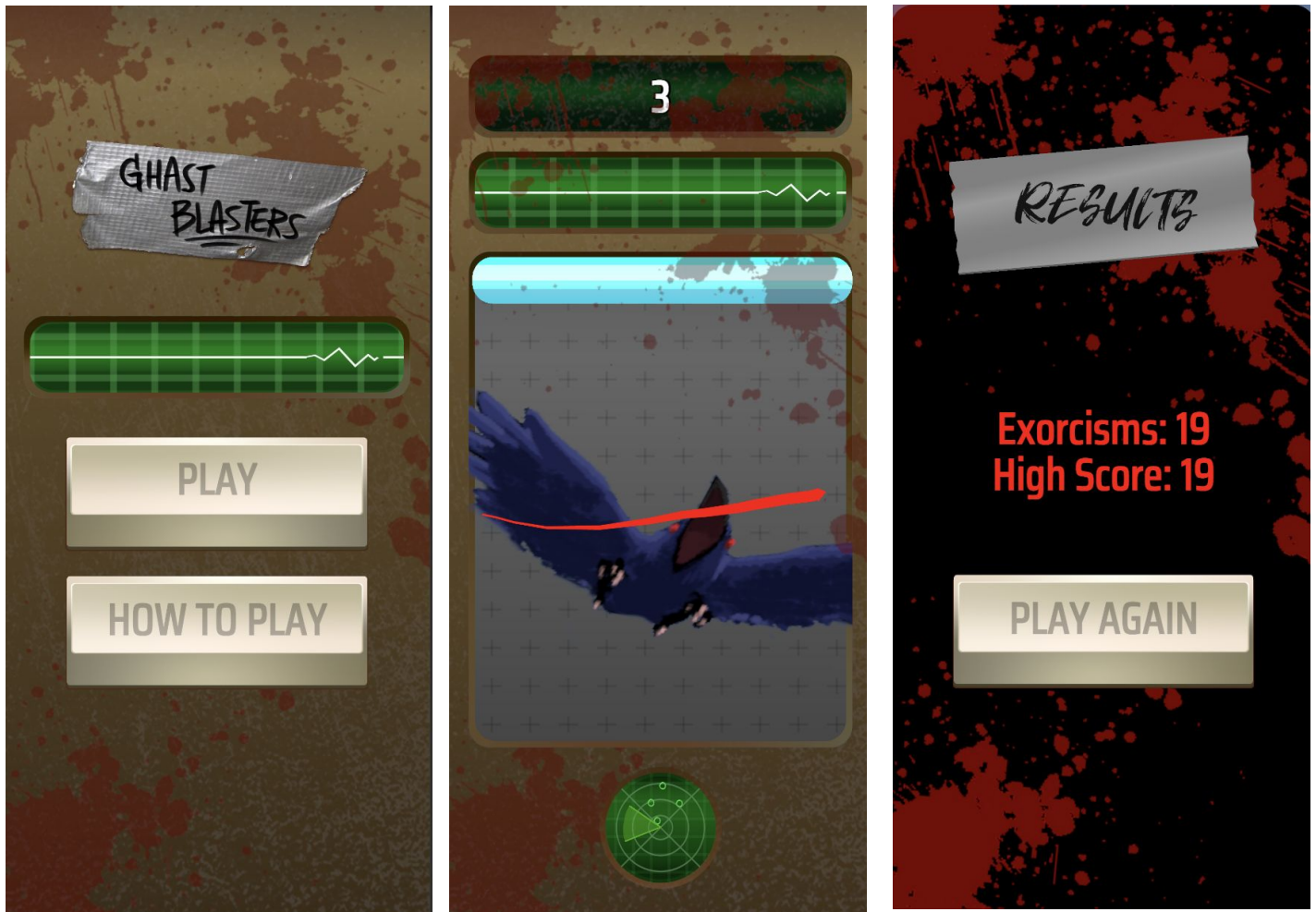# Ghast Blasters

Overview

Ghast Blasters is a cooperative game where two players work together to defeat supernatural terrors through the power of Bose AR technology. One player is tasked with locating ghostly threats and attacking them using their psychic abilities, while the other draws arcane sigils to seal them away.

Gameplay

The game is played by two people, one wearing a Bose AR enabled device, and one using a phone or tablet. The goal of both players is to eliminate as many ghosts as possible before running out of health. The AR player listens to spatialized audio to locate ghosts, and executes psychic attacks by performing a nod gesture. The phone player helps direct the AR player, and banishes ghosts by drawing sigils on their phone.

