

Game Design Document for:

Phantom Felons

Beat up ghosts and explore haunted prisons!

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Version # 1.00

Friday, December 12, 2025



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Design History

Version 1.00

Phantom Felons is a 2D adventure platformer currently with one boss fight and multiple interactable items. As of now, there are four levels, with levels 1-3 focused on exploration and environmental storytelling and level 4 dedicated to our boss fight. Additionally, there is one NPC named Glitch whom the player can interact with in level 2.

Game Overview

High Concept

Overall Premise of Our Game

1. Game Goals and Objectives

Phantom Felons is a 2D adventure platformer set in a haunted prison. In this game, the player must defeat ghost prisoners in order to progress and ultimately escape both the various prisons and the Spirit World in general.

The central goal is to provide a thrilling and tense experience where players feel both fear and excitement, while also forming emotional connections to side characters.

Our desired player experience emphasizes adrenaline-pumping combat, suspense, and immersion in a dark, eerie setting.

2. Scope of the Game

The game will feature five worlds (prisons), with each world containing around 5 levels.

Each world contains one boss battle, with the exception of the first world, which introduces the Warden as a ‘tutorial’ boss and the Robber as the first official boss.

In total, there will be five major bosses plus the Judge as the final antagonist that the player may encounter depending on their morality at the end of the game.

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Bosses:

Warden

- Ability: Lock-up
- Weapon: Salt Shotgun

Robber

- Ability: Rage bait with stolen items/weapons
- Weapon: Crowbar

Arsonist

- Ability: Area-of-effect fire attacks
- Weapon: Firebrand Gloves and Flamethrower

Cannibal

- Ability: Bloodlust
- Weapon: Knife and Fork

Jack the Demonic Ripper

- Ability: Shadow Teleportation
- Weapon: Scythe

Judge

- Ability: Oversized gavel-like boomerang
- Weapon: Gavel
- The player gets to choose to kill them or not.

The side characters and their respective buffs and debuffs are as follows:

Buffs

Glitch - Temporary 2x Speed Boost

Timmy & Tommy - 2x Damage

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Lone Wolf - Extra Heart

The Don - Absorbs one hit, negating any health loss

Buffs and Debuffs

Killer Clown - Debuff: Balloons that temporarily blind you, Buff: Damage boost

Siren - Debuff: Decreases Speed, Buff: Stuns the enemy

Spark - 'Debuff: Overshock ability that temporarily stuns the player, Buff: Temporary Electric Shield

Road Kill - Mental State that temporarily lowers the player's attack damage, Buff: Temporary 3x Speed boost

Antler - Debuff: Lose a heart, Buff: Temporary Stealth

3. Gameplay Goals

The gameplay goals revolve around defeating enemies and bosses while maintaining a sense of suspense and danger. Players should feel both on edge and motivated, balancing tension with the satisfaction of overcoming difficult opponents. The design intends to create emotional engagement through side characters while delivering fast-paced, adrenaline-fueled combat encounters.

4. Technical Requirements

- **Engine:** Godot
- **Controls:** WASD inputs (ASD for movement, W for interactability), Spacebar for jump
- **Target Platform:** PC
- **Special Requirements:** No special hardware or networking requirements beyond standard PC functionality

Philosophy

The player should feel uneasy as they are exploring a desolate prison filled with ghosts that either want to befriend them or hunt them down and murder them. They should experience the tension that being the only human in a haunted world offers. The boss fights should additionally generate a slight adrenaline rush and maybe even some healthy frustration. Narratively, *Phantom Felons* explores the delicate relationship of being the only living being surrounded by ghosts of the dead. This game also explores the theme of loss through the eyes of the main character, Sketch, who lost their beloved father and wants closure. Additionally, *Phantom Felons*

sets out to prove that just because you're in prison doesn't mean you are inherently an evil person.

Common Questions

What is the game?

Phantom Felons is a 2D action-adventure platformer where you play as the main character, Sketch, a human prisoner stuck in a haunted jail surrounded by ghosts that are both good and evil. The player will find themselves in various jails located throughout the Spirit World as they beat each prison's final boss.

Why create this game?

We decided to create this game to highlight the complicated relationship and loneliness humans can feel while experiencing grief and navigating a world they feel they do not belong in. We also wished to explore the complicated and scary world prisoners wrestle with daily, setting out to show how not all inmates are bad people.

Where does the game take place?

This game takes place in a spiritual world, particularly the afterlife. The setting of this supernatural realm looks eerily similar to the world we live in, though it is ruled by ghosts instead of humans.

What do I control?

You control a prisoner named Sketch, the only human character found in this world. Sketch is a gender-fluid prisoner whose goal is to escape the spiritual realm they entered.

How many characters do I control?

You can only control one character, Sketch. Though there will be NPCs that can be added to the player's team that grants them special buffs and/or debuffs, Sketch is the only character that can be controlled.

What are the Goals/Objectives of the game?

The goal/objective of *Phantom Felons* is to escape the various prisons and ultimately the spiritual world you find yourself in.

What is the main focus?

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The main focus of *Phantom Felons* is escaping the various prisons you become trapped in while trying to make it back to the normal world.

What's different?

Some aspects that make *Phantom Felons* different include the various prison locations, the unique buffs/debuffs that the side characters offer, the morality system, and the distinctive boss battles.

Feature Set

Feature Highlights

- **Morality System:**
 - The player has the option to allow a certain amount of ghosts (NPCS) to join their team. These ghosts are classified as either good or evil and offer a variety of buffs and debuffs. Depending on the overall state of the player's morality, the ending of the game can change.
- **Prison File System:**
 - A system that shows details on the NPCs you interacted with throughout the various prisons alongside the buffs and debuffs they offer.
- **Inventory System:**
 - The unique aspect of this inventory system in particular is that our one World 1 Boss, The Robber, can take items out of the player's inventory and toss them around the map, making the player have to pick them up again. This enemy can even steal the salt shotgun that the players are rewarded with when defeating the first boss, The Warden.
- **Dialogue System:**
 - Both NPCS and Objects display dialogue/text, offering insights into the unique world found in *Phantom Felons*.
- **Platforming:**
 - The player can jump onto platforms above them or drop down to platforms below them.

Feature Details

- **Morality System:**
 - The player has the option to allow a certain amount of ghosts (NPCS) to join their team. These ghosts are classified as either good or evil and offer a variety of buffs and debuffs. Depending on the overall state of the player's morality, the ending of the game can change.

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- **Details:** Simple boolean statements that keep track of whether an NPC joins your team. Based on this, a global boolean statement will update the visual morality meter that the player can pick up at the beginning of the game. The amount of ghosts that can join your team will be capped, so you must choose wisely. As of now, the cap limit will be three.
- **Prison File System:**
 - A system that shows details on the NPCs you interacted with throughout the various prisons alongside the buffs and debuffs they offer.
 - **Details:** Visual folder that the player can click on located on the top right of the screen that displays information on NPCs and their buffs/debuffs. The NPCs classification (“good” or “evil”) and the player’s morality meter can be seen here as well.
- **Inventory System:**
 - The unique aspect of this inventory system in particular is that our one World 1 Boss, The Robber, can take items out of the player’s inventory and toss them around the map, making the player have to pick them up again. This enemy can even steal the salt shotgun that the players are rewarded with when defeating the first boss, The Warden.
 - **Details:** An array that stores what objects the player picks up. The Robber can access this list and randomly choose what objects to throw out, getting rid of these objects from the array until the player picks them back up.
- **Dialogue System:**
 - Both NPCs and Objects display dialogue, offering insights into the unique world found in *Phantom Felons*.
 - **Details:** Visual textboxes that differ depending on whether you’re interacting with an NPC or an object.
- **Platforming:**
 - The player can jump onto platforms above them or drop down to platforms below them.
 - **Details:** The player’s normal jump animation is played when the player jumps onto a platform and a special drop animation activates that turns the player green to show them phasing through the platform (“dropping down”).

Gameplay

- **Morality System**
- **Prison File System**
- **Inventory System**
- **Dialogue(NPC)/Object Interaction System**
- **Platforming**
- **Narrative/Environmental Storytelling**
- **Combat/Boss Fights**
- **Exploration**
- **World-Based Level System**

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- Single Player
- 2D Artwork
- Music/SFX

Single-Player Game

Overview

Phantom Felons is a 2D action-adventure platformer with exploration and combat mechanics. The player will walk around the various prisons and interact with ghost NPCs and the objects that belong to each of them. The player can additionally choose whether to have a NPC join their team, thus granting them certain buffs and/or debuffs.

