

GHOSH RUSH

CMSC 445-001
FALL 2025

Ghost Rush

Game Build + Github links

Game Build

<https://play.unity.com/en/games/dcaae44b-ff5b-4c24-ab96-c1289b9cb6c7/final-build>

Itch.io

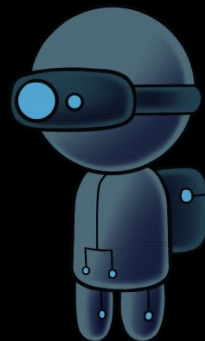
<https://phukn.itch.io/ghost-rush>

Github

<https://github.com/jylee3805/NotYetEmployed-fa2025-final-gamedev-fa2025-final>

Youtube

<https://youtu.be/2412HKghXoc>



Team Not Yet Employed



Jin

Major: Computer Science



Haroon

Major: Computer Science



Alex

*Major: Communication
Arts*



Erixx

*Major: Communication
Arts , CS Minor*

Ghost Rush

Genre

- Top-Down Horde Shooter

of players

- Single Player

Project Summary

- In a futuristic city which is haunted by ghosts, you play a cyborg ghost hunter with a high tech vacuum arm. You receive a tip about a building crawling with ghosts and set out to clear the building floor by floor. Each captured ghost earns you a hefty reward allowing you to upgrade your vacuum and enhance your gear as you ascend the building.

Unique Selling Point

- Unique theming and game mechanics such as vacuum weapon to suck in ghosts. Floor by floor clearing systems instead of typical rounds.
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DESIGN SPECIFICS

01 Platform and Input Type

Webgame with inputs of keyboard and mouse

02 Audience / Age range

People looking to kill time with a fun replayable game.

Game is for all age ranges

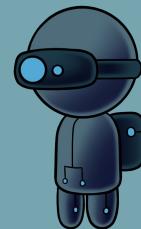
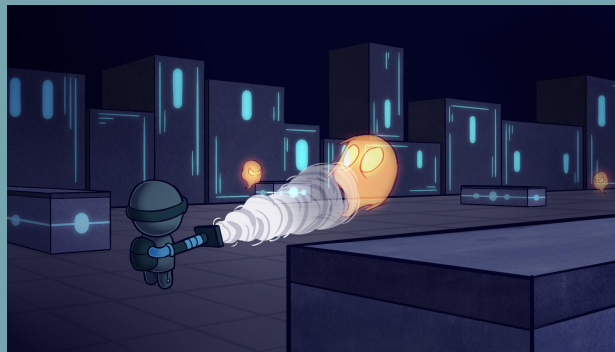
03 MVP Game Loops

MVP: Basic character controls and movements
Have floor system that spawns in basic enemies

