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BA in Game Art & Visual Design

Game Engines Task 2: Design Brief

Idea

Our idea is a hyper casual runner game in which the player plays as a ghost navigating a haunted house while trying to scare ghost hunters away.

Game Objectives

Dodge the Enemy's Flashlight: The player will instantly lose upon colliding with an enemy's flashlight; therefore in order to advance in the game, the player must dodge the enemies. This will also increase their score.

"Scare" the Enemies: The player can gain extra points, the player can press "boo" using the spacebar when an enemy is within a specific range. This will give the player bonus points. To do this, players have to both dodge the enemy's flashlight and time their movements to be within range.

Target Platform

The game will be available on PC (Windows and Mac) and will have a resolution of 1920 by 1080. Both the keyboard and mouse will be used as input methods.

Game Controls and Mechanics

Arrow keys: The player will be able to move left and right using the left and right arrow keys.

Spacebar: The player can use the spacebar to "scare" (defeat) an enemy to gain extra points when the enemy is within a certain range of the player.

Mouse: The player can left click on buttons and sliders in our UI to switch between scenes and change settings.
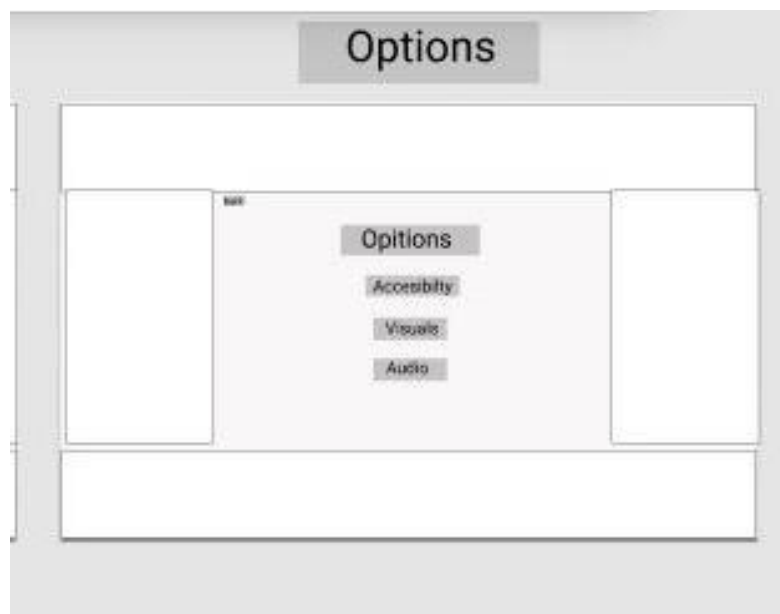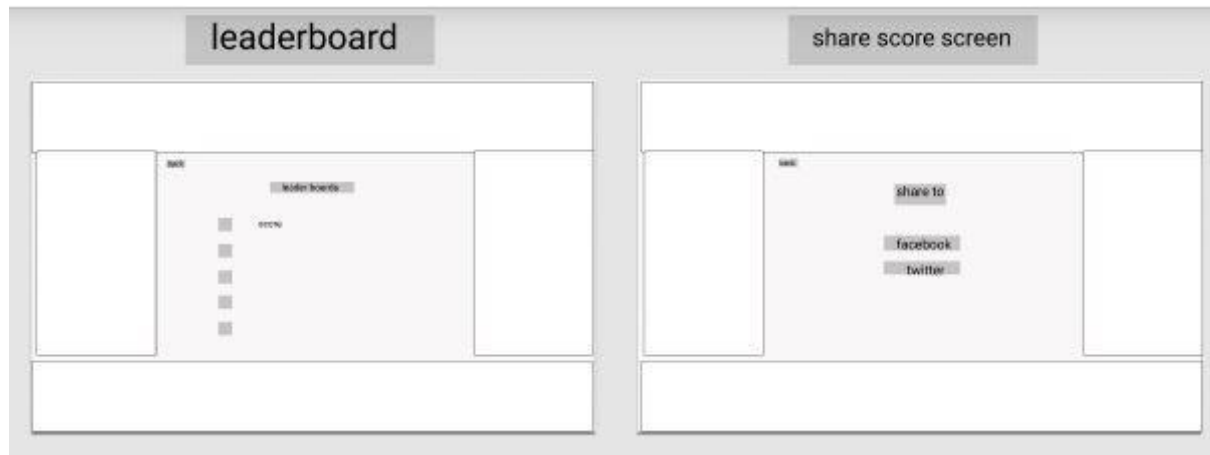
Mechanics

Agility: As a runner game, the main mechanic will be agility since the player must dodge the enemy to advance and increase their score.