There are various types of enemies in the game:

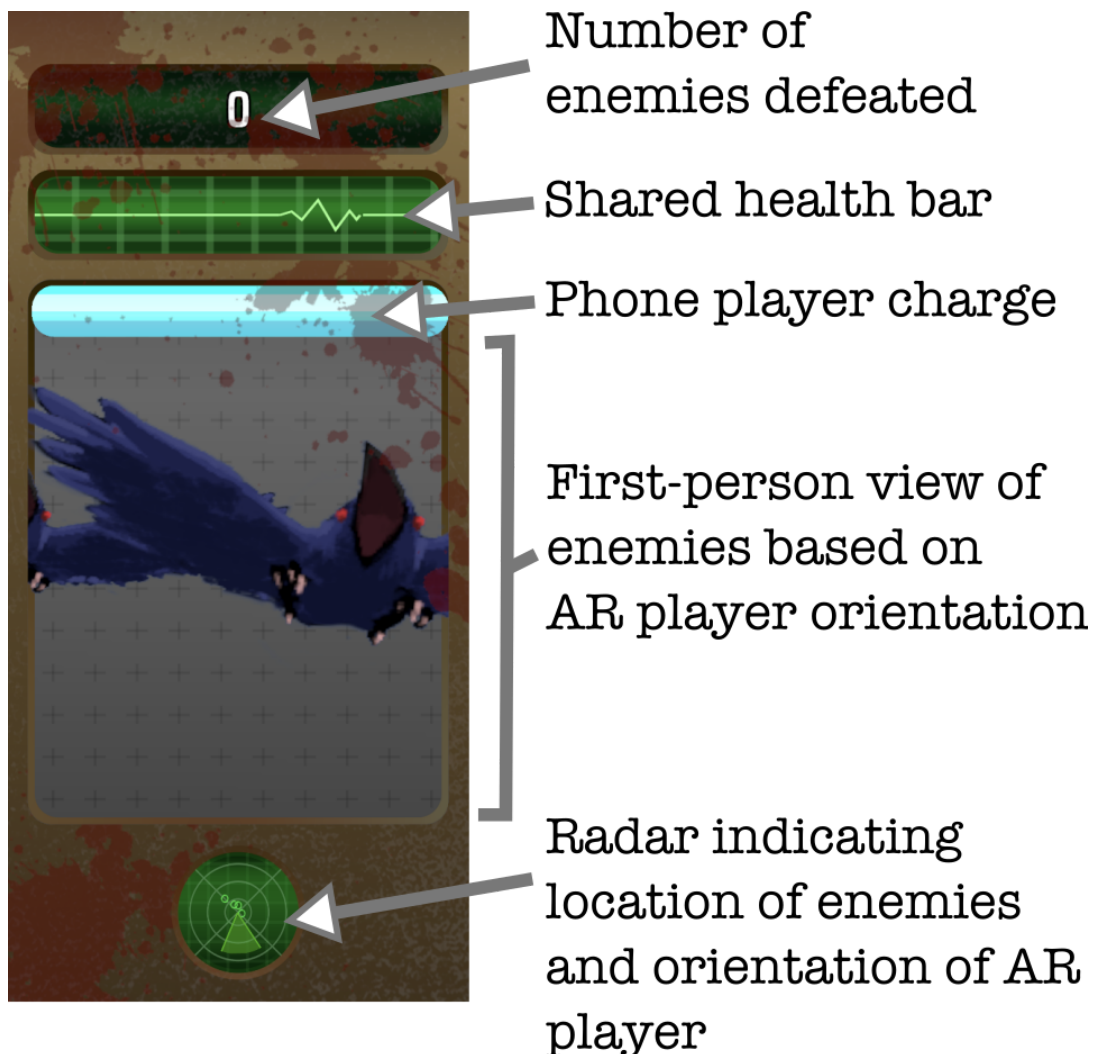> 1) **AR-only (no visual):** located via audio and killed by AR player with a nod gesture

2) **Visual only (no audio):** killed by the phone player by drawing a horizontal line while they are on screen

3) **Coop enemy:** stunned by the AR player, then killed by the phone player by drawing a five-pointed star

4) **Creepy girl:** located by AR player via audio and killed by the phone player by drawing a circle

The phone player "sees" through the eyes of the AR player, and can provide feedback ("Turn left!", "To your right!") to help them orient to the enemies. They also have a radar screen to see where enemies are in relation to the AR player.

Both drawing sigils and executing psychic attacks drain an energy store. In order to replenish energy, each player must rely on the other-

- The AR player has their energy replenished by having the phone player shake their device.
- The phone player has their energy replenished by having the AR player spin in a circle.

Both players share a single health bar. Failing to deal with an enemy swiftly enough will result in the players taking damage, and once the health bar is reduced to zero, the game ends. The current state of health is indicated by a heartbeat visual (for the phone player) and as a heartbeat sound (for the AR player).

Number of enemies defeated

Shared health bar

Phone player charge

First-person view of enemies based on AR player orientation

Radar indicating location of enemies and orientation of AR player

Next Steps

The next steps are to add additional enemies, and to introduce a difficulty curve to make the game grow more challenging over time.