Main Character

Phantom Felons puts the player in the shoes of protagonist Sketch, a gender-fluid prisoner who enters this haunted dimension and is tasked with escaping the Spirit World, one prison at a time.

Unique Ghost NPCs

Sketch will meet various prisoners that can join their team, with each prisoner being classified as either “good” or “evil” and affecting the player’s morality. Each prisoner offers Sketch a different buff or debuff, with “good” prisoners offering a buff and “evil” prisoners offering a debuff.

Story Idea

Phantom Felons follows a gender-fluid prisoner named Sketch who is trapped inside a haunted prison found within the Spirit World. They arrive in this eerie realm by finding a spirit portal within an abandoned church, stepping through it to search for answers regarding the death of their father. Once in the Spirit World, a corrupted judge falsely imprisons Sketch for defacing a federal courthouse, a crime that the judge’s own son committed. Throughout the story, Sketch runs into various ghost prisoners and travels to different prisons found within the Spirit World. Some of these inmates will be valuable to Sketch and help them by giving them unique buffs, while others will become a nuisance and try to steer them the wrong way. Upon defeating The World I prison boss, The Robber, a Spirit Portal opens that takes Sketch to a new prison within the Spirit World.

As Sketch fights the various bosses and meets new prisoners, they will gain new abilities and buffs. Based on Sketch’s morality meter (dependent upon whether the majority of their team is composed of “good” prisoners or “evil” inmates), Sketch will ultimately be able to escape the Spirit World and return home. If the player’s morality meter leans towards the evil end of the spectrum, they will be able to take on the Judge and obtain the opportunity to get revenge for

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being falsely imprisoned. Additionally, by the end of the game, Sketch will come to terms with their father's death, finally finding closure.

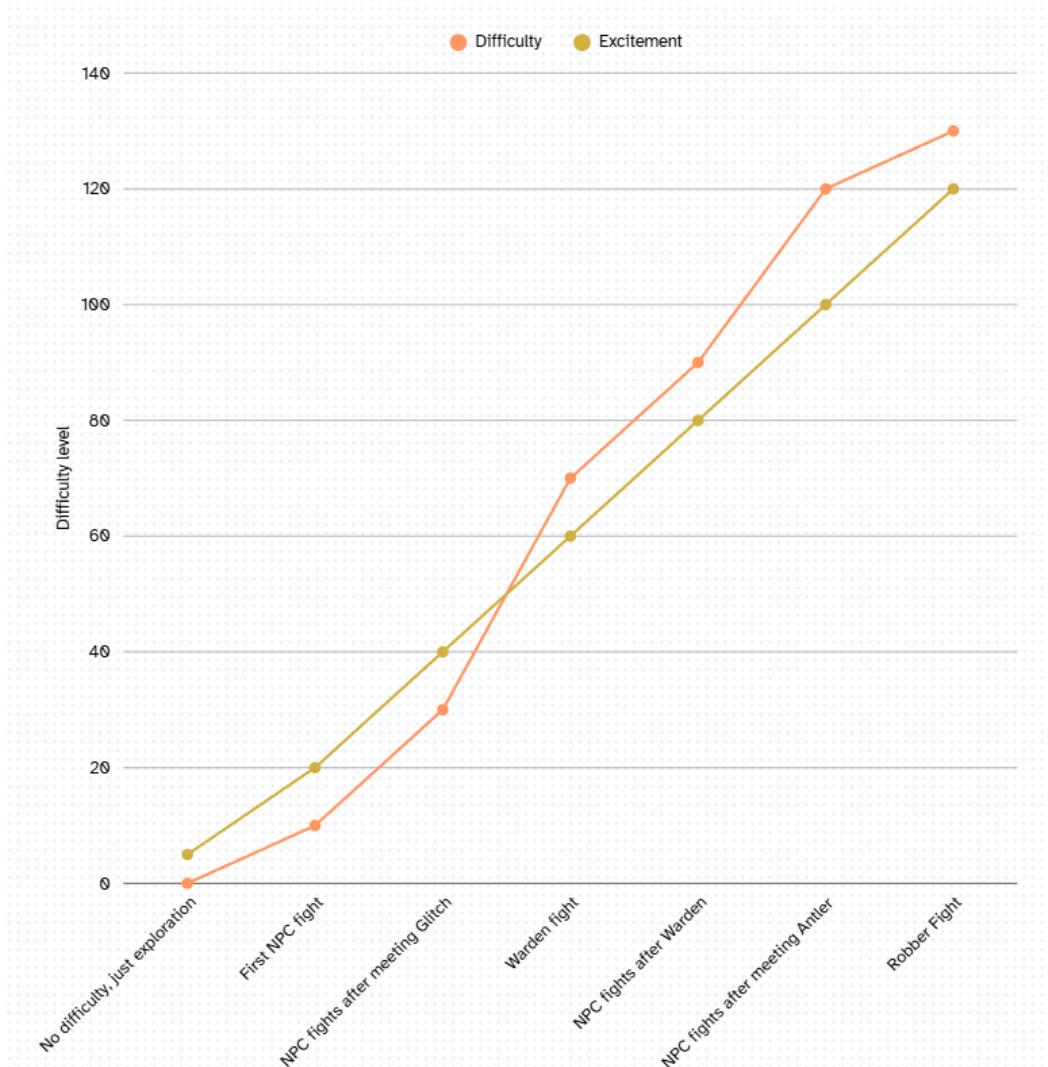
Detailed Walkthrough

The game starts with Sketch waking up in their cell and exiting into the prison hallway. If the player decides to enter Sketch's cell again, they can find various items that belong to Sketch and hear their inner thoughts on these items. Once they exit the cell, they once again enter the prison hallway and are able to explore it, finding other cells, prisoners, and unique artifacts that belong to different inmates. When the player decides to leave this area, they are shuffled into another prison hallway where they run into our first NPC named Glitch. Glitch shares a little of her backstory and offers to join the player's team. If the player wishes to have Glitch join their team, they receive a speed buff they can activate as many times as they'd like for approximately five seconds each. The player can explore and find more hostile inmates and artifacts alongside Glitch's cell. Inside her cell, the player can find unique artifacts belonging to Glitch that explains some more of her story, alongside her prisoner file. The player can also collect a keycard that unlocks the door to level three.

Level three contains the same elements as the other two levels: hostile enemies, prisoner items, a keycard that unlocks the door to level four, and other explorable cells. When the player crosses the doorway into level four (the prison's locker room), they are met with their first boss fight, The Warden. In this battle, the player is tasked with punching the enemy until she dies while avoiding her lockup ability (temporary stun where the player button mashes to escape) and her gunshot ability where she shoots a homing bullet at the player. Once defeated, the player can explore the locker room and discover some artifacts belonging to the Warden which reveals some of her backstory/motives.

The remaining levels are similar to the first three and include hostile prisoners, explorable cells, inmate artifacts, and NPCs that can join the player's team. In level five, besides the aforementioned aspects, the player will meet Antler, a prisoner classified as "evil" who takes a heart away from the player but allows them to temporarily sneak. In level six, the player will come across our final boss in World One named The Robber, an enemy who attacks with their crowbar and who steals items out of the player's inventory and tosses them around the level. The remaining worlds encourage a similar format of exploration, interaction, enemies, and boss fights, with each world containing only one boss battle.

Beat Chart



Hours of Gameplay

Phantom Felons aims to feature approximately an hour or two of gameplay. The amount of time players spend is based on how much they explore and interact with the lore found within the various levels/prisons.

Victory Conditions

In order to beat the game, the player must escape the various prisons by successfully conquering each of the prison's final bosses.

