CIT441 Final Project Plan

By Zachary Andrews

Name: Ghost Hunter

Genre(s): Horror, adventure

GITHUB link: https://github.com/ZacharyAndrews96/CIT441FinalProject

Lore: You are a new employee working to “relocate” ghost that are haunting various properties. Thankfully you live in a capitalism economy and will be rewarded based on how many ghosts you kill. Please ignore the fact you will be fired if you fail to meet your quota before the time limit.

Inspired Games: Alan Wake, Slender

Features:

* NPCs – Ghosts
  + Behaviors
    - Wander – Ghost goal is just to wander
    - Loved one- Ghost will wander until its lover dies than it will go to where you kill it
    - Loved one Rage- Ghost will wander until its lover dies and will follow you and yell at you – also will teleport nearby when you damage it
  + Visuals
    - Use dynamic materials to change color of ghosts when they die
* Mechanics
  + Attack will be based on a light the user holds
    - Will have increase damage if you hold down left mouse
  + Shop for buying upgrades
    - Faster movement
    - Increase attack
* Lots of sound effects
  + Events
    - Can’t afford upgrade
    - NPC damage
    - NPC Death
    - NPC Taunts
    - Ambient sounds spawning randomly around the player
      * Howls
      * Growls
      * Etc.
* Traps – items of interests that trigger when approach
  + Runs scary audio
  + Spawns jump scares
  + Spawns' ghosts