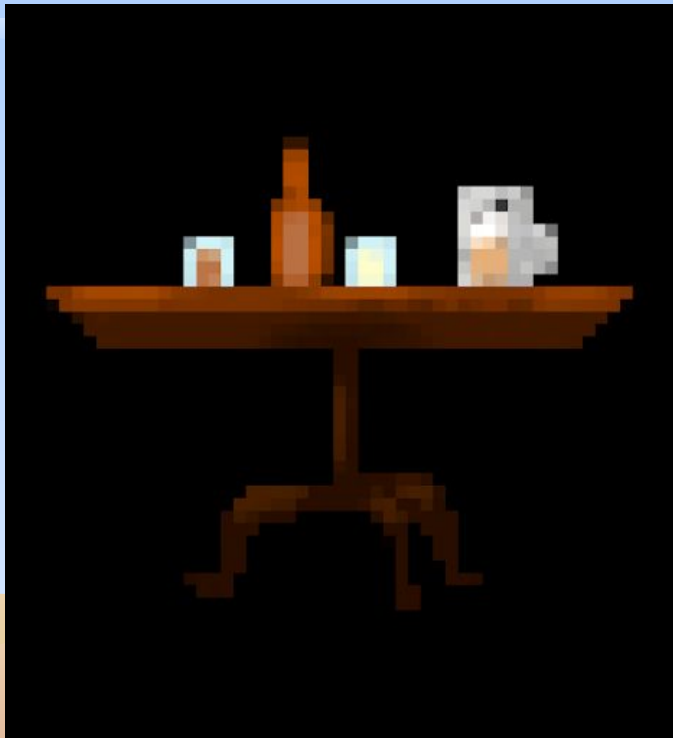
NPCS



Animations



OTHER ASSETS



Audio:

Ambience

In Town



Saloon



Out of Town



Voices

Ghostly Voice



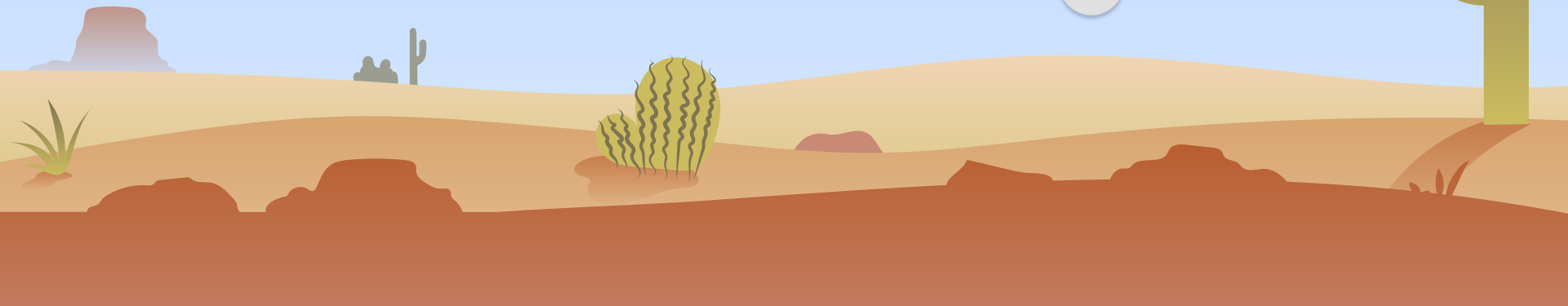
Ghostly Voice Mid



Ghostly Voice High



Ghostly Voice Low



How long will it take?

Being realistic, we think that to fully complete the project, it will likely need some time after the semester is complete. We are both excited to see where it goes nonetheless!

Current Progress



cowboy advice

1. be rootin
2. be tootin
3. and by god be shootin

but most of all

be kind