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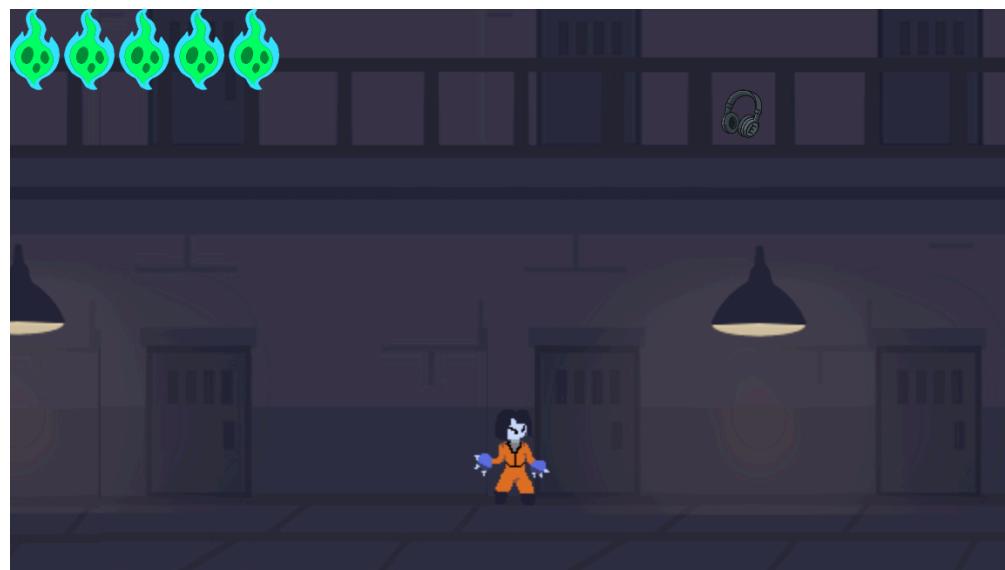
Camera

Overview

The camera will follow the player as they navigate around the levels, though it does have set limits to stop the player from seeing off screen.

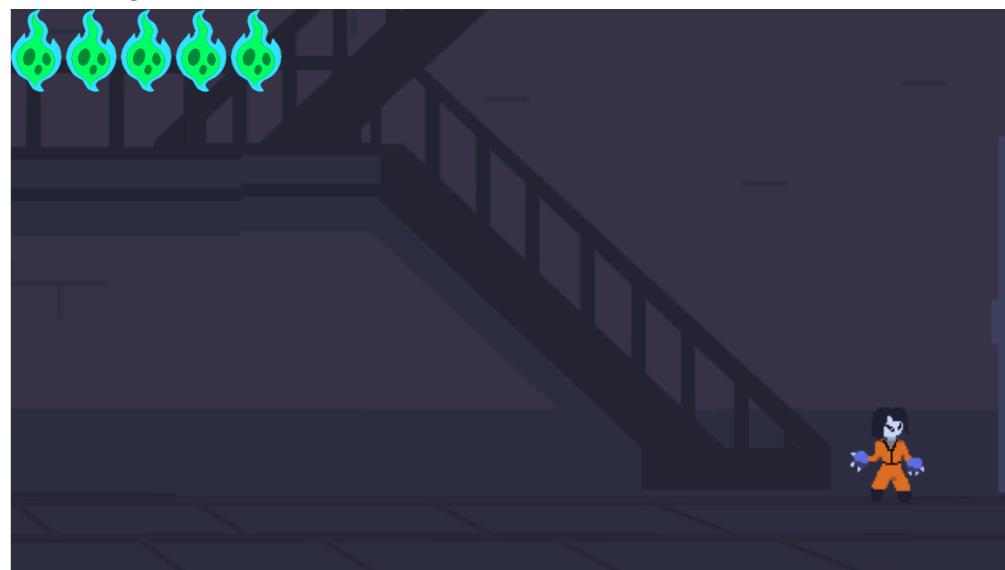
Example Images:

- 1) Image showing the camera following the player (i.e. the player is in the center of the screen)



a)

- 2) Image showing the set limits where the camera stops following the player (i.e. the player is no longer positioned in the center)



a)

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Camera Limits

The camera follows the player as they move, however, the camera has set limits that stops the player from being able to see off the screen.

The Game World

Overview

Phantom Felons features a dark, moody atmosphere that aligns with the feelings typically associated with prisons and their haunted inhabitants. Each World (Prison location) in this Spirit World has its own vibe visually, although, they contain similar moods/atmospheres. These prisons are located throughout the Spirit World, a realm that closely resembles ours, with the main difference being that instead of humans, ghosts occupy this dimension. The atmosphere here is a little tense, since you play as the only human in this haunted world.

Prisoner Files

While exploring the various prisons, the player will stumble across various prisoner files that highlight distinct details about certain inmates, specifically aspects like: the crime they are imprisoned for, past offences, any fines they received, their medical history, and other notes that help convey the prisoners past and current behaviors.

Locked Cell Doors

While exploring, players will come across locked cell doors that require a key card to open. These locked doors encourage the player to explore, allowing them to discover more lore and granting them the opportunity to recruit/defeat other inmates.

The World Layout

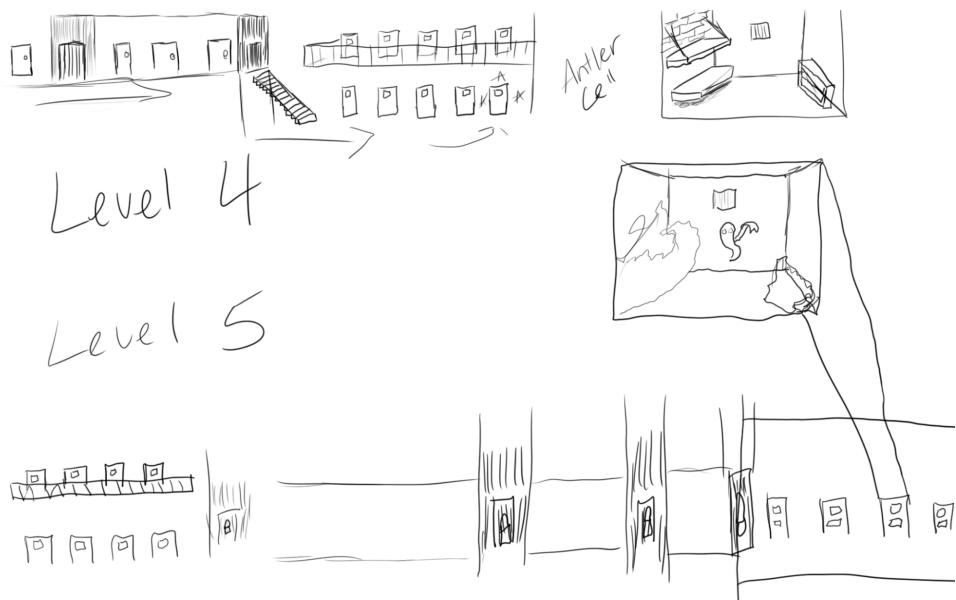
Overview

The levels within each world have a main path that is displayed from left to right, encouraging exploration in that same flow. Though the primary path is horizontal, these levels contain side areas that are displayed vertically as well. Some levels end with a locked door that requires a key card, encouraging players to go back and explore unlocked cells found along these vertical pathways.

World 1, Levels 1-3 Sketch:



World 1, Levels 4 and 5 Sketch:



End World One

Interconnected Horizontal and Vertical Paths

The levels consist of a main path that flows from left to right, sometimes with a locked door barring entry. The player can also travel vertically on the various platforms, granting them access to NPCs and unlocked cells that house various inmate artifacts.

Locked Doors

Some levels require the player to find a key card in order to proceed to the next area. These doors restrict player movement and encourage exploration.

The Physical World

Overview

Phantom Felons features various prisons that are physically based on jails that already exist. These prisons include cells, cell block hallways, locker rooms, the warden's office, and other areas found within an actual prison. The world also includes lore as to why these phantom inmates cannot just float through the locked cell doors and presents artifacts that dive into their individual personalities.

Key Locations

Some key locations that exist in *Phantom Felons* include the World 1 Prison, Cell Block A, Cell Block B, Cellblock C, Sketch's Cell, Glitch's Cell, Antler's Cell, the prison's locker room, the warden's office, and The Robber's solitary confinement cell.

Travel

The player will move around the prison by walking and jumping, sometimes being able to temporarily sprint if they have a ghost on their team that grants them that ability. Additionally, the player can drop below a platform to allow easier access to different parts of the levels. Input wise, the player can press **[A]** to move left, **[D]** to move right, **[Space]** to jump, and **[S]** to drop below a platform.

Scale

The player is relatively small compared to their environment, with objects like cell beds and toilets being significantly taller than the player. Prisoner artifacts are about the same scale, maybe a tad smaller than the player.

Objects

Some objects that can be found in the world include prisoner files and prisoner artifacts. Some of the items belonging to inmates that can be discovered include Sketch's diary with a brown cover, a photograph of a younger Sketch with their dad, the Warden's "Warden of the Month" framed certificate, and a duffel bag stuffed with ghost money belonging to the Warden. These discoverable objects help reveal insights into Sketch and the various prisoners and bosses found throughout the different prisons.