04 Monetization

ADs between deaths
Optional extra life / revive

05 Concept Art



06 Asset List

UI

Main Character

Weapon: Vacuum Arm

Different Enemies

Tilemaps for Rooms

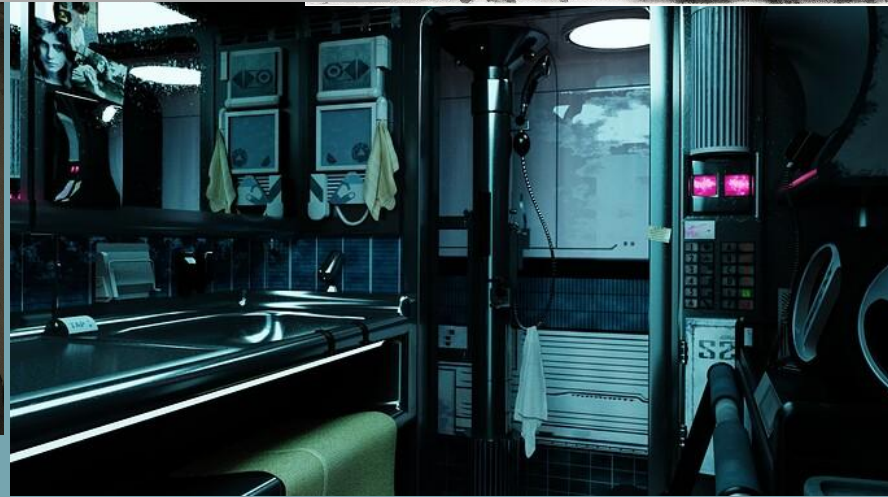
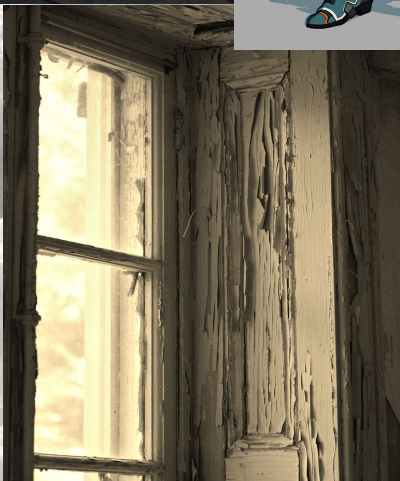
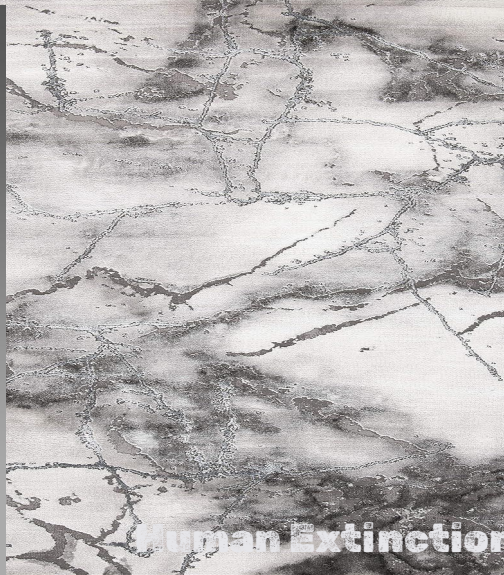
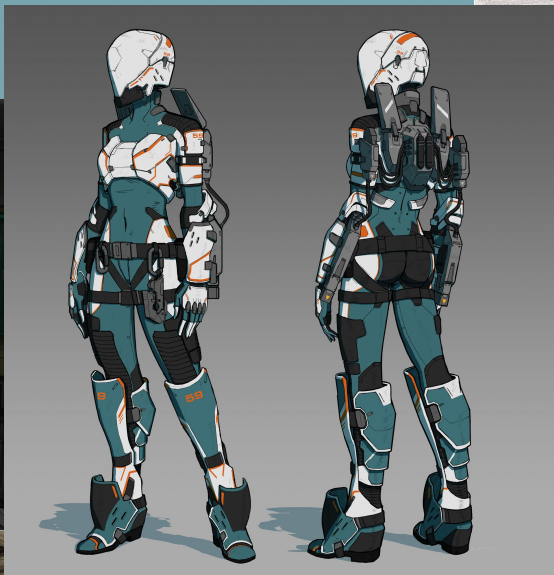
Room Assets:

