Spirit Courier: Game Development Plan

# 🎯 Project Overview

Spirit Courier is a 3D stylized ghost rescue game built in Unity. The player takes on the role of a spirit guide, flying through haunted environments to rescue lost souls, collect cursed relics, and avoid hostile ghosts. The game includes two levels and uses mechanics from a previous space shooter project, re-themed for a haunting, atmospheric experience.

# 🛠️ Core Features

• Flying spirit player controller (6DOF, smooth camera follow)  
• Lost soul pickups (score points)  
• Cursed relic pickups (restores health)  
• Hostile ghost enemies (seek and damage player)  
• Light beam projectile attack (to destroy ghosts)  
• 2 levels: Haunted Forest & Cursed Village  
• UI: Lives, health, score, and high score  
• Settings menu with music volume slider  
• Audio manager for music and sound effects  
• Scene system: Start, Menu, Game, Game Over, Credits, Settings

# 📅 Project Milestones

|  |  |
| --- | --- |
| Milestone | Target Completion |
| Project Setup, Scene Structure & Player System | Day 1 |
| Pickups, Enemies, UI & Level 1 Complete | Day 1 |
| Level 2, Audio, Settings, Game Over Screen | Day 2 |
| Final Testing, Polish, and Build Export | Day 2 |
| Portfolio Upload & Website Post | Day 2 |

# 🧰 Tools & Technologies

• Unity 6.2  
• TextMeshPro for UI  
• C#

# 🌐 Portfolio Requirements

A working version of Spirit Courier will be showcased on my portfolio website. The site will include:  
• Downloadable build   
• Trailer or gameplay demo  
• Project summary and development goals  
• My roll  
• Tools used and challenges overcome  
• Link to GitHub