Note: See the "Objects Appendix" for a list of all the objects found in the world.

Game Characters

Overview

Our main character is human while our NPCs and bosses are ghost inmates.

Sample Character Sketches:

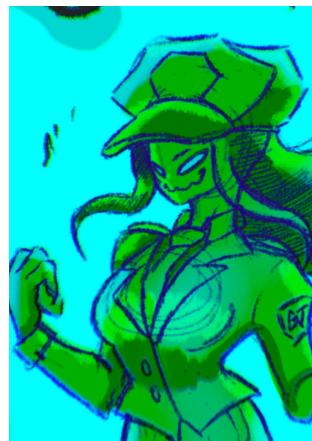
Sketch (Protagonist):



Glitch (NPC):



The Warden (Boss):



Antler (NPC):



The Robber (Boss):



Main/Created Character

Sketch is a gender-fluid human prisoner who has the special ability of punching hard and an appreciation for all things art related. Their raw strength and salt infused gloves allow them to easily eliminate ghosts. They also have a special ability that allows them to phase through platforms.

Sketch finds themselves in the Spirit World when they enter a portal found in an abandoned church, crossing through in the hopes of contacting their deceased father who died mysteriously. Once in this mystical realm, they find themselves falsely imprisoned for defacing a federal courthouse, a crime the judge's son committed. Throughout their time in the various prisons, they explore and make friends with friendly inmates and quick enemies with the powerful phantom beings that control the multitude of jails found in the Spirit World. Sketch's ultimate goal is to escape these prisons and the Spirit World as a whole.

NPC Characters

“Evil” NPCs and the abilities they offer the player when they join their team:

- 1) Killer Clown
 - a) Male in his late thirties
 - b) 30 victims in the course of a year

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- c) Worked as the clown that parents hired for their children's birthdays.
 - d) The victims were the parents of the kids, Killer Clown never harmed children.
 - e) Debuff: Balloons that temporarily blind you, Buff: Damage boost
- 2) Siren
- a) Female in her early forties
 - b) Top level member of the O'Ryan Irish mob family
 - c) Lures her victims in with her beauty and unsuspecting nature, eventually drowning them.
 - d) Debuff: Decreases Speed, Buff: Stuns the enemy.
- 3) Spark
- a) Female, 19 years old
 - b) Fascinated with electricity and frying things
 - c) Her dad died a suspicious death: electrocuted while taking a shower.
 - d) Debuff: Overshock ability that temporarily stuns the player, Buff: Temporary Electric Shield
- 4) Road Kill
- a) Male drunk driver in his early twenties
 - b) Not remorseful
 - c) Hit a small family at a crosswalk after a late night at the local bar.
 - d) Rich, narcissistic man who thought he'd be able to bribe his way out of jail.
 - e) Debuff: Mental State ability that temporarily lowers the player's attack damage, Buff: Temporary 3x Speed boost
- 5) Antler
- a) Frequent female game violator who was caught hunting deer out of season, even targeting young, baby deer.
 - b) Quiet but calculated with a blatant disregard for animals

- c) Debuff: Lose one heart, Buff: Temporary Stealth

“Good” NPCs and the abilities they offer the player when they join their team:

1) Glitch

- a) Young, female hacker in her early twenties
- b) Hacked into her local bank to prove she could, didn't alter any bank accounts or steal any information.
- c) Reformed, wants to work in the private sector to find vulnerabilities in online systems.
- d) Buff: Temporary 2x Speed Boost

2 and 3) Timmy and Tommy

- d) Brothers, late thirties
- e) Armed robbers, caught robbing a bank with pistols
- f) Originally was a part of a 4 man heist, but their two accomplices left them in the bank when the cops came.
- g) Never snitched on their accomplices
- h) Buff: 2x Damage

4) Lone Wolf

- a) Male hitman, military trained, 40 confirmed kills
- b) Mid thirties
- c) Wants to get out to finally spend time with his spouse and young toddler.
- d) Buff: Extra Heart

5) The Don

- a) Male, late 60s, leader of one of the most violent mafias in the world, the Costa crime family.

- b) Turned himself in to prevent his grandson from receiving jail time for a very minor crime.
- c) Wants to get out of jail to be there for his grandson to keep him out of the family business.
- d) Buff: Absorbs one hit, negating health loss

Enemies

Warden

- Ability: Lock-up
- Weapon: Salt Shotgun

Robber

- Ability: Rage bait with stolen items/weapons
- Weapon: Crowbar

Arsonist

- Ability: Area-of-effect fire attacks
- Weapon: Firebrand Gloves and Flamethrower

Cannibal

- Ability: Bloodlust
- Weapon: Knife and Fork

Jack the Demonic Ripper

- Ability: Shadow Teleportation
- Weapon: Scythe

Judge

- Ability: Oversized gavel-like boomerang
- Weapon: Gavel

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- The player gets to choose to kill them or not.

Weapons

Overview

The weapons featured in *Phantom Felons* include Sketch's punch and the salt shotgun that they receive after defeating The Warden boss in World 1.

Punch

Sketch can use their hands as a weapon, punching ghosts until they perish. Their gloves are laced with salt, an ingredient that severely hurts ghosts.

Salt Shotgun

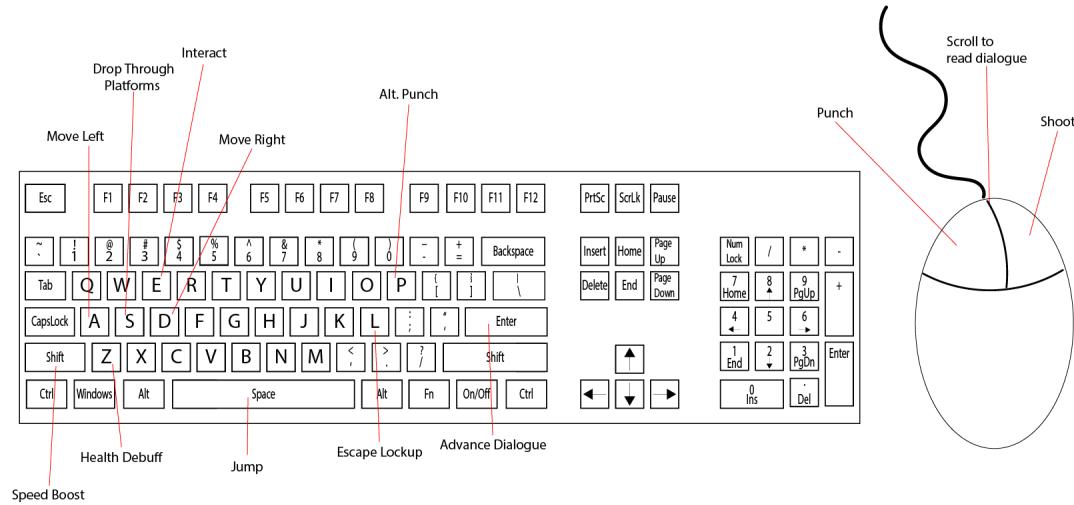
Sketch is able to use the Warden's salt shotgun after defeating her in World One. This gun fires one bullet at a time, is laced with salt projectiles, and is super deadly to ghosts.

User Interface - Controls

Overview

The player can move left and right using the **[A]** and **[D]** keys, press **[Space]** to jump, **[Left Click]** or **[P]** to punch, **[L]** to escape the Warden's lockup ability, **[S]** to drop onto a platform, **[Left Shift]** to activate a speed boost, **[Z]** to activate the heart debuff, **[Enter]** to advance dialogue, **[Right Click]** to shoot, and **[Scroll Wheel]** to scroll lengthier dialogue.

