

GAME DESIGN DOCUMENT



Spectral Escape

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1. Introduction

- **Title**

"Spectral Escape"

- **Main concept**

You are a brave sibling who ventures into a haunted mansion to rescue your sibling kidnapped by ghosts. You must sneak around, search for keys and avoid being seen by the ghosts to succeed in your mission.

- **Key features**

- Strategic and stealth approach.
- Exciting and tense dynamics as you avoid the ghosts.
- Explore the rooms of the mansion to find clues and key objects.

- **Genre**

Stealth and adventure game.

- **Purpose and Target Audience**

The aim of the game is to provide a challenging and exciting experience for stealth game lovers. It is aimed at players who enjoy strategic challenges and the tense atmosphere of a haunted mansion.

- **Gameplay**

The player must rescue his kidnapped brother, avoiding being seen by ghosts. He must move stealthily, find keys to open doors and search for clues to advance the story.

- **Visual style**

The game is presented in pixel art, offering a nostalgic and evocative style of classic games. The graphics will be detailed and full of atmosphere, highlighting the dark and mysterious tones of the haunted mansion.

- **Scope**

The game focuses on the rescue story of the siblings in the haunted mansion. No immediate expansion is planned, but future updates or DLC could be considered depending on the game's reception.

- **Platform**

The game is designed for PC, leveraging traditional controls for a more immersive experience.

- **Category**

"Spectral Escape" is positioned as a stealth and adventure game with exploration elements, comparing itself to genre references such as "Mark of the Ninja" and "Limbo".

- **License**

The game is an original idea, inspired by the classic haunted mansion theme. It is not based on any existing intellectual property and aims to establish its own franchise in the future. However, some enemies are inspired by pacman.

2. Game mechanics

Camera type

2D with top-down view.

Controls

The player will use the WASD controls to move the main character and the "C" key to interact with objects in the environment, such as opening doors or picking up key items.

Scoring

The game will feature a scoring system based on the player's stealth and efficiency in avoiding being seen by ghosts. In future versions, additional points will be awarded for actions such as collecting all hidden objects or completing levels in record time.

Gameplay

Gameplay will focus on stealth and ghost evasion. The player will have to move cautiously, hide behind objects and carefully plan his route to avoid detection. In addition, he will have to solve puzzles and find clues to advance the story and unlock new areas of the mansion.

Levels

The game will be divided into several levels, each representing a different room of the haunted mansion. As the player progresses, the levels will become more challenging, with more complex ghost movement patterns and additional obstacles.

Intensity

The game will seek to create an intense and mysterious atmosphere, with sound effects, music and level design that increase the sense of danger and suspense as the player sneaks through the mansion.

Traps

There will be traps scattered throughout the mansion, such as creaking floors. The player should avoid setting off these traps, as they will alert the ghosts and increase the chances of being detected.

Skills

The player will have special abilities to aid him in his rescue mission, such as the ability to distract the ghosts with throwable objects.

Limited resources

Resources in the game will be limited, such as the amount of throwable objects. The player must manage these resources wisely to maximize his chances of success.

Player progression

As the player progresses through the game, he will find himself closer and closer to finding his brother.

3. Levels

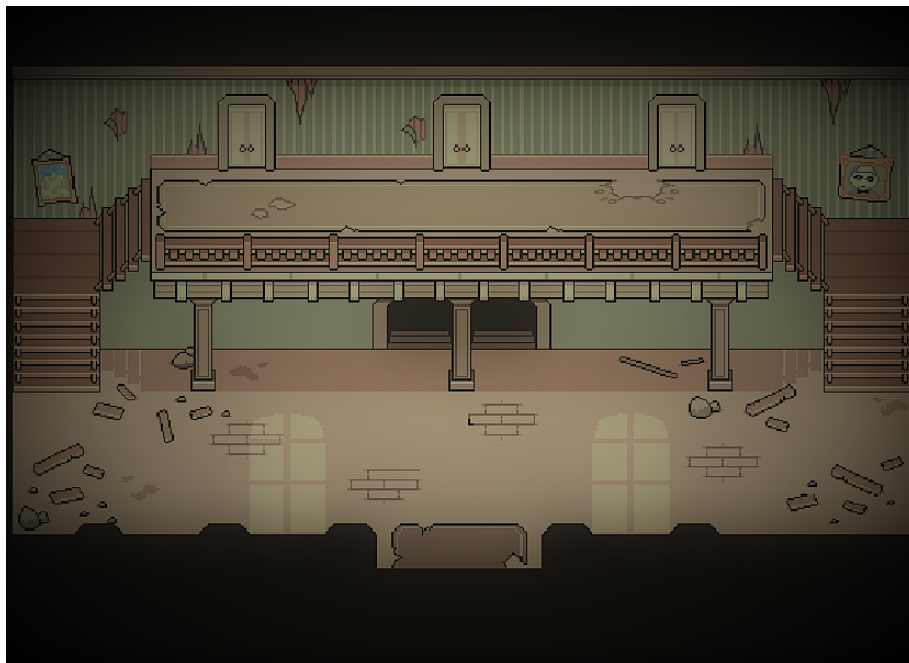
Main Hall

Encounter: first encounter of the player with the haunted mansion, this level functions as a lobby from which you can or cannot access the other rooms or levels depending on whether you meet the requirements (keys or clues).

