

hero movement states

- ~~prone~~ → prone ← toggle (x)
- crouch ← toggle (c)
- walk ← hold ~~z~~
- run ← default
- sprint ← hold shift

bullets

—spacebar ← on (release of fire button!)

- make bullet
- give bullet direction current hero direction
- add it to an empty array

bulletCount

bullet[i]

bulletDirection[i] ← might not need this

if next fire

bulletCount++ for next bullet in array

—if bullet[i] collides with...

Needs an array

bullet[i].direction = logged direction

Focus on...

- polish hero-wall collisions
- create/set manual walls for map layout
- set doors for map layout
- set windows (similar to doors) ^{very} just a different wall type

Setup bullets

- Setup hero movement states

spacebar → make Bullet → move Bullet

Elements

- hero movement

- buildable and collidable walls — make multiple of these

- hero can shoot bullets in different directions

- doors

- windows

- hero sprites/animations

- enemies that move in areas

- hero

- enemies — normal, bosses, targets

- walls (buildings)
rooms

- doors

- windows

- bullets / ammo

- switch weapons

- switch stances

- closets / bins (for hiding)

Player Controls and Choices

objective
go inside, find notes, and
get out with as much sanity as
possible.

lot
notes
spawning
things

also, shows more light
around longer sneaks using
you, but crouch or prone
advised, sprint is quite
negative, requires patience from
the player.
hit box bigger
uses light
resources more.

why should I crouch?
why should I prone?
why should I sprint?

Stances

→ doesn't use breath, keeps you well hidden from ghosts, but slower movement
→ doesn't use breath, keeps you best hidden from ghosts, but slowest movement speed.
→ get around faster, but uses more breath

Flashlight

why should I turn it on?
why should I turn it off?

bullets → why use bullets?
→ why use different bullets?

Problems/obstacles

- enemies
- ghosts
- stances
- boss ghost
- darkness

Goal

go inside,
find notes,
and get out
with as much
sanity as
possible

Solutions/Tools

Stances (movement)
Flashlight
Bullets

- Use bullets to manage scenarios.
- Use flashlight to navigate the environment.
- Use stances to quickly get around or sneak around enemies.

the ghosts and other enemies in your path.
or manipulate the environment.
→ they each have good, different uses in different scenarios.

Text

~~Score = 0~~

~~Health = 100~~

Stamina = 100

Sanity = 100

~~Time =~~

Ammo = 100

Light = 100

→ lowers with light
use

if light is on or off.

What hero stance you're in.

Player's Rewards

- ① — Shooting ghosts
- ② — Shooting windows
Shooting environment
Shooting walls / doors
- ③ — Shooting staves

— item pickups

— for health, stamina, ammo, light.

— objective pickups
— refills everything?

Objectives

- Kill ghosts?
- Collect things?

Bad player
rewards

hitting ghosts and
staves.

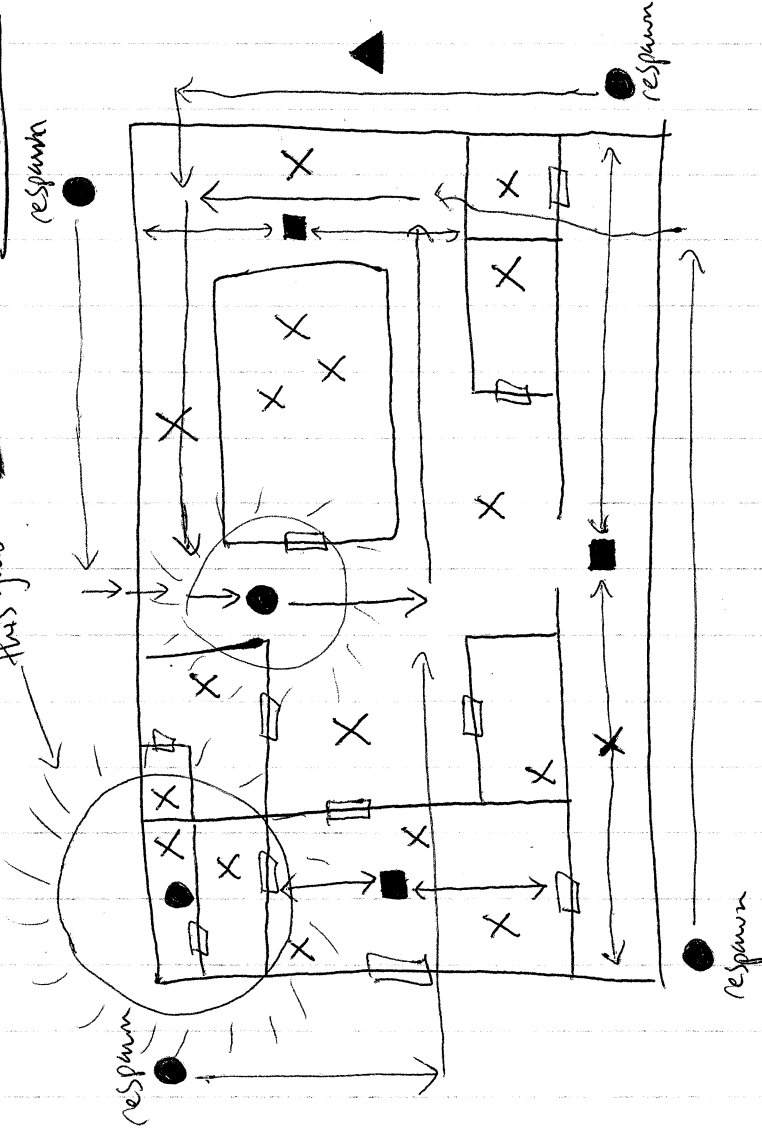
#1's to keep Track of

- Score
- Health / Blood
- Ammo (for each type)
- Stamina / Thirst / Hunger
- Sanity / Fear
- Movement / Steps / Strength
- Light / Glow (your glow)

Colors

- windows — cyan, 0.1
- walls — black, 1
- doors — white, 0.1

this ghost moves randomly, or bounces on screen edge. ← two ghosts →



- Key
- = ghost
 - = ectoplasm
 - ⊕ = health
 - ▲ = key
 - X = pickup (health, ammo, etc. batteries)

~~Sounds~~ ambient night, forest, building steps when walking.

prone → undetectable by ghost
 crouch → detectable by ghost box
 run
 sprint → detectable by ~~ghost~~ glow box

Layers

~~Bottom~~

Bottom

Background

Text

Bg Shade

Hero + Glow

Ghost + Glow

Walls

Ectoplasm

Items Pickups

Top

Top



Text

Shade

Ghost's

Hero

Ectoplasm

Items

Walls

Bg

Bottom

~~Top~~