

GHAUST: HAUNTED

Ghaust is a remake of the original Casa Fantasma in SFML.

GAMEPLAY:

The game is a top down clicker in which the player can click on different doors and object to interact with them. The objective of the player is to escape the haunted house without losing all their health, which is called **Sanity**. When entering a room, the player can encounter a **Ghost**, which, depending on its type, will hurt the player in different ways. The most basic type of damage will be a constant loss of **Sanity**, but the **Ghosts** can also make the player lose certain items from their inventory.

In one of the rooms, the player will encounter a **Key** that will allow them to move to the next floor. There can also be other items present in the rooms, such as objects that restore or preserve **Sanity**, which are called **Sanity-keepers**, or **Ghost-spookers**, which are items that scare certain type of ghosts away.

Once the key is collected, all of the ghosts will leave their rooms and haunt you, so picking up the key at the beginning of a floor isn't a good idea if you don't have **Sanity-keepers** or **Ghost-spookers**.

MECHANICS:

All of the **Ghosts** and items spawn in random locations and in random varieties in each new gameplay, which is dictated by a seed when a new game starts. The game will make sure that a soft-lock isn't possible when spawning these entities, such as not spawning enough **Sanity-keepers** or **Ghost-spookers**, making completing the game impossible. An RNG is also used when, for example, **Lil Crooks** steal an item from the player, making sure that they don't steal primary items (such as a key), but rather one random secondary item.

Once the **Key** is collected, the randomly generated ghosts will exit their respective rooms and apply their negative effect on the player. **Bedlamites** will sum up their **Sanity damage**, making the player have to decide between using defensive items against them and taking damage while the door unlocks, while **Lil Crooks**, albeit spawning less frequently than other types of **Ghosts**, will steal each one random item from the player.

To give the player a harder time, depending on the condition of the key they collect, the floor door will take a shorter or longer time to open, making the decision of using defensive items more important.

ENEMIES:

Bedlamites: These are the most frequent type of **Ghosts**. They cause little **Sanity damage** per individual, but when they sum up their power, they can become very dangerous. The player can use **Ghost-spookers** to scare them away indefinitely or use **Sanity-keepers** to prevent the **Sanity damage**.

Lil Crooks: Less frequent than **Bedlamites** but far more annoying. They can either spawn one time per floor between the fifth and third floor or not spawn at all. Once the player reaches the second floor and up until the ground floor, they can spawn in numbers of two or three. Their main goal is to steal a non-primary item from the player. The player cannot do anything to prevent this, other than collect as many items as they can. When leaving their room, once the player has picked up the key, each one will steal one item from the player, resulting in the loss of two or even three items in floors 2 to ground. They cannot be scared by **Ghost-spookers** since they only show up for a small amount of time, nor the player can use **Sanity-keepers** against them since they don't deal **Sanity damage**.

Demons: These are **Ghosts** that only spawn at the lower floors (2 to ground). They deal a considerable amount of **Sanity damage** to the player and prevent them from interacting with anything while they are being attacked, something called **Paralysis damage**. They can be temporarily scared with **Ghost-spookers**, but that will result in them moving to another free room. The player can use **Sanity-keepers** to be allowed to interact with room or floor items (such as doors) while being attacked, but that will not cancel the **Sanity damage** they receive. The **Demon** will also change rooms when the player exits the one they encountered it, so it can't be easily avoided. A **Demon** will **always** spawn at floor 2 and follow the player all the way until the end of the game. They cannot be permanently dealt with, so the player must manage their defensive items well to be able to survive the lower floors.

ITEMS:

Sanity-keepers: They come with different sprites, but they all have a **green** outline to differentiate them. **Sanity-keepers** are used to cancel out a **Bedlamite's Sanity damage** or to break free from a **Demon's Paralysis damage**. They can be stolen by a **Lil Crook** and are quite common even on the highest floors.

Ghost-spookers: They also come with different sprites, but with a **purple** outline to differentiate them. **Ghost-spookers** are used to scare away **Bedlamites** or kick out a **Demon** from a room to a different room. They can also be stolen by a **Lil Crook** and are also common on the highest floors.

Sanity-restorer: They come with different sprites and a **blue** outline. They are used to restore the player's **Sanity**. These items begin spawning randomly starting from floor 3. They can also be stolen by a **Lil Crook**.