Controls Diagram:



Player Movement

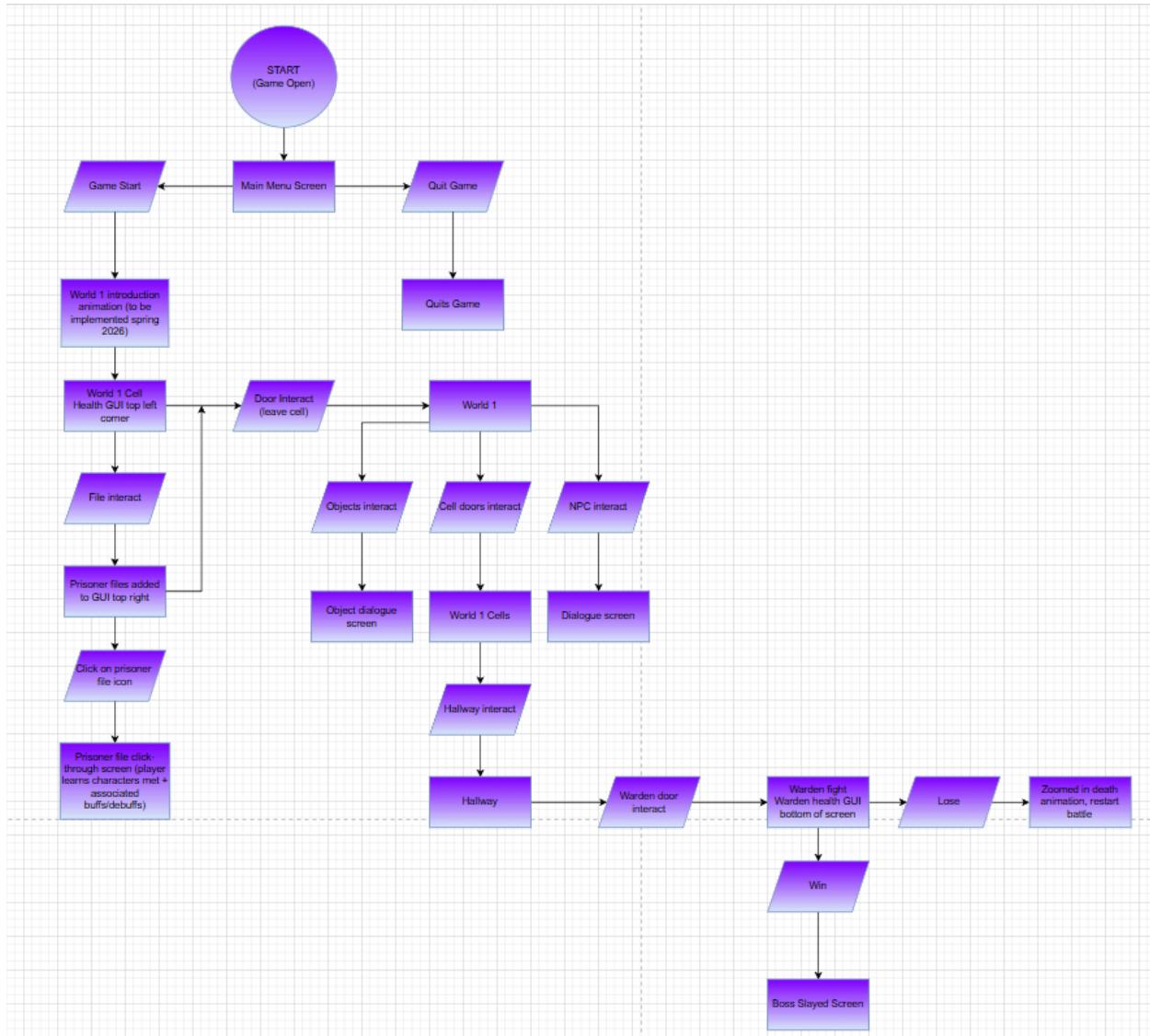
The player is controlled using the **[A]** and **[D]** keys on the keyboard, with **[A]** moving the character left and **[D]** moving the character right. Additionally, the **[Space]** key allows the player to jump and the **[S]** key allows them to drop onto a platform below them.

Player Attacks

The player can punch using either the **[P]** key or **[Left Click]** and can fire their salt shotgun by pressing **[Right Click]**. Additionally, when fighting The Warden boss, the player can button mash **[L]** to escape her lockup ability.

Game Interface - Menus

Screen Flow Diagrams



Overview

Our interface keeps the player's health bar in the top left corner so as to not obstruct the player's view and a folder icon in the top right that when clicked, displays information about Sketch and the other NPCs when the player picks up their prisoner file.

Dialogue Boxes

When interacting with an NPC or prisoner artifact, a dialogue box will appear, showing either a conversation between Sketch and the prisoners or Sketch's inner thoughts when they view an item. The object interaction boxes are bubbly with a light blue hue where the dialogue boxes are rectangular with a purple shade.

Prisoner Files Overlay

In the top right corner of the screen is a folder. Once clicked, the player can manually view the prisoner files they picked up, showing background information and lore on Sketch and the other prisoners. In this overlay, the player will be able to click on different tabs that represent the various NPCs and characters within the game. Additionally, the prisoners' abilities and classification ("good" or "evil") can be seen on this screen.

HUD/On Screen Displays

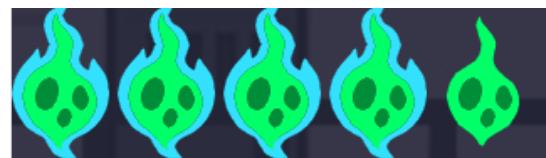
Health Wisps

The player's health bar is displayed as 5 wisps in the top left corner of the screen. These wisps contain a blue outline and green body, with the blue acting as one health point and the green acting as a second health point. Essentially, each wisp counts as two hearts.

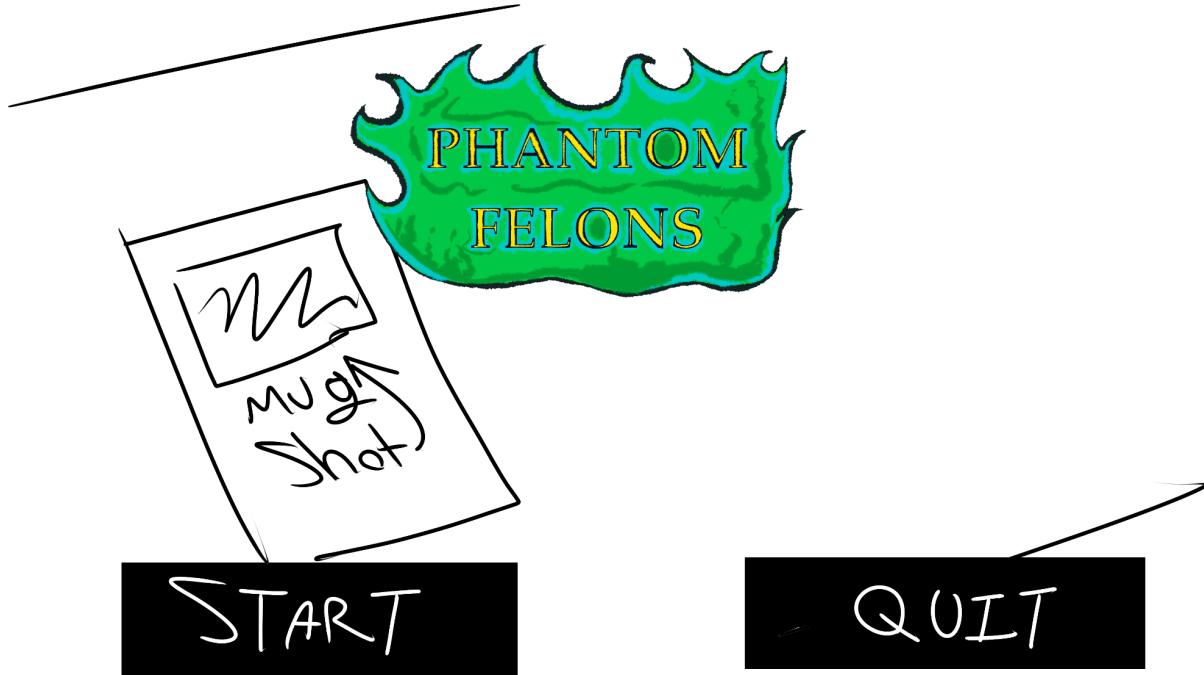
Wisps at full health:

