

GHOST 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

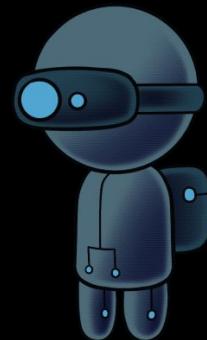
<https://phukn.itch.io/ghost-rush>

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	<ul style="list-style-type: none">• Top-Down Horde Shooter
# of players	<ul style="list-style-type: none">• Single Player
Project Summary	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• Unique theming and game mechanics such as vacuum weapon to suck in ghosts. Floor by floor clearing systems instead of typical rounds.

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

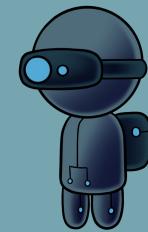
03 MVP Game Loops

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

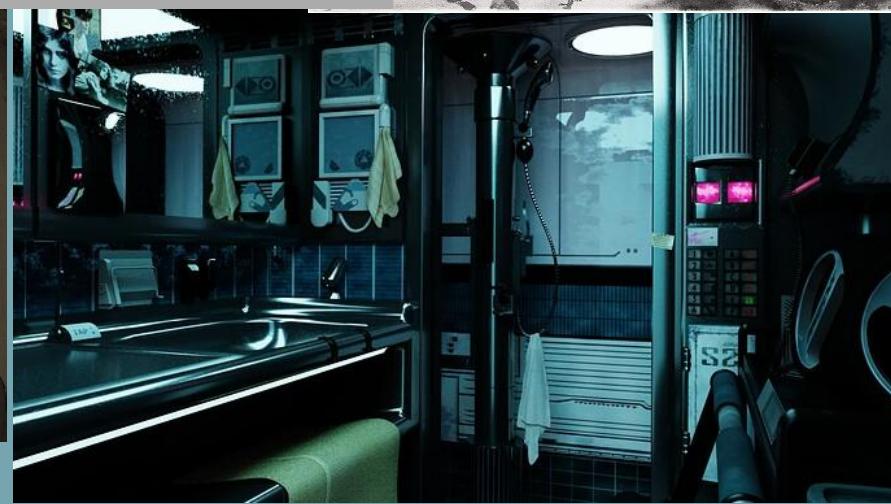
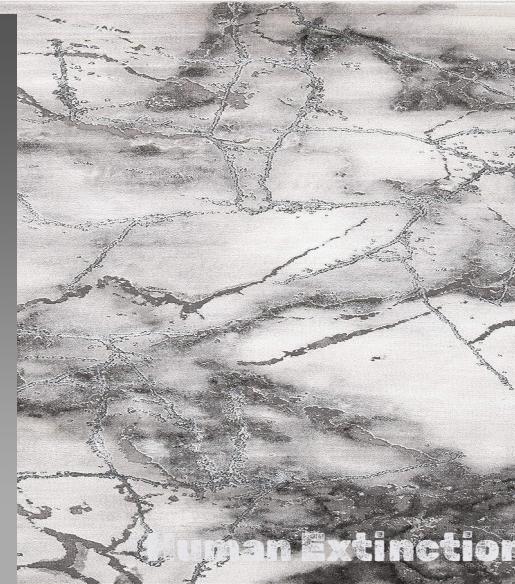
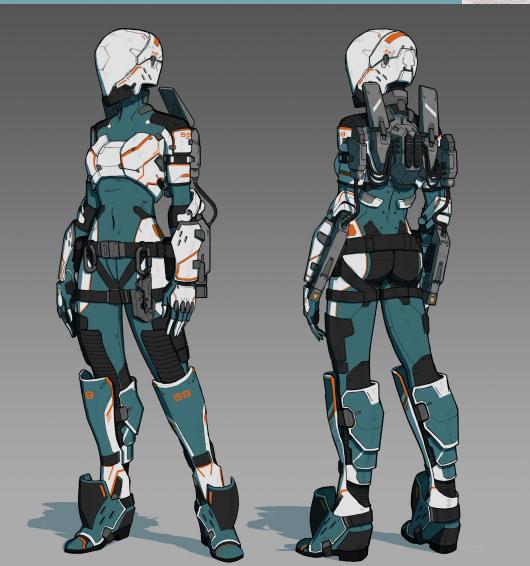
Room Assets:

