'Help a wandering soul find their eternal rest' - Team Ghost

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Game Development Team Members

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(For contributions, see #18 Team Member Contributions)

1 Game Overview

Title: Sleepless Soul
Platform: PC Standalone
Genre: First-person, Horror
Rating: T for Teen
Target: Gamers looking for a shock (aging from 14 - 30)
Release date: May 5, 2022
Publisher: Team Ghost

Description:
Sleepless Soul is a first person horror game, where the player is trapped in a haunted farmhouse with the ghost of a young girl who died tragically many years ago. The player must avoid the angry specter as they search around the house for something that can put the girl's soul at rest.

2 High Concept / Genre

Sleepless Soul is a horror game where a ghost haunts the halls of an abandoned farmhouse. The player cannot fight the ghost, but is trapped in the house until they are able to pacify the ghost. So the player must avoid getting caught by the ghost as they search around the house for some way to calm the spirit and hopefully escape. The player needs to navigate the dark house, opening doors to access new rooms and using their trusty flashlight to look for clues into the story of the girl haunting the house.

3 Unique Selling Points

- First-person horror themed game
- Innovative cross between survival and exploration
- Dreadful and eerie atmosphere

4 Platform Minimum Requirements

PC MINIMUM
Processor (CPU): Intel Core i3/ AMD A8-xxx APU with 3.1 GHz or higher
Memory (RAM): At least 2 GB of RAM
HDD: At least 1 GB of available hard-disk space
GPU: Intel HD Graphics 4xxx, AMD Radeon R5, Nvidia GeForce 4xx or AMD Radeon HD 7xxx.
Operating system (OS): Microsoft Windows XP or higher

5 Competitors / Similar Titles

- Pacify
- Phasmophobia
- DEVOUR
- Emily Wants to Play
- Devotion

6 Synopsis

While doing an urban exploration, you find yourself in a cold desolate farmhouse, you feel a "presence" somewhere. There's a palpable sense of being watched. There's a tension and paranoia in the air that lingers. You take the courage to figure out what's wrong with that house only to discover there's a ghost girl's spirit trapped within that house. You must search for an item that she could possibly be attached to in order to release her confined soul.

7 Game Objectives

The object of the game is to survive as long as possible without getting caught by the ghost girl while trying to figure out how to appease her anguish and rage. The player must seek keys to get closer to the cursed item.
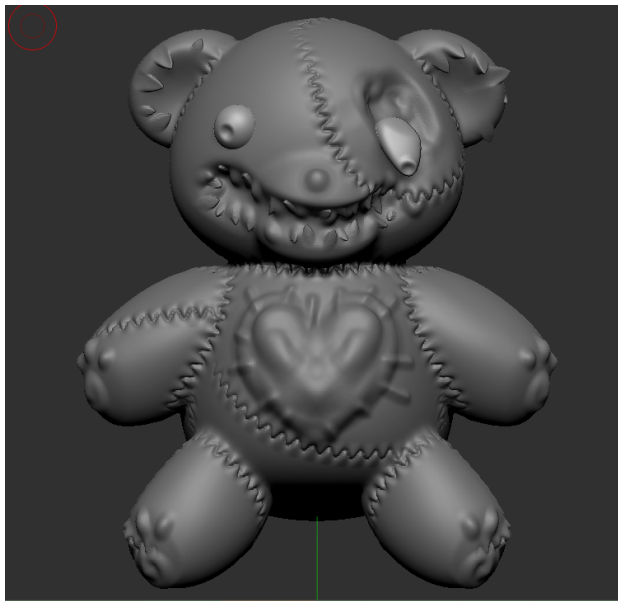
8 Game Rules

The game level is a closed environment set in an old farmhouse. The player can freely explore the house which is filled with many locked doors. However they are able to unlock these doors with keys that they discover as they roam the house. They must be able to avoid the pathway of the ghost girl in order to find the keys and the cursed object. Do not get caught by the ghost girl.