Timing: The player must also time their movements to be able to use the "boo" button to scare enemies and obtain more points.
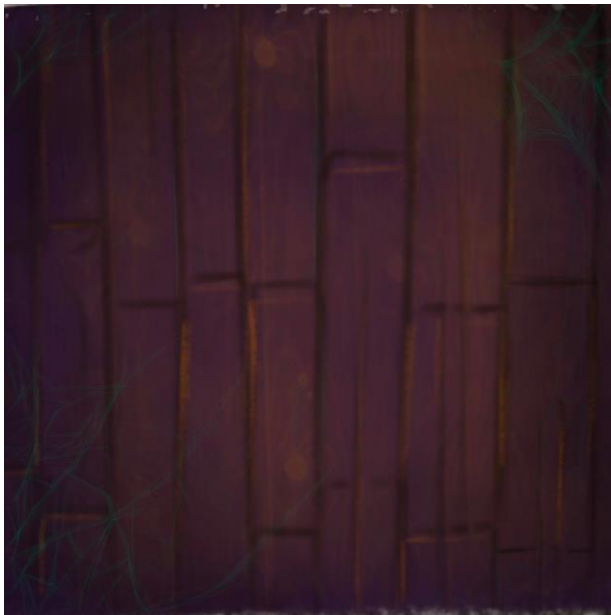
User Interface Outlines

leaderboard

share score screen

Options
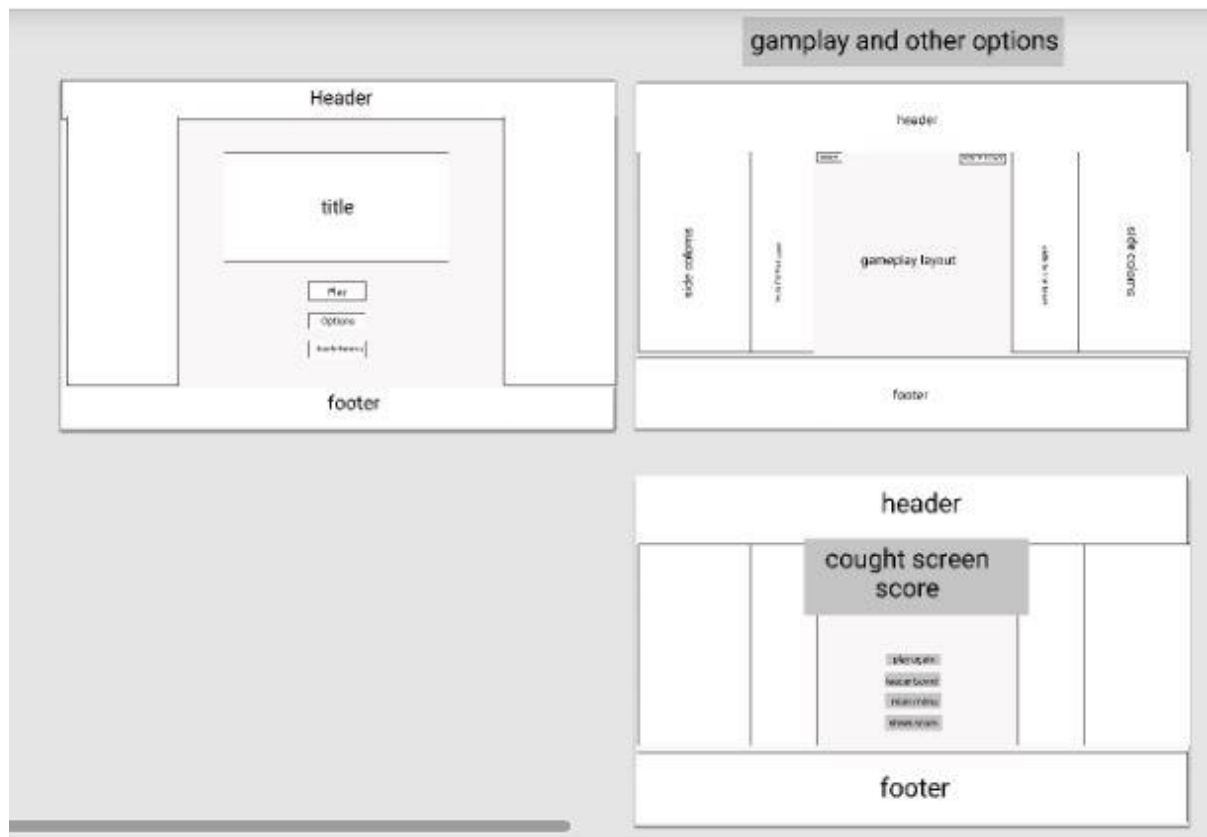
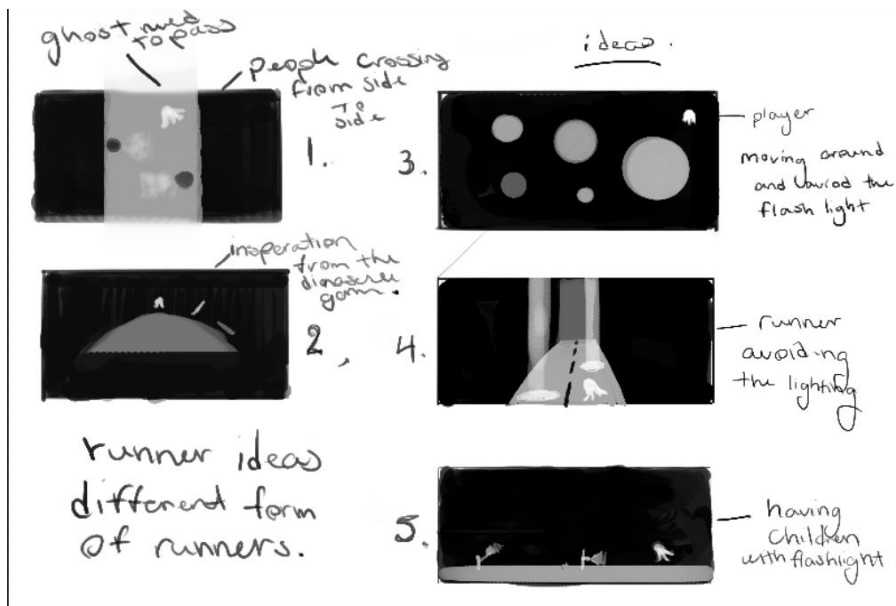**Concept Art & Assets**