Furniture, Wall Decor, environmental props

VFX

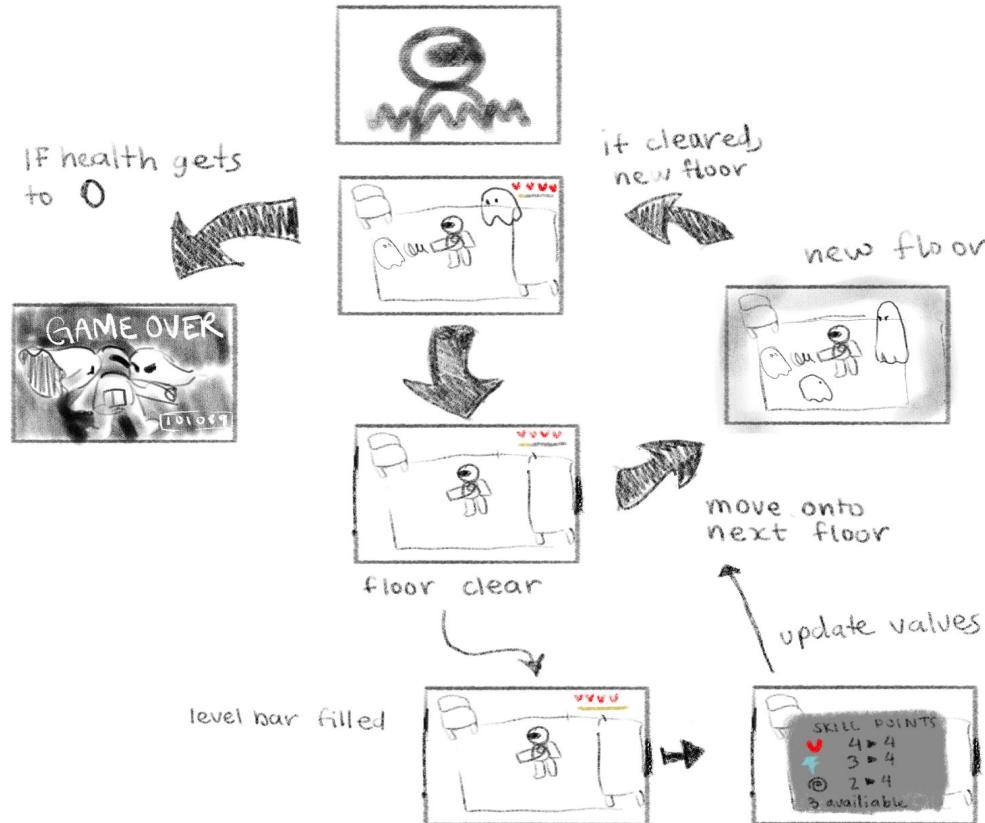
Music / SFX

Mood Board



Credits: Adrian Marc, Remy PAUL, Paul McGrath

Storyboard



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
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																										
<u>Program the player going to the next room/GAMEOVER</u>																										
Additional Asset																										
UI																										
Level Assets																										
VFX																										
Unique Enemy Assets																										
Feature / Bug Fixing/Implement																										
UI programing																										
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																										
<u>Create itch.io page</u>																										
Submit final to Canvas																										
Final playthrough in class - Fri Dec 12 @ 9AM	Entire Team																									

