**Ghost Maze**

**Summary:**

A classic top-down game, made by 8-bit style art. The player is transported into the lowest level of an abandoned castle and has to escape from it, while running away and trapping skeletons with the power of music.

**Mechanics:**

You navigates through the maze by the arrow keys on the keyboard. At the start you have 3 hearts. Their vision is obscured.

The skeletons see through the darkness. When you meet a skeleton, it starts chasing you, until you find a music box and active it. To activate the music box, you have to collide with it. When the music box is activated a bubble with note icon appears on top of it.Only the monsters can hear the music. The monsters have a short range of sight so they lose you if you do too far from them. In order to lure them to the box, you have to stay close to them. If they hit you, you lose a heart. When you lure the skeleton to the box, it will turn into a ghost and disappear.

You can reuse music boxes if you can’t find a new one in time. It will stay activated forever once you collide with it.

You see only in a small light circle around your character, which is shrinking slowly. When it shrinks to a certain extend it will stop and a 10 seconds timer will appear next to the heart icons. If it runs off, the game over screen will appear. To stop the timer and make the circle big again, you have to collide with one of the ground torches, which can be seen ahead in advance by their own light circles. If you see a torch, there is always a skeleton near it. You can reuse a single torchlight multiple times. When you touch a torch all of your hearts also recover.

To win the game you only have to find the staircase to the next level of the castle. There’s a yellow-pink flag next to it to indicate it.

**Story:**

A brave knight has been send by the king to investigate an abandoned old castle, where a few centuries ago a lot of people were slaughtered, while at a party. After that the fortress had been silent for centuries, the king has decided to use it again.

The death were killed by a curse, so now they are inhabiting the remains of the castle as a walking skeletons, unable to rest in peace. The only thing that reminds them of their previous lives is the light from the undying torches. So they guard them constantly.

In order to grand them the final death, the knight activates the boxes from a strange melody can be heard. The music end the curse to the creature which can hear it.

**Setting:**

Dark maze, with purple walls and floor in darker shade of purple. There are skulls, old bones and spider ropes around the corners. There are torches bound to the ground, emitting light and old, brown boxes that play music, when interacted with. You have to find the stairs to escape.

**Characters:**

The brave knight - player and the skeletons.

**Targeted audiences:**

The game is for every one that wants to feel a little bit of adrenaline. It’s perfect for people from ages around 10 to 30.

**Delivery plan:**

The game is free to play for everyone on [www.itch.io](http://www.itch.io/)