

# Game Concept Document

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## For “Net The Dead”

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### Game Overview:

- **Title:** Net The Dead
- **Genre:** 2D Casual Platformer with elements of Strategy.
- **Platform:** PC
- **Target Audience:** Ages 7 to 15

### High Concept:

Players control a magical net in a 2D platformer environment to capture restless ghosts and return them to their graves. The challenge comes from dynamic, unpredictable platform behavior the player has to navigate for capturing the ghosts.

### Gameplay Mechanics:

- **Core Gameplay:**
  - **Catch Ghosts:** Manipulate the net to capture the ghosts while navigating unexpected twists in platforms.
  - **Return to Grave:** Once a ghost is caught, the player must navigate the chaotic platforming environment to deliver it to its grave.
  - **Win Condition:** Successfully returning the ghosts completes the level.
  - **Losing Condition:** There is no losing condition, the players fall and start again, they do not die.
- **Dynamic Platform Mechanics:**

To add unpredictability and challenge, platforms behave unexpectedly:

- **Tilting Platforms:** Platforms tilt heavily when the player moves on it, creating instability.
- **Shifting Platforms:** Platforms move horizontally, vertically, or diagonally when stepped on.
- **Reversing Controls:** Certain platforms reverse the player's directional controls temporarily.
- **Reverse Gravity:** Every few moments, the gravity shifts and all the platforms hang upside down.

## Game World:

Game is set in a 2d ghostly environment filled with chaotic hazards that make player navigation difficult.

- **Visual Style:** The game features a spooky, atmospheric aesthetic with playful undertones:
  - **Background:** A solid colored background matching the vibe of the game.
  - **Platforms:** Cobblestone planks that tilt and move.
- **Audio:** The game audio is set to fit the spooky, playful vibes.
  - **Background music:** A constant audio of a spooky ambience fitting the aesthetic of the overall game.

## Key Characters:

- **Ghost Catcher:** Players controls a ghost catcher net.
- **Ghost:** A playful ghost that has escaped its grave.

## Controls:

- Left Arrow
- Right Arrow
- Up Arrow
- When controls are reversed, the left and right controls are exchanged (left arrow = right direction, right arrow = left direction).

## Challenges Overview:

- **Level 01:**

Players face sudden challenges when they step on platforms (the platforms start tilting or moving) and the players have to catch the ghost and put it back in its grave.

- **Level 02:**

The screen flips every few seconds and the controls are reversed along with the screen flip. The controls go back to normal when the screen is normal again.

- **Level 03:**

Coming soon.