Roles

Jin

Haroon

Alex

Erixx

- UI programming

- Floor Generating

- Main Concept Designer

- UI Designer

- Enemy programming

- Character Programming

- Character Illustrator

- Environment Artist

- VFX

- Level Designer

REFERENCES

Sites to look at

Unity Asset Store

Itch.io

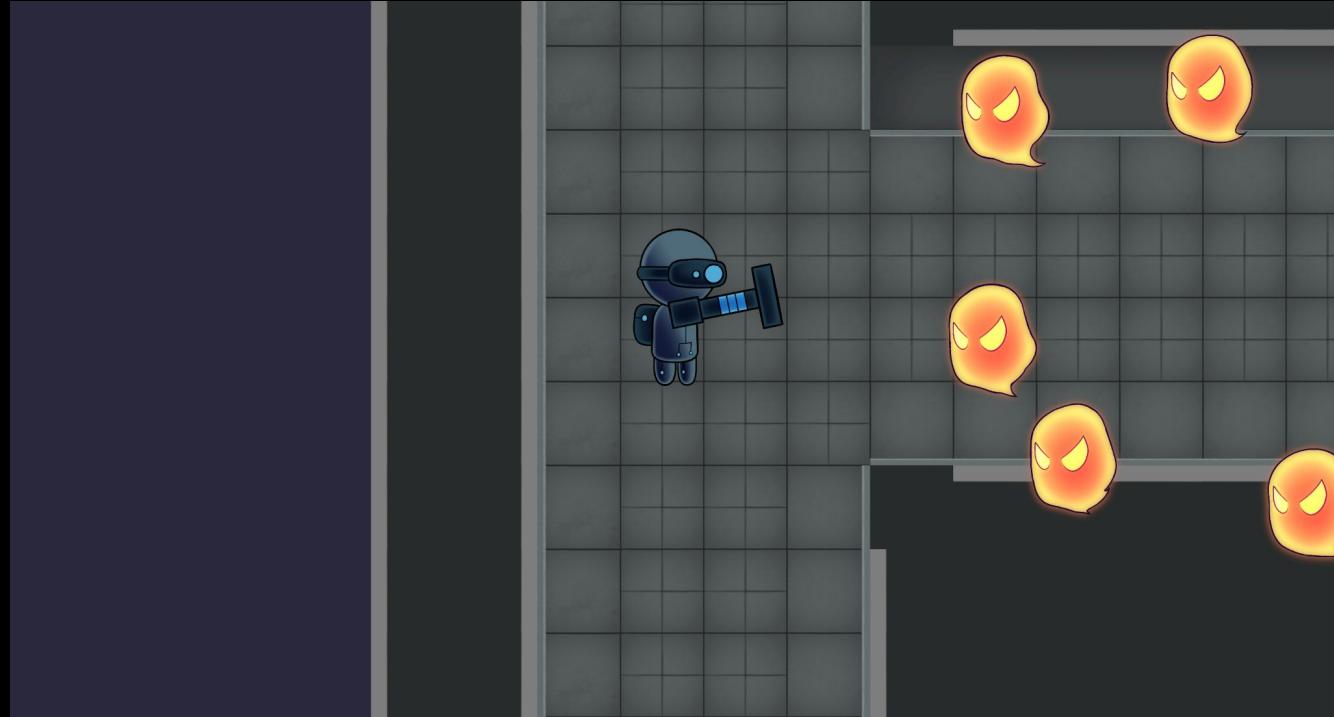
Gumroad

Other students

What is risky?

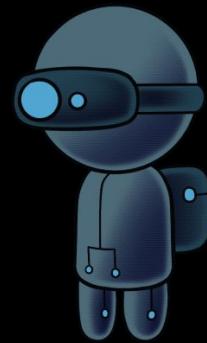
Music and SFX!

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!



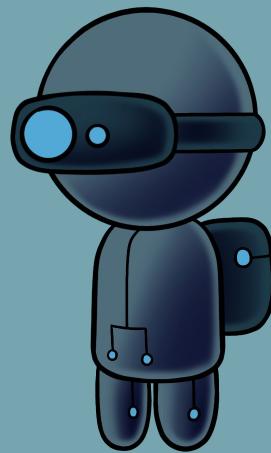
HOST RUSH

Work in Progress demo Video Link:
<https://youtu.be/KMdW3ZXYI9I?si=5V9l79lzSpiX8Kz0>



Character Assets

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Map Assets