Game Background:

UI Background:

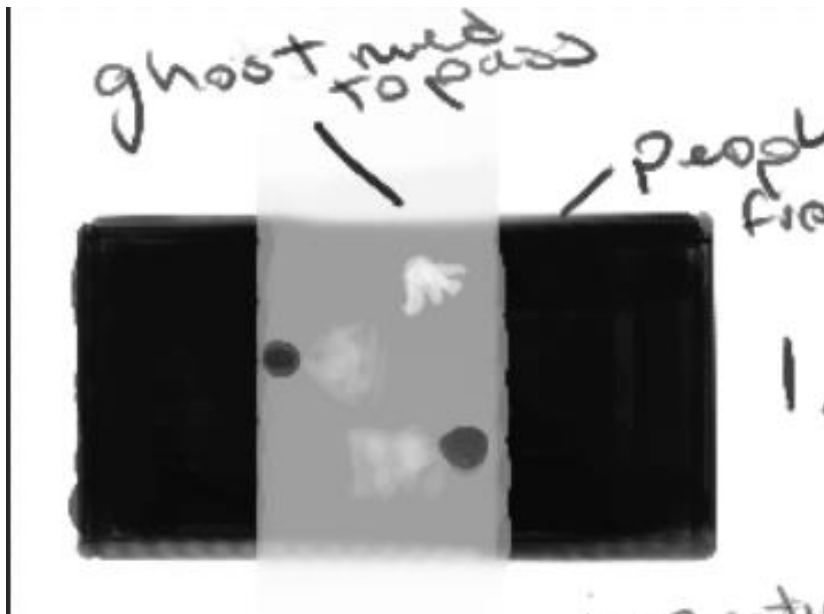Character Concepts (Ghost and Ghost Hunter):

Game Scene

Below are the initial concepts for the game scene:

We decided to settle for the first one (below):

Gameplay Flowchart

```mermaid
Start → Main menu

Main menu → Play

Play → Gameplay → Gameover

Play → Options

Options → Instructions
Options → Visuals
Options → Audio

Options → Leaderboards

Leaderboards → Leaderboards

Leaderboards → Exit

Gameover → Play again → Main menu
```

Start

Main menu

Play

Options   Instructions
                 Visuals
                 Audio

Leaderboards   Leaderboards

Exit

Gameplay

Gameover

Play again