

Haunted Hotel

CMPT 276 Phase 1 Game Description

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Game Overview

The main goal of our game, Haunted Hotel, is to clear out a hotel infested with monsters/ghosts. Our player is a ghost hunter who is broke and needs money. They are offered a job by a hotel owner and enter the hotel. They must find keys to gain access to the room with the boss ghost, whom they must fight. The score is the amount of money they will get paid. The score goes up when they kill ghosts and will go down at the end if they miss any. If they don't kill enough ghosts, they will not meet the minimum amount of money they need and lose the game. If the player gets hit five times, they will lose all their lives and die and lose the game.

Gameplay

General Mechanics/Story/Rewards

- The player moves in all directions with WASD. The game is a top-down view with 3 main levels. The player must collect 2 keys to be able to open the basement door to fight the boss ghost, which is the only way to end/complete the game.
- The player is a broke ghost hunter in need of work. The NPC offers the player money in exchange for clearing out ghosts in the hotel. The NPC also explains that there are 2 keys needed to open the basement to get to the most problematic ghost. The player agrees and heads into the hotel.
- Regular Reward: The two keys required to enter the level that completes the game.
- Bonus Reward: Extra money found lying around the hotel that the player can steal.

Fighting/Health

- The player has a weapon that they use to inflict damage on enemies. By pressing a button (left mouse), an attack animation will take place, and the enemy will sustain damage. Enemies inflict damage by touching the player in any way. Punishments take away half a life, inflicting less damage than enemies who take away a full life. The player has 5 lives and will die if all are lost. The boss ghost has an increased health bar and does more damage to the player.

Layout/Keys

- The player talks to an NPC at the beginning of the game, then enters the hotel. They are in a lobby that has a few punishments. The lobby has a hallway with a door, a staircase, and a locked door.
- The staircase leads to a level that takes place in a hotel room hallway with open doors to rooms. A ghost is patrolling the area. The player must find a key that is hidden in one of the rooms.
- The door in the hallway of the lobby leads to a communal area. A different ghost patrols that area, and there are punishments on the ground.
- The door to the basement leads to a giant dungeon where the boss ghost is.
- The basement is where the boss ghost resides, but the door to enter is locked and requires 2 keys to gain access. These 2 keys will be found in the previous 2 levels. The player must find them, get them, and make it out alive from the levels. After killing the boss ghost, you complete the game.

Plan

We have divided the work up by level and features. After one week of coding, we will meet and discuss all progress and any changes in design or function we need to implement and continue from there until the day before the deadline. At that time we will discuss and check all gameplay, as well as check that all requirements were met.

Kiran: Will design the basement and player with all related features, and the initial talk with the NPC.

Amar: Will design the lobby and the punishments/bonus rewards existing in that area.

Karanveer: Will design the upstairs level with the Michal Myers inspired enemy and related key and punishments.

Prabhjot: Will design the lobby level with evil Santa enemy and related key and punishments.