Team 5 Star Concept Document

1. Game Goals and Objectives

Phantom Felons is set in a haunted prison, where the player must defeat ghost prisoners in order to progress and ultimately escape.

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, each containing 10–12 levels.

Each world concludes with a 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. The bosses are:

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

Murderer/Cannibal

- Ability: Bloodlust
- Weapon: Knife and Fork

Jack the Demonic Ripper / King of Shadows

- Ability: Shadow Teleportation
- Weapon: Scythe

Judge

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

3. Gameplay Goals

The gameplay goals revolve around defeating enemies and bosses while maintaining a sense of suspense and danger.

Players should feel both scared 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