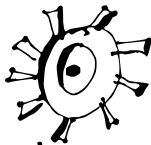


THE WARRIOR

Press play button to start



↳ options



Level - 1

↓
will show let's HUNT on the screen.

Will display objective. Eliminate all the ghosts in the given time-

↳ Timer starts - 10 seconds (can be extended as we test)

↳ If (player fails the objective, ghost will pop up on the screen (Game Over))

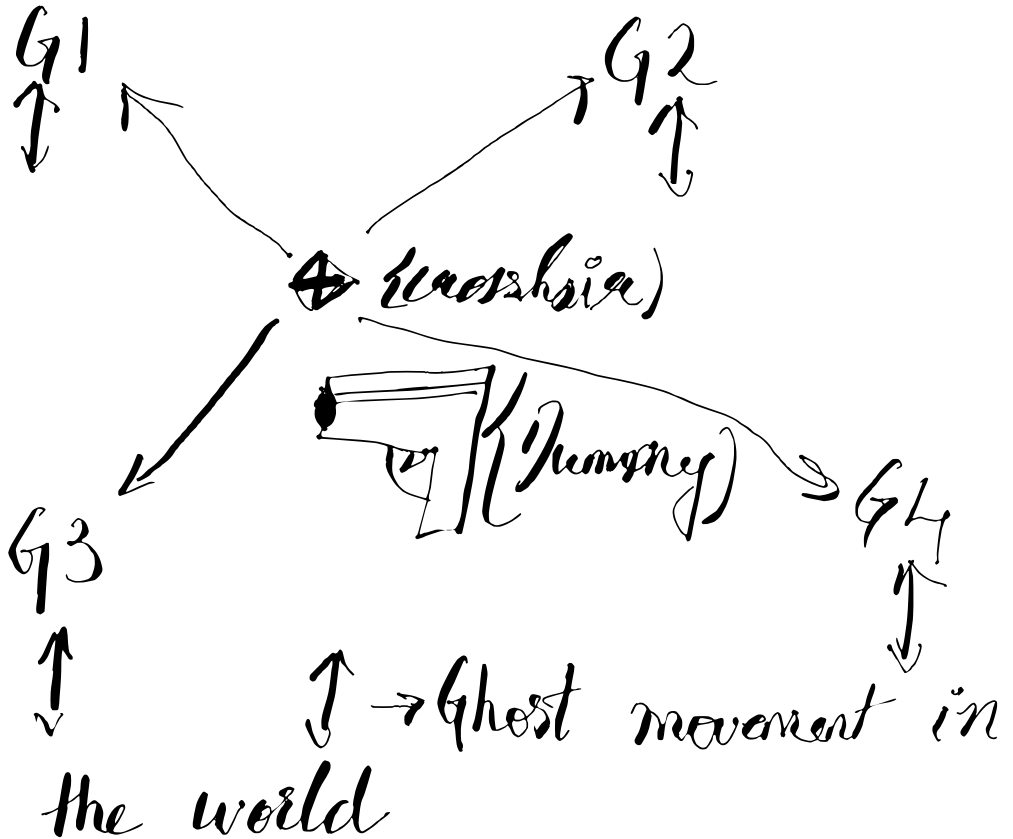


→ Bgm of ghost laughing

↳ If (player succeeds then display) Objective is complete → Mission successful. → Cutscene

(The ghosts are angry and come for you in your bed).

Level-1 Architecture:-



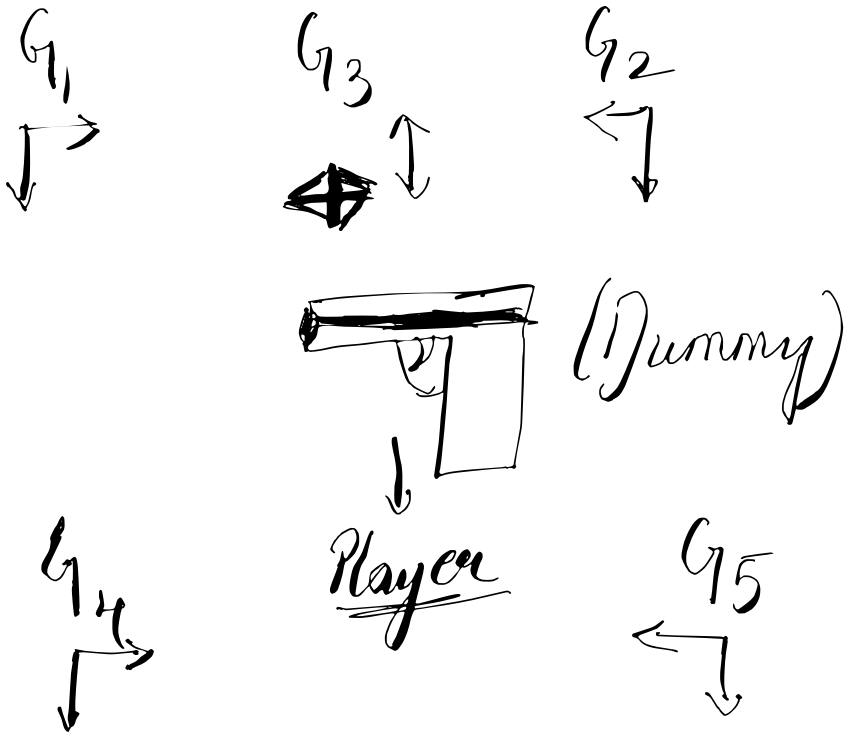
Kill then proceed:

→ Level-2.

Level- 2

Objective \rightarrow same as previous level

Time \rightarrow 20 seconds (an increase or decrease after testing).




Here the Ghost speed will increase a bit.

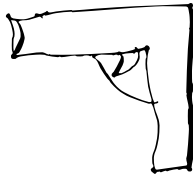
Introduce into level 3.

You are making the ghosts really
angry!

Game obj. - 30 (seconds)

G₁  + disappear

G₂  + disappear



G₃  + disappear.

Complete then lvl-4 here is
trigger.

Level - 4

There are more powerful ghosts
out there -----

10 seconds (can be changed after
testing)

$G_1 \updownarrow$
(Attack
after 2
seconds)

$G_2 \updownarrow$



HP bar on
screen

$G_3 \updownarrow$

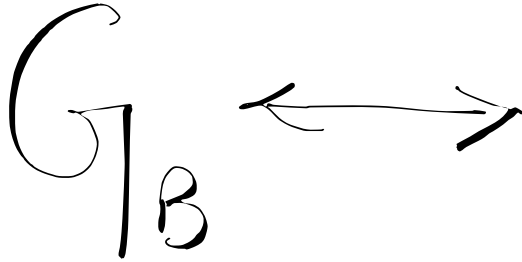
$G_4 \updownarrow$

After obj complete

→ Level - 5.

Level-5

You have awakened the ghost
loss Be prepared for the worst!



shoots



After defeating

You have successfully completed
the game. This world
is ^{now} free of ghosts.
~

[Play Again]



Will return to main
screen.