Furniture, Wall Decor, environmental props

VFX

Music / SFX

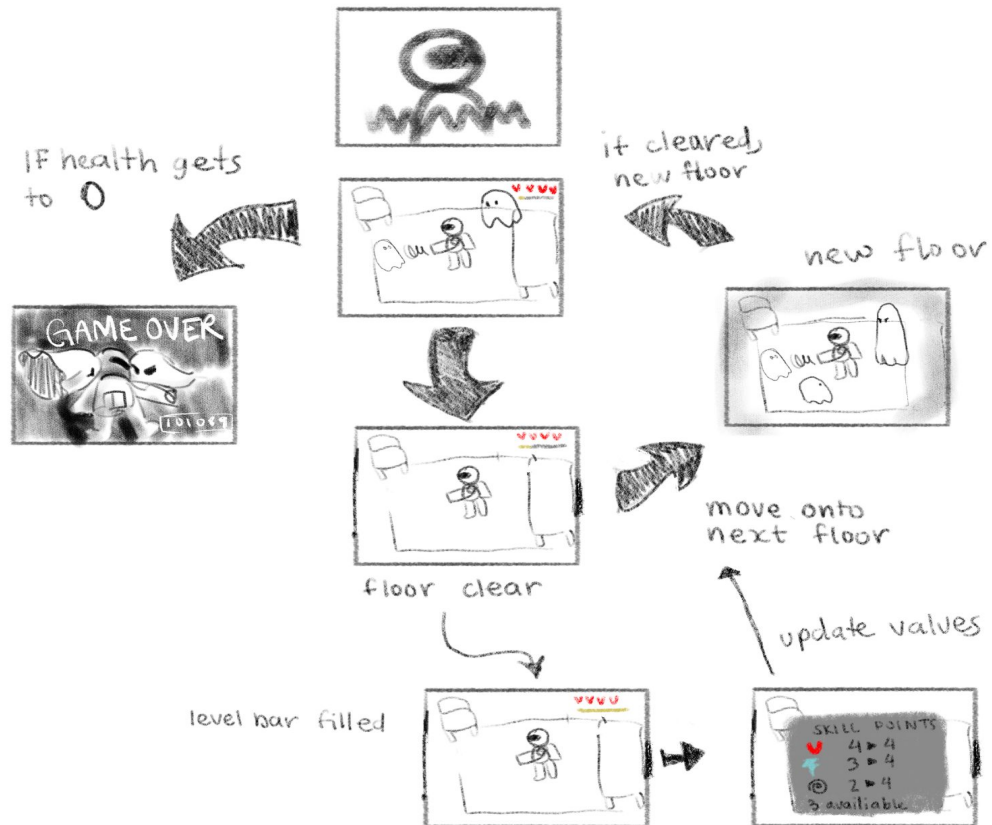
Mood Board



Credits: Adrian Marc, Remy PAUL, Paul McGrath

Storyboard

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TASK TITLE	TASK OWNER	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F
Documentation /Pre Production																															
Generate Design Doc PDF																															
Update Design Doc for week 2																															
Create pre-production slide and paper prototype																															
MVP																															
Player movement Established																															
Enemy movement and Destruction																															
Start creating main assets such as the character																															
Create Tile Map																															
Program the player going to the next room/GAMEOVER																															
Additional Asset																															
UI																															
Level Assets																															
VFX																															
Unique Enemy Assets																															
Feature / Bug Fixing/Implement																															
UI programming																															
Program skill points and level up																															
Test the game																															
Program different enemy types																															
Room Generation																															
Fix any errors and clean up game for publication																															
Publication																															
Create itch.io page																															
Submit final to Canvas																															
Final playthrough in class - Fri Dec 12 @ 9AM	Entire Team																														

Roles

Jin

- UI programming
- Enemy programming

Haroon

- Floor Generating
- Character Programming

Alex

- Main Concept Designer
- Character Illustrator
- VFX

Erixx

- UI Designer
- Environment Artist
- Level Designer

REFERENCES

Sites to look at

Unity Asset Store

Itch.io

Gumroad

Other students

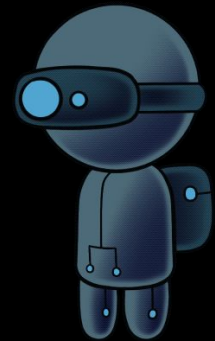
What is risky?

Music and SFX!

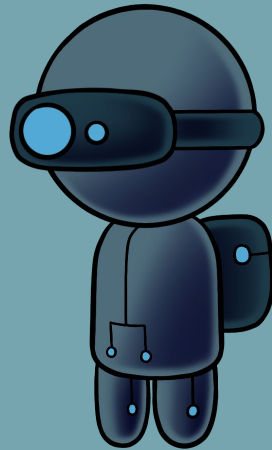
None of us in the team know how to make music or good quality SFX so we can either request someone to make music or find a free track and SFX!



GHOST RUSH



Work in Progress demo Video Link:
<https://youtu.be/KMdW3ZXYI9I?si=5V9I79IzSpiX8KZ0>



Map Assets

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