Haunted Mansion
Group 18

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The Game

Main Character

"The Main character of the game is a pizza delivery boy whom received an order of pizza to a decrepit mansion. The customers where a ghost busters team whom got themselves trapped in the mansion, the main character is then tasked to save the ghost busters by banishing eight ghosts within the mansion."

Main game features

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Attributes/Variables/Dict

Name
The name of the character will be determined by a player input at the start of the game.

Sanity
Sanity is your health in the game, the more you fight ghosts the more your sanity decreases once you reach 0% sanity you go completely mad and lose the game.

Inventory
Your Inventory is where items are stored in the game, these items might replenish your sanity, be used to unlock rooms or to help ghosts.

Experience
You gain experience when fighting ghosts, banishing ghosts and when performing special actions. Getting enough experience will improve your level

Attributes/Variables/Dict continued

Level
Increasing your level improves your character each level, you are better at resisting a ghosts attacks and do more damage against ghosts and unlock more moves to use against ghosts.

Moves
Your character has a set of moves that they can use against ghosts those moves are:
- Use Proton Gun – Does Damage to Ghosts
- Cover Ears – Increases damage resistance
- Reload Gun – Reloads your gun
- Use 'Item' - Items in the game might heal the player, or stun the ghost for a turn
- Run – Percentage chance to run to the previous room

Ghosts

"There are eight ghosts in total dotted around the mansion and in order to rescue the Ghost Busters team all of them must be defeated, you can defeat them in two ways, either defeating them using your Proton Gun, or by figuring out what they need to peacefully send them to the after life."

Attributes/Variables/Dict:

Hit Points (HP)
Each ghost has a number of hit points that need to be removed before being able to banish the ghost.

Special Condition
There are certain conditions to get the ghost to leave peacefully that require a bit of thinking, there might be something in the room to interact with first, you might need to talk to the ghost to figure out what the problem is and why he won't leave or there might be a item they want, for example you might need to feed a ghost pizza to calm him down.

Ghosts continued

Moves
Each ghost has a set of moves that they can use against the player, these will likely be unique to each ghost, the ghost will determine what move it should use (likely with a random number generator) and then use that move against the player, some moves might take two turns to take effect but do more damage, other moves might stop the player from attacking.

Drop
After defeating a ghost they might give you, or drop an item that can be used to unlock a new room or to beat another ghost

Rooms

"Throughout the mansion are various rooms the player character can enter, some rooms have a ghost in that you have to defeat and other ghost"

<u>Attributes/Variables/Dict:</u>

<u>Ghost</u>
Some rooms will have a ghost residing in.

<u>Objects</u>
In a room there may be some objects the player can interact with, these might be a wardrobe you might find an item in, or a light you can interact with that reveals a ghost.

<u>Requirement</u>
Before entering a room you may need a certain item or condition to be met first, for example 3 ghosts must be banished before a certain room unlocks or a item (such as a key) might be needed before you can enter a room.
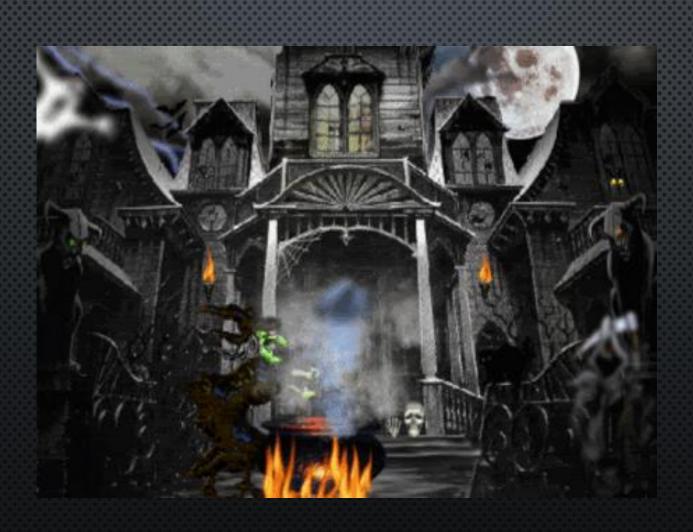
Haunted House systems

Combat System

- Fighting the ghosts

- The option of fight or flight

- (Add other features of the combat system)

Add other systems

Game Demo

Future Developments

Any Questions

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