Once a player dies, what do they do?

If a player dies (which can happen before they haunt) they become a ghost. As a ghost, they leave their body and enter a spectate mode. They are invisible to everyone, they can fly (to an extent), they cannot pass through walls by default, they cannot open new doors, maybe have some fun effects (haunted confetti).

* Ghosts can be used as triggers for haunts (ex. Poltergeist)
* Ghost mechanics can change depending on haunts (ring example, dead heros can help their friends search for the traitor)
* Ghost mechanics can be changed by haunts (fiddler’s song reincarnating insane heroes to fight for him)
* Haunts have to account for current ghost players when the haunt starts.
* Customization (of player and ghost...)?

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| Should add ghosts? | |
| Pros: (Fuller story, more mechanics) | Cons: (Longer/harder development) |
| * No ‘total’ player elimination   + Death is not a ‘huge’ penalty * More in-depth story * More logical story * More varied mechanics * Differentiate game | * More complexity * More rules (for players) * More lore to write * More chance for error * More models |

Current Idea: include ghosts! 3-30-17 — Nick, Jorden, Zach