Graveyard Ghost

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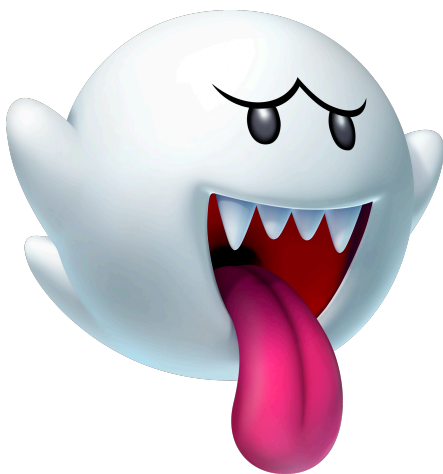# Table of Contents

Game Overview

Graveyard ghost is a puzzle game about how to get back to safety after angering a ghost. It is built in unity and meant for PC. The target market is the speed running community. Once you've learned how to play the levels, the game becomes about finding the fastest possible route to get to the end, with some RNG coming into play making some runs faster than others.

High Concept

Graveyard ghost is a puzzle game about escaping an angry ghost on your way home. The developer hopes to increase the complexity of this game and have multiple ways to accomplish each level, and have players find different ways to find the fastest time to finish the game. The developer also hopes to use this game as a chance to learn about game programming and make an even better next game.

Graveyard Ghost is an attempt to take an action-adventure style game and add puzzle elements. The goal should be to complete the puzzle in the fastest way possible, and offer a couple different ways to reach the end goal.

Are you smart enough to get passed Gary the ghost? He's shy but watch your back or he'll have his revenge!

Game features:

- Different ways to solve levels
- Learn by playing. Different gameplay elements are revealed by playing and trying new things.
- Playable character that stops the main antagonist by staring him down
- Ghost and haunted graveyard theme

Platform Requirements

-This game will run in html and will play a computer. The game is not outfitted for console. The requirements are not large for this game, so most laptops or PCs should not have a problem playing it.

Game Objectives

- Get past the ghost
- Complete the level in as little time as possible
- Discover different ways to solve the level
- Select the optimal strategy from those you've uncovered

Game Synopsis

You are walking home at night when you pass a graveyard that you can take a shortcut through. While cutting through, you trod on Gary the ghost's grave, which enrages him. He chases you to get revenge for disrespecting him. Your objective is to get to safety in the church, which Gary cannot enter.

As the player, you must pass Gary and get to the church. Gary is faster than you, so just running will not work. Find a way top prey on Gary's weaknesses and trick him into letting you leave. Once you get passed him once, he'll up the difficulty on you in the next level.