9 Game Structure
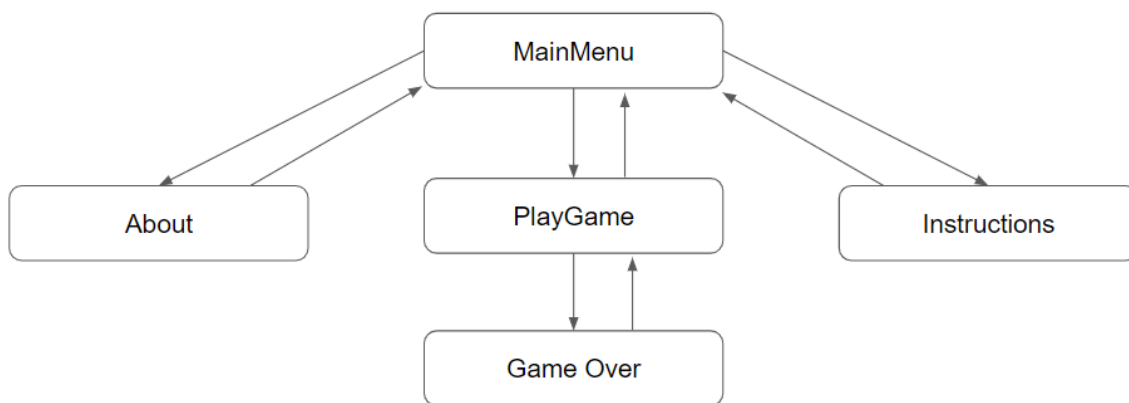
10 Game Play

10.1 Game Controls
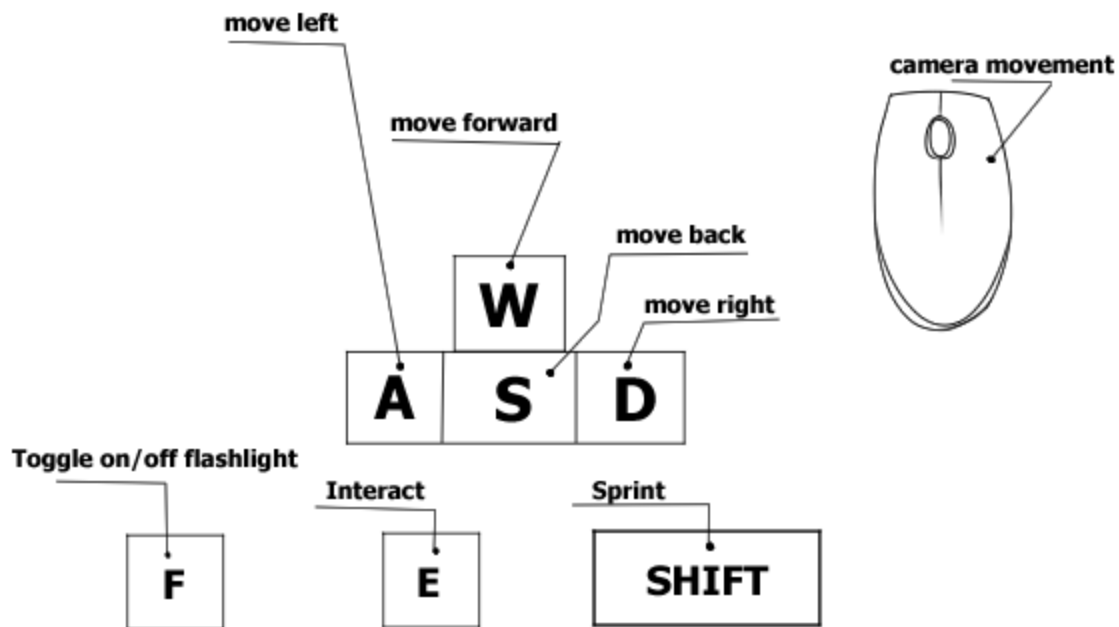

10.2 Game Camera

This is a first person game where the camera is attached to the player, and points in the direction the player is looking. When the game first starts, the camera will focus on the front doorway where the player is spawned.

10.2.1 HUD

- "The End" title is active when the player interacts with the doll.
- A quit button is active when the player interacts with the doll.
- A "Game Over" overlay and restart button when the ghost touches the player.

10.2.2 Maps

The game takes place in a house with six separate rooms total. There is only one scene for the player to play in.
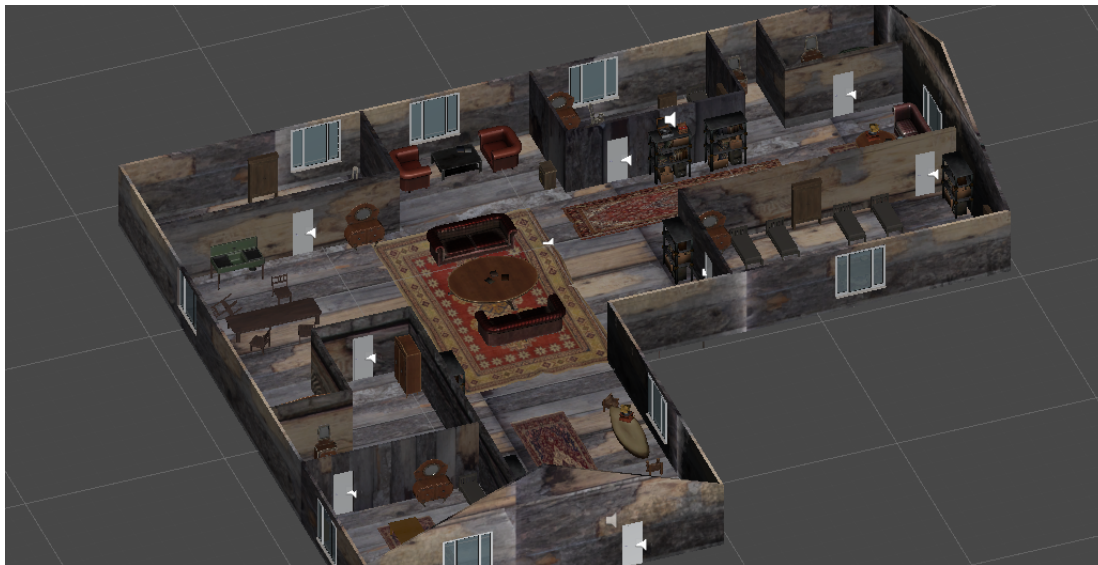
11 Players

