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CART 253

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Final Project Pitch

Ghost Story

For my final project I've decided to create a 2D top down view game in which the player is a ghost named Marvin.

The story:

Marvin wakes up and finds himself on a cemetery with no clue as to how he got there, he realises he is a ghost after he tries to talk to the watchman and he runs away terrified. After this encounter Marvin's soul cracks a little bit and he decides to find out what happened to him before he runs into more humans and his soul cracks completely.

The point of the game is to find clues in the three different levels to figure out what happened to Marvin while avoiding the humans. Every time he runs into one he will loose life and turn slightly more evil, if he looses all of his life he will become completely evil and the game will be over.

The levels:

1- It will take place in the cemetery and marvin will have to look for his first memory which is his father's tombstone. He starts out with 2 lives and there's only one human present.

2 - The second level will take place in a village where Marvin will have to look for a swing and a well. He starts out with the remaining lives from the first level plus another 2 lives. There will be 2 humans roaming the street.

3 - This one will take place in his old house where he must find his father's picture, his journal and his fishing rod. There will be 2 humans in the house and only one extra life will be added in this final stage.

Mechanics & Controls

Marvin will be moved around the screen using either the mouse (he wont have the same location as the mouse he will follow the mouse) or using the webcam the player will point a light wherever he wants marvin to follow. The humans will move around the map randomly (with noise()) and

there will be obstacles that block their path. Marvin will have movement obstacles as well but they will be different than the humans'. Every time he comes in contact with a clue a small text will appear to reveal the information on the clue. After he has found all of the clues in the room the door to the next level will unlock.

How?

I will start by using the pong sample's different screens system as a base to implement an intro screen and the different levels. For Marvin's movement I will use the idea of "movement_with_speed_and_rotation.pde" and also from the exercise 06 I'll take the concept of having an object follow the brightest pixel using the webcam. For the movement of the humans I will use the organic movement of the noise function and I will use OOP to create the obstacles.

Sketches and look ideas

Preliminary idea for the intro screen

Quick sketch of the general idea of the first level

Text visible in the sketch:
+1
CANT WALK OVER GRAVES AND WALLS
HUMANS MOVE WITH NOISE()
NEXT LVL
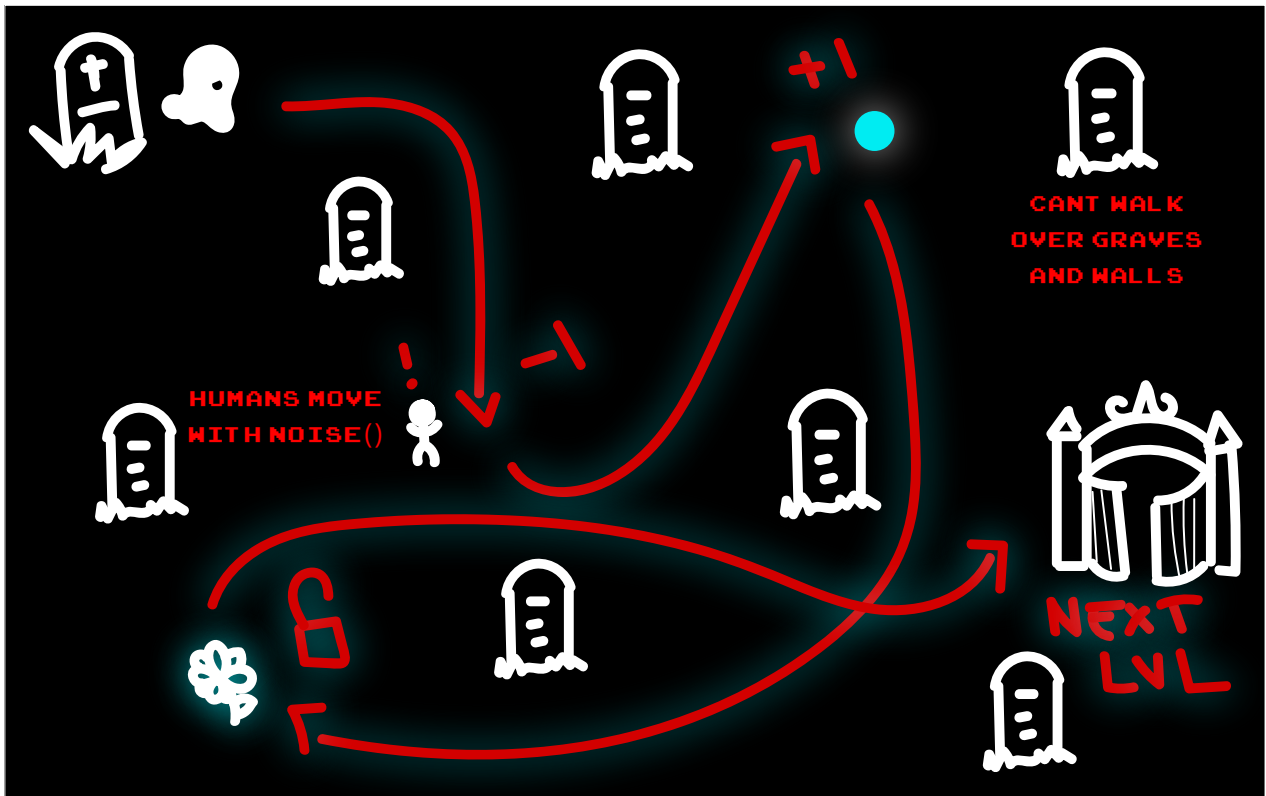
You lost screen idea

YOU re EVIL

You won screen idea