Objectives: to become familiar with the structure of the mansion and explore it.

Enemies: White Ghost.

Items: Doors to each room, stones on the floor.



Kitchen

Encounter: one of the two initially accessible rooms, here the player can search for clues or keys to start advancing in his quest.

Objectives: search for clues or keys, avoid the ghosts.

Enemies: Blue Ghost.

Items: cabinets, a room key on the floor, oven, refrigerator.



Library

Encounter: the second initial accessible room, here the player can search for clues or keys to start advancing in his quest.

Objectives: search for clues or keys, avoid the ghosts.

Enemies: White ghost.

Items: bookstores, a piece of paper on the floor with a key, an amulet in a bookstore, another key on the corner.



Girl's room

Encounter: accessible room when you have the key, in this scenario the player will have the possibility to open a cupboard if he/she has the key, to find a note with the whereabouts of his/her sibling.

Objectives: search for clues or keys, avoid the ghosts.

Enemies: Black ghost, evil eyes.

Items: a closet, a drawer.



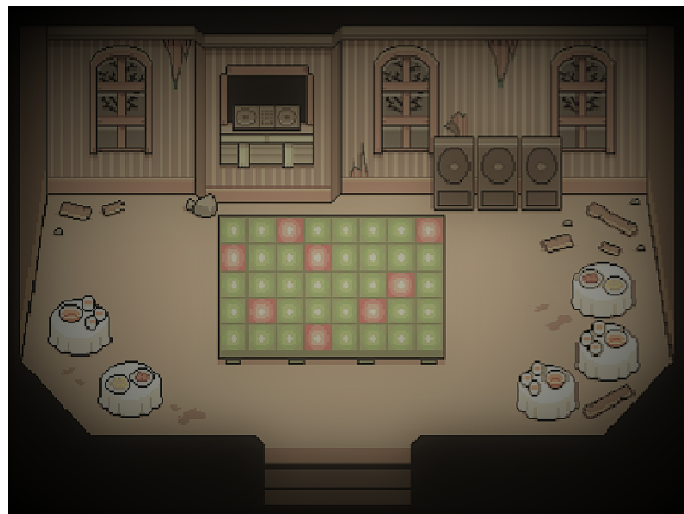
Dance salon

Encounter: room accessible when you have the key, in this scenario the player will have the possibility to find the key to the storeroom if the note in the girl's room has been read,

Objectives: search for clues or keys, avoid the ghosts.

Enemies: Blue ghost, White ghost.

Items: storage room key behind the stereo.



Storage room

Encounter: final encounter with the sibling, interact with him to finish the game.


Objectives: to find the sibling

Enemies: no enemies.

Items: no items (yet).



4. Characters

Image	Name	Description	Motivation	Encounter	Skills
	Ethan	A brave young man with determination and courage	Rescuing his sister	From the beginning of the game	Stealth, ability to interact with objects and search for keys
	Amelia	An intrepid heroine with cunning skills	Rescuing her brother	From the beginning of the game	Stealth, ability to interact with objects and search for keys
	White Ghost	An ethereal ghost with a translucent appearance	Stalk and trap	Runs in straight lines across the stage	Linear motion, slow speed
	Blue Ghost	An icy ghost with a mysterious aura	Stalk and trap	Moves in square patterns on the stage	Movement in squares, moderate speed
	Black Ghost	A sinister ghost shrouded in darkness	Stalk and trap	Moves randomly on stage	Random motion, fast speed

5. Sounds and music

The sounds include a background track that will loop, a special sound for when the player loses, a victory sound for when the main objective is achieved, a sound when the keys or hints are obtained and a sound for use within the menus.

6 Interface

Main Menu:



7. Resources

- Characters: <http://www.pixiv.net/member.php/> /
<https://www.deviantart.com/zender1752>
- Scenarios:
<https://www.deviantart.com/tebited15/art/Spooky-s-Haunted-Mansion-348430437>
- Interface:
<https://images-wixmp-ed30a86b8c4ca887773594c2.wixmp.com/f/b8d72d5f-826f-4b3a-833c-e6a1483182ec/dbrwdph-4591c21d-ee62-4577-b0f0-9eb8a47c1492.png?token=eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzI1NiIsInR5cCI6IkpXZWl0eSIsImNpdCI6ImZvbnQ9LWwudmFwcDo3ZTBMtG4OTgyMjY0MzczYTVMMGQ0MTVIYTBkMjZIMCIsIm9iaai6W1t7InBhdGgiOiJcL2ZcL2I4ZDcyZDVmLTgyNmYtNGlzYS04MzNjLUWU2YTE0ODMxODJlYy1wvZGJyd2RwaC00NTkxYzIxZC1lZTYyLTQ1NzctYjBmMC05ZWl4YTQ3YzE0OTIucG5nIn1dXSwiYXVkIjpibnVybjpzZXJ2aWNlOmZpbGUuZG93bmxxYWQ9XX0.37dMxXwradEa8oxL-ls3MtOM0SU0872yq93V7ZyvQil>
- Audio; <https://pixabay.com/es/music/search/audio/>