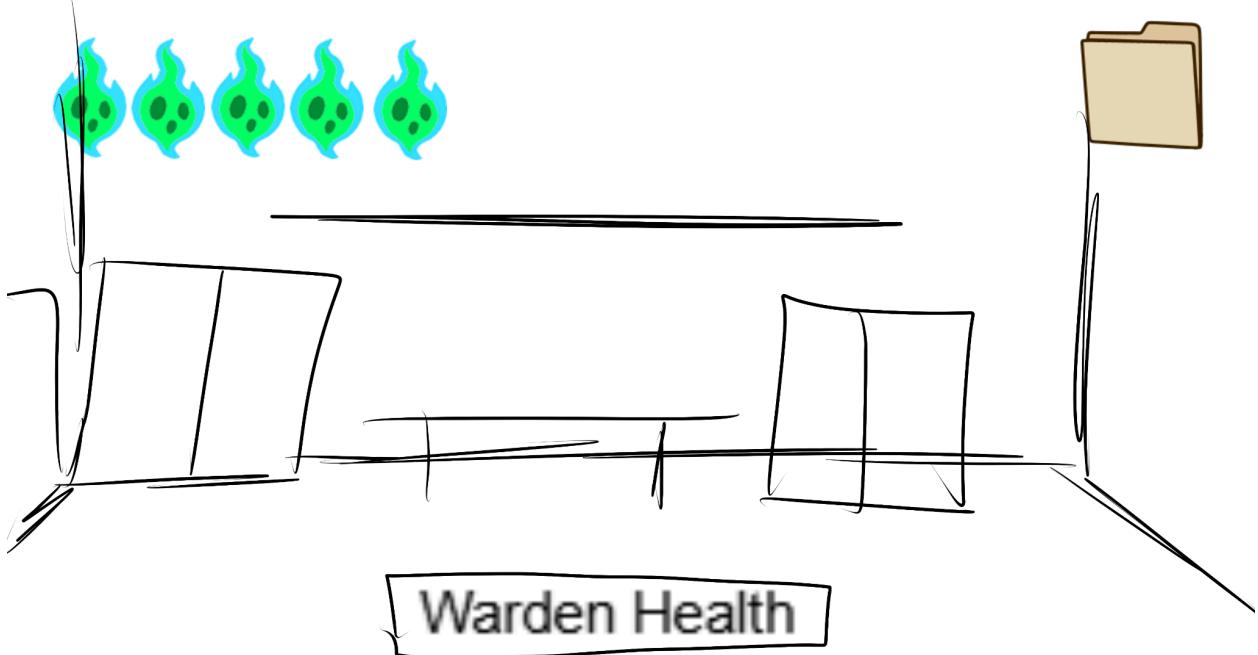
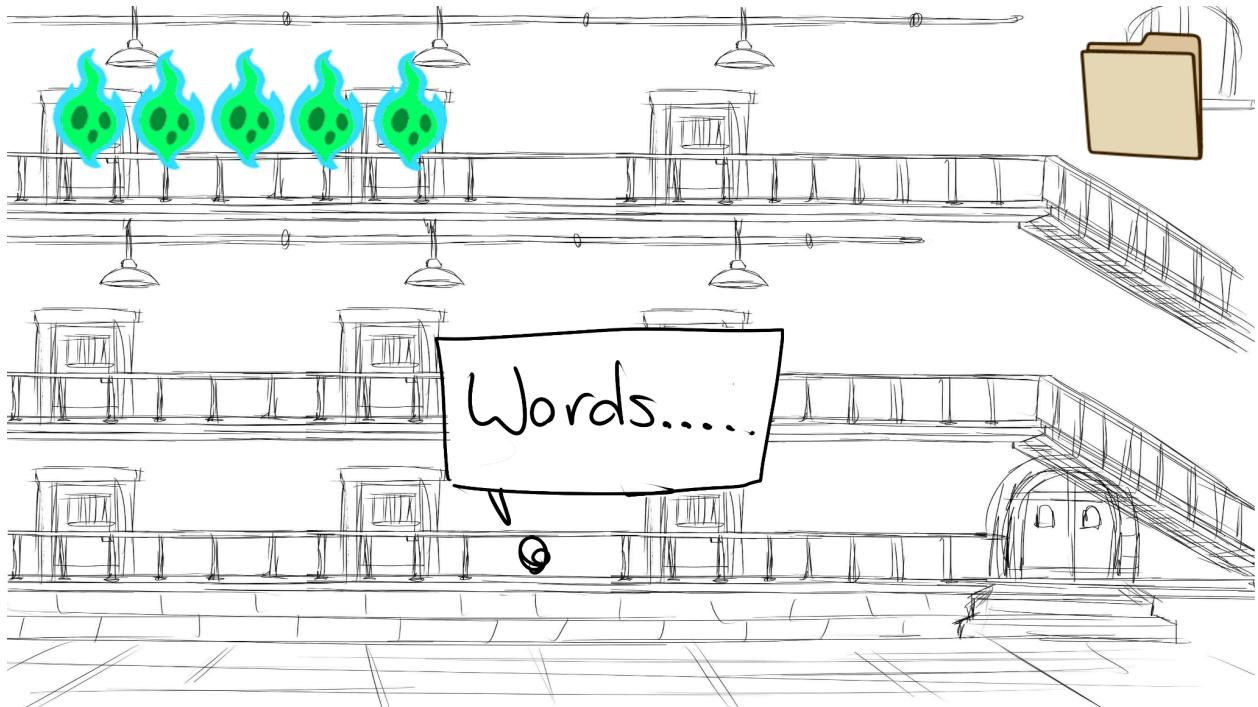


Damage Taken:



Wireframes





Musical Scores and Sound Effects

Overview

The music style utilized in *Phantom Felons* is moody with an electronic and slow beat pace. The exploration part of the game in general is slower and more calming, where the music for the boss fight is faster paced and more upbeat while still retaining a moody atmosphere.

Sound Design

There will be a few different music tracks, one for the main menu screen that is lighter in tone, a softer background musical track that plays during exploration, and a more upbeat and tense musical score for boss fights that will keep the player's adrenaline pumping.

Main Menu Music :

https://drive.google.com/file/d/1anEFB03qHi661bMpIGX_Dcb_zLJgWZqZ/view?usp=sharing

Warden Fight Music :

<https://drive.google.com/file/d/1O1FvycvrQqdYWXwol2zbuCILYVocfTcZ/view?usp=sharing>

Additionally, there will be various sound effects such as: when the player punches, when they jump, when a door is opened, when the player uses their salt shotgun, when they interact with an NPC, when the player collects an object such as a key card, and many other sounds.

Market Research

Target Audience

Our primary target audience is young adults ranging from 13-30 years old who love narrative driven games and adrenaline filled boss battles. Our game is fast paced enough to keep younger children entertained while also being lore intensive and containing a darker atmosphere that will hook older players.

Target Platform

Since our game will exist on itch.io, our target platform is PC. Additionally, our controls utilize keyboard and mouse bindings, meaning our game wouldn't be possible to play on mobile devices or consoles.

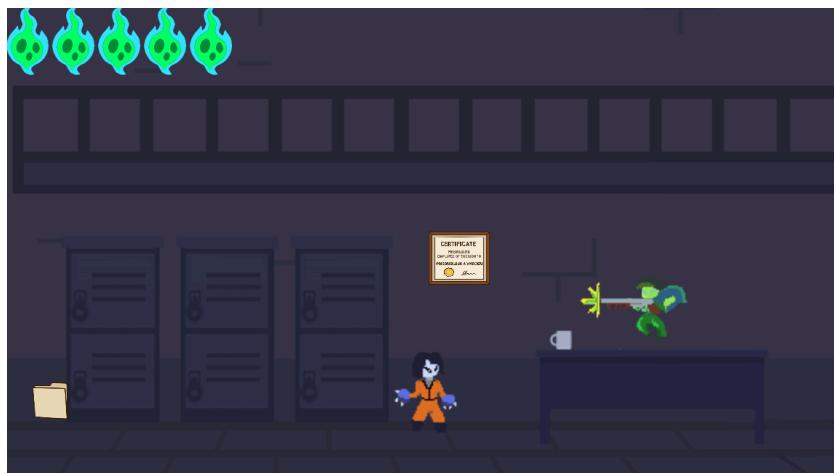
Extra Miscellaneous Stuff

Environment Images:

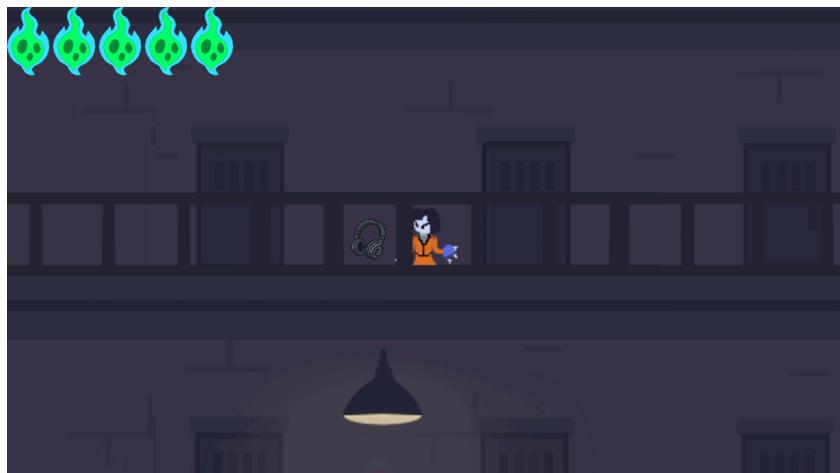
Cell Scenery



Prison Locker Room Scenery



Cell Block Hallway Scenery



APPENDICES

Overview

This appendix compiles all supporting information needed to fully understand, build and refine our game. These sections include the Competitive Analysis, the Game's UI interface, the Objects used in our game, and our overall story.

