Controls
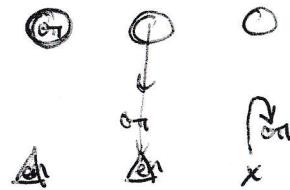
D-pad = move

Analog = aim for shot

L/z = action
→ swallow / held
→ spit / shoot

shoot = line
until hit obj.
wall, bounces back

Ghost → ▦ chase

Zombie → idle, move, chase

Player → idle, move, , spit, carry

MIX →

VFX? smack on hit
dust?
Ambient?

Audio   Ghost sound, voice?
Zombie sound, voice?
Player: hold, spit, move? pass grate
Button click
Grate open / close
Gem/rock clink (hit wall, gate drop)
BGM → travel in, travel out
→ mystery? → tension