3-7-17

Game Ideas

* Target of 30 minute game
  + 50/50 for haunt and exploration
  + Can’t explore the house before game is over
  + Minute or two in each room for exploration
* Minimap to see other players
  + Only shows locations of players on same floor
  + Shows floor of every player (only for allies or stuff in LoS)

Exploring a house with friends

* Cursed House
* Procedurally generated
  + Pre generated
  + Inside and outside (Courtyards included) Roof also?
  + Natural layout
  + Draw floor layout then populate the layout
  + Open Door (always open)
  + Build one house first
  + Develop rules of generation based on building first house
  + Haunt is determined by house
* Gothic style
  + Realism in textures (smooth)
  + Pointed towers
  + Winding, elaborate layout
  + Ornate style
  + Dark
  + Abandon, old, dusty
* Random haunt (checks for each haunt)
* Exploration and hunting for items

Detailed lore of house and characters

* Lore should focus on haunts, each haunt has different lore of house
* Each character has their own backstory?
  + Pre made characters
  + Backstories are not specified
* Events can be tied to rooms.

Character mechanics

* Physical Health, Mental Health
  + Damage does not hurt traits and actions
* Different stats
  + Changed in game by items and effects
  + Max Physical and Mental Health
  + Speed
  + Charisma?

Item mechanics

* Items adjust stats
* One weapon
* No limit on other items

Haunt types

* Traitor haunt (Wax monster, invisible traitor)
  + 1 v all (or multiple v everyone else)
* Free for all (Escape the house)
  + Everyone against everyone else
  + Everyone against house
* Secret traitor (Infected)
  + One person is trator at start, unknown identity
* Cooperative haunt (Chess against death, Crimson Jack, Tree, Evil Cats)
  + Everyone versus house
* Semi-cooperative (Fiddler)
  + - (fiddler haunt music - <https://www.youtube.com/watch?v=z7rxl5KsPjs#t=0.089578>)
  + Everyone versus house, at first
    - Different goals
    - Secret/future traitors