This way, we can ensure that every system/subsystem, asset and gameplay mechanic has clear documentation, as well as going over where we took inspiration from.

“Competitive Analysis” Appendix

This appendix provides a competitive analysis of games similar to ours that inspired the ideas and decisions that we decided to implement for our own game.

Game #1: Hollow Knight (2017) by Team Cherry

Hollow Knight influenced our project with its use of environmental storytelling, platforming, and dark atmospheric presentation. We incorporated environmental storytelling of our own through unique prisoner artifacts that belong to NPCs and bosses, presenting background lore and fleshing out both the overall story and these characters so that they are not one dimensional. Additionally, we decided to use a dark color palette like *Hollow Knight*, using deep shades of purple and contrasting them with light green and blue to help important information like the player’s health stand out. In terms of platforming, we also have a drop mechanic that was inspired by a similar one found in *Hollow Knight* where the player can drop below a platform.

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This mechanic is important in our game's level design as many areas are arranged vertically rather than horizontally, making dropping between levels essential.

Game #2: Stardew Valley (2016) by ConcernedApe

Stardew Valley influenced our project through their use of complex dialogue and the character portraits that appear within their dialogue boxes. For our game, we decided to take a similar approach with our dialogue boxes, though instead of utilizing a headshot photo for our characters, our portraits show the character's whole body. Additionally, like *Stardew Valley*, we incorporated complex dialogue to help flesh out our NPCs and bring them to life, giving each one their own unique personality. One key difference is that our game is from the side perspective rather than top-down, so our characters roam their designated floor instead of freely traveling the whole map.

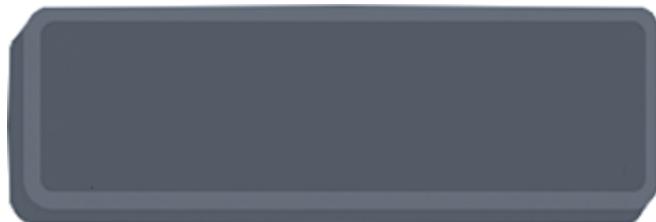
Game #3: Red Dead Redemption 2 (2018) by Rockstar Games

Red Dead Redemption 2 influenced our project mainly through the use of their morality system. For our game, we use the morality system to determine whether the player is "good" or "evil", with these classifications influencing the ending of our game and determining whether the player gets the option to get revenge on the judge that put them in prison. Unlike *Red Dead Redemption 2*, our morality system isn't based on the character's actions, but on which ghosts the player chooses to have on their team. These NPCs are automatically classified as being "good" or "evil". Additionally, rather than having a bar overlay displaying the players morality, our game features an item that can be collected to view their morality, appearing in the shape of a speedometer. The player can also view their morality in the prisoner files overlay.

"Game Interface – Menus" Appendix

This appendix provides images of our game interface and main menu screen. Specifically, it provides a look at our health bar overlay, our dialogue boxes, and our object interaction text boxes.

Main Menu Button Normal:



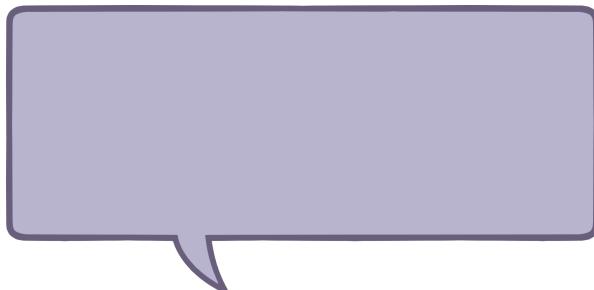
Main Menu Button Hovered:



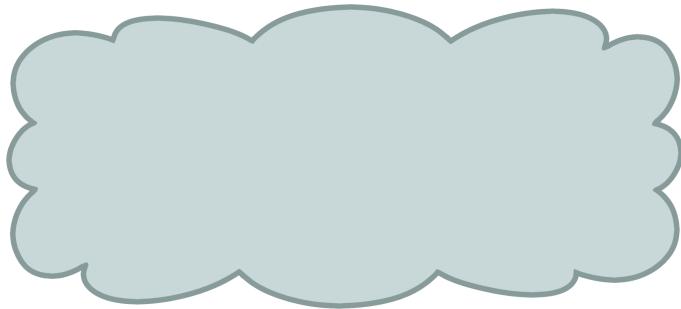
Health Bar Overlay:



Dialogue Box:



Object Interaction Box:



“Objects” Appendix

This appendix provides images of collectible objects the player can interact with around the map. **Note:** Not every object is implemented since some items are related to upcoming enemies and events.

Prisoner Artifacts:

Vanessa's Possum



Edwin's Headset



Joseph's Controller



Johelle's Drawing Tablet



RJ's Zippo Lighter



The Warden's Money Bag



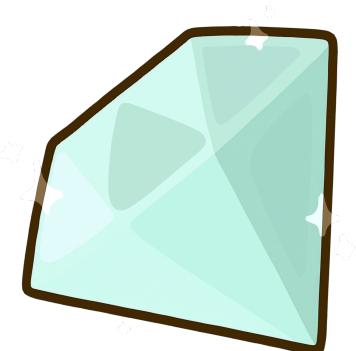
Ghost Money



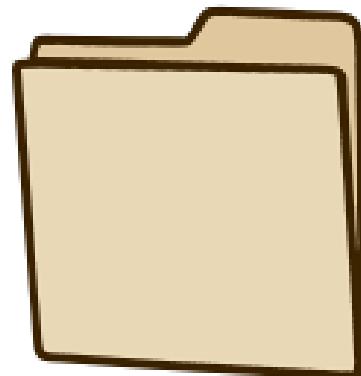
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Ghost Diamond



Prisoner Files



Warden of the Month Certificate



Prison Key Card



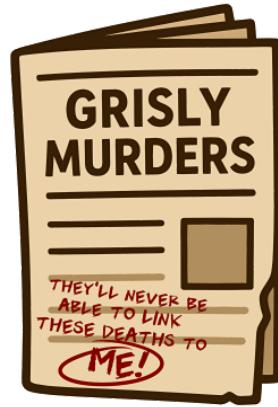
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Glitch's Cellphone



Old Newspaper



Sketch's Diary



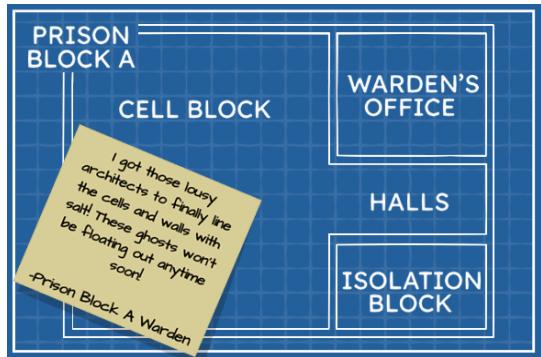
The Robber's Threat Note



Glitch's Hive Ointment



Stolen Prison Blueprints



"Story" Appendix

This appendix provides an overview of our story as discussed earlier in the document and some example dialogue between Sketch and some of our NPCs. Additionally, this appendix includes some of Sketch's inner thoughts when viewing an artifact.