11.1 Characters

- The Player: Yourself.
- Qeraldyne Ghoti: The ghost girl bound within the house.

11.2 Metrics

Normal Speed: 5, speed player walks at without modifiers
Run Speed: 9, speed player moves while holding sprint key
Crouch Speed: 2, speed player moves while holding crouch key
Jump Strength: 2, affects height of player's jump
Interact Distance: 3, affects range which player can interact with doors and keys

11.3 States

Idle: State when no horizontal movement is detected and jump key is not being pressed
Move: State when horizontal input is given without pressing sprint or crouch keys
Sprint: State when horizontal input is given while pressing sprint key
Crouch: State when horizontal input is given while pressing crouch key

11.4 Weapons

None

12 Player Line-up

Player has no visible model, see 13.1 Enemies for Ghost model.

13 NPC

13.1 Enemies

13.1.1 Enemy States

Ghost:

-Patrol: While the player is not within range, follow pre-set navmesh points to patrol around the house.

-Chase: While the player is within range, find the player's transform position and use navmesh to construct a path to that position.

13.1.2 Enemy Spawn Points

Ghost always spawns in the same position in the house, and follows a set route unless interrupted by the player.

14 Art

14.1 Setting

The game takes place in a rustic, old, dirty farmhouse. Chairs, tables, cabinets, and shelves decorate the house. Many of the rooms are locked behind white doors requiring keys found elsewhere in the farmhouse.

14.2 Level Design

(See 10.2.2 Maps)

14.3 Audio

Audio File Name:	Category(FX/Music:)	Description
cloth-inventory	FX	SFX when you pick up the stuffed animal
Doll House (Glockenspiel)	Music	Main menu and game over background music
horror_effect1	FX	SFX when the ghost chases the Player
keys_05	FX	SFX when you pick up keys
misc_07	FX	SFX if the door is locked
qubodup-click1	FX	SFX when flashlight is turned on
qubodup-click2	FX	SFX when flashlight is turned off
qubodup-DoorClose06	FX	Door closing SFX
qubodup-DoorOpen01	FX	Door opening SFX
Scary Ambient Wind	FX	Background noise during main game
Steps	FX	SFX when Player is walking/running

15 Minimum Viable Product (MVP)

- Single-player
- One enemy
- Small map
- Built for PC platform

16 Wish List

- Add more lower level ghosts
- Larger house/map
- Enable fighting and weapons
- Multiplayer option
- Improve with higher quality graphics and sounds
- Add puzzles to solve and hints to where certain keys should go

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- 3D ghost girl model sculpt by Jenny and Jasmine Nguyen
- 3D ghost girl skeletal rig by Jasmine Nguyen
- All menu artwork and buttons by Chanine Malong
- Qeraldyne Ghoti ghost girl name by Cielael
- 3D doll model by Jasmine Nguyen

18 Team Member Contributions

Jasmine Nguyen:
- Doll script for winning condition
- 3D models as cited in the bibliography
- House map design
- Flashlight toggle script
- Door script for having the player interact with opening/unlocking
- Game logo artwork
- Player interaction script that occurs upon collision and key input.
- Key script that unlocks the doors
- Quit/Exit game script for the button when the player completes the game

Chanine Malong:
- Audio Manager script
- Artwork, script, and UI elements for Main Menu, About, Instructions, and Game Over scenes
- Respawn script for when player comes in contact with ghost
- Audio Mixer for BG music and SFX

Brandon Fuller:
- Navmesh bake and assigning navmesh properties to scene objects
- Most of the ghost script programming, i.e. pathfinding, player detection, collision, etc.

Korbin McCollough:
- Documentation (Scrum Meetings, GDD, .txt files)
- Quality Assurance
- Git Coordinator