Story Overview:

Phantom Felons follows a gender-fluid prisoner named Sketch who is trapped inside a haunted prison found within the Spirit World. They arrive in this eerie realm by finding a spirit portal within an abandoned church, stepping through it to search for answers regarding the death of their father. Once in the Spirit World, a corrupted judge falsely imprisons Sketch for defacing a federal courthouse, a crime that the judge's own son committed. Throughout the story, Sketch runs into various ghost prisoners and travels to different prisons found within the Spirit World. Some of these inmates will be valuable to Sketch and help them by giving them unique buffs while others will become a nuisance and try to steer them the wrong way. Upon defeating The World I prison boss, The Robber, a Spirit Portal opens that takes Sketch to a new prison within the Spirit World.

As Sketch fights the various bosses and meets new prisoners, they will gain new abilities, buffs, and debuffs. Based on Sketch's morality meter (dependent upon whether the majority of their team is composed of "good" prisoners or "evil" inmates), Sketch will ultimately be able to escape the Spirit World and return home. If the player's morality meter leans towards the evil end of the spectrum, they will be able to take on the Judge and obtain the opportunity to get revenge for

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being falsely imprisoned. Additionally, by the end of the game, Sketch will come to terms with their father's death, finally finding closure.

Sample Dialogue:

Sketch choosing to let Glitch join his team:

SKETCH:

I'm skeptical but I could surely use the help. I really hope this isn't a trick for you to take over my body.

GLITCH: (laughing)

Oh don't worry, ghosts can only completely take over those deemed purely evil. Plus, no offense, I wouldn't waste my time taking over your body. I can sense you have no hacking skills and don't even know what an *if statement is!*

SKETCH:

You know, saying no offense doesn't make it hurt less.

Glitch fuses herself with Sketch, increasing their total *speed*. The moral meter sways a notch to the good side.

Sketch declining to let Glitch join his team:

SKETCH:

I appreciate it but I think I'll go alone for now.

GLITCH:

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Okay, goodluck!

Sketch pre-battle dialogue with the Warden:

THE WARDEN: (Smirking)

Took you long enough to get up here. You weren't enjoying your temporary freedom too much,
were you? *Laughs*

THE WARDEN: (Cont.)

I saw you talking to Glitch. She was sneaky and somehow erased the video of her leaving her
cell. No matter though, since I saw her talking to you, I can claim she was conspiring with you to
escape!

SKETCH: (clenches fists)

You won't get away with this. I don't know why you want to beat me up so bad, but you won't
be winning this fight!

THE WARDEN:

Laughs Let's not waste another breath. I'm starting to get bored and I'm sure you're anxiously
waiting for your beatdown to be over so you can lay back down on that ratty mattress.

Prisoner File Information:

Sketch's File:

Name: River **Sketch** Lee

Inmate Number: 00235-050

Date of Birth: 02/29/2000

Address: Redacted

Medical Records: Redacted

Sentencing Information:

- **Offense Level:** 02
- **Criminal History:** Redacted
- **Final Decision:** 5 years in prison for *defacing* the local courthouse.
 - **Fines:** \$5,000
 - **Arrival Date:** 10/01/2025

Mugshot:

Glitch's File:

Name: Delta **Glitch** Moriko

Inmate Number: 00929-050

Date of Birth: 04/21/2004

Address: Redacted

Medical Records: Allergic to Sunlight. Glitch breaks out into uncontrollable hives when she comes in contact with the sun's rays.

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Sentencing Information:

- **Offense Level:** 01
- **Criminal History:** Redacted
- **Final Decision:** 10 years in prison for hacking into Spirit Bank. Can parole in 5 years for good behavior.
- **Fines:** \$20,000

Arrival Date: 09/29/2025

Mugshot:

Antler's File:

Name: Maximina **Antler** Kelia

Inmate Number: 00865-050

Date of Birth: 03/11/1992

Address: Redacted

Medical Records: Redacted

Sentencing Information:

- **Offense Level:** 02
- **Criminal History:**
 - Multiple Game Violations:
 - Killed 5 baby deer for fun in August of 2020
 - Hunted elk out of season in May of 2015

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- Ran a herd of tired, grazing deer to death to steal their antlers in the Winter of 2018.
- **Final Decision:** 5 years. Can parole in 3 and a half years for good behavior.
 - **Fines:** \$50,000

Arrival Date: 01/04/2024

Mugshot:

Sample Artifact Dialogue:

Torn Photo of Sketch With Their Dad:

Walking up to their trash bin, Sketch pulls a torn photograph of them with their Dad.

SKETCH: (Sadly)

I miss him so much. I never should have walked through the spirit portal in that rundown church.

Humans don't belong here...

Letter from Spirit Bank:

Sketch sees a letter sticking out under Glitch's pillow. They pick it up and read:

Dear Delta **Glitch** Moriko,

Though what you did was wrong, we were seriously impressed with your skills.

When your sentence ends, we would love to offer you a job at our cybersecurity branch of the bank if you're interested. We could really use someone with your skillset on our

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team...plus, we figure if you work for us, you won't be hacking us hahaha. If interested, please email us at the following address: spiritbanks_cybersecurityteam@spiritmail.com

We hope to hear from you soon,

Spirit Bank Team

Newspaper from a year ago:

Sketch sees a newspaper hidden amongst the various papers littering the Warden's desk. The article details the brutal death of an inmate at the prison.

Newspaper Headline: Another prisoner found dead at Hell's Prison...

An ominous black-and-white photo of the jail appears under the headline.

The main paragraph under the photo reads;

An unidentified male prisoner was found dead in his cell on Saturday, brutally beaten. The Warden of the prison is a suspect yet again, with this being the third suspicious death at the prison over the course of the past couple of months under her watch.

A sticky note is stuck on the newspaper, with the message

"THEY'LL NEVER BE ABLE TO LINK THESE DEATHS TO ME" Scrawled onto it.

SKETCH:

This paper was from last year, yet she still worked here. I wonder how many more deaths piled up under her watch...

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“Asset List” Appendix

This appendix provides a brief list of some assets that are currently utilized in our game and future assets that we plan to use.

Character Sprites:

Sketch: Idle, Walking, Jumping, Dropping, Punching, Firing, and Death animation spritesheets.

The Warden: Idle, Lockup, Melee Attack, Following, Firing, and Death animation spritesheets.

The Robber: Idle, Item Throwing (Rage Baiting), Crowbar Melee Attack, Following, and Death animation spritesheets

Glitch: Idle and Walk animation spritesheets

Antler: Idle and Walk animation spritesheets

Environment Art:

Cell Block A/B/C Art

Prison Locker Room Art

Sketch's Cell Art

Glitch's Cell Art

Antler's Cell Art

The Robber's Solitary Confinement Cell Art

Narrative Assets:

Character Descriptions

World 1 Script

World 1 Findable Objects Script

World 2 Script

World 2 Findable Objects Script

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Music/SFX:

Main Menu Screen Music
World 1 Background Music
World 2 Background Music
The Warden Boss Fight Music
The Robber Boss Fight Music
Sketch Punch SFX
Sketch Jump SFX
Sketch Firing SFX
The Warden Firing SFX
The Warden Lockup SFX
Cell Door Opening SFX

Level Design:

World 1 Level 1 Sketch
World 1 Level 2 Sketch
World 1 Level 3 Sketch
World 1 Level 4 Sketch
World 1 Level 5 Sketch
World 2 Level 1 Sketch
World 2 Level 2 Sketch
World 2 Level 3 Sketch
World 2 Level 4 Sketch

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World 2 Level 5 Sketch

UI/UX:

Main Menu Screen Layout

Health Bar Layout

Prison File Overlay Layout

“Technical Specs” Appendix

This appendix provides a brief overview of the game engine we chose for our game and why we chose it, alongside discussing the collision elements found in *Phantom Felons*.

Rendering System

2D/3D Rendering

Phantom Felons uses the rendering built into the latest version of the Godot game engine, Godot 4.5.

Game Engine

Overview

Phantom Felons will utilize the Godot game engine, specifically Godot 4.5, the most recent version. We chose Godot to handle our project because we felt it was capable of handling the various mechanics we plan on implementing and had the capability to produce a product that would run on various PCs regardless of their specs.

Godot Game Engine

The Godot game engine will keep track of all our programming systems and any visual/auditory assets. Through Godot's built in system, we can safely keep track of everything in the world such as the visual assets, backgrounds, character sprites, animations, UI, and any fighting mechanics.

Collision Detection

Phantom Felons uses StaticBody2D, CharacterBody2D, Area2D, and CollisionShape2D nodes to detect collisions in our game. The fighting mechanics in particular heavily utilize Area2D and CollisionShape2D nodes.