GHOST BUSTER

Game Type: Cooperative Action

Platform: HTML5 / LED Floor

Players: 1-4 Players

Grid Size: 10 x 6 (60 tiles)

Duration: 1-5 minutes (configurable)

1. Game Overview

Ghost Buster is a cooperative multiplayer game where players work together to capture ghosts that appear on the floor. Different ghost levels require different numbers of players to capture them simultaneously, promoting teamwork and communication.

2. Flow: How to Start the Game

Step 1: Open the game (Ghost_buster.html)

Step 2: Select number of players (1-4)

Step 3: Select game duration:

- 1 minute (Quick)
- 2 minutes (Normal)
- 3 minutes (Extended)
- 5 minutes (Marathon)

Step 4: Click "START GAME" button

Step 5: Countdown 3-2-1 begins

Step 6: Game starts! Hunt the ghosts together!

3. Controls

Player	Color	Keyboard Controls
Player 1	Cyan	**W A S D**
Player 2	Red	**Arrow Keys (↑ ↓ ← →)**
Player 3	Green	**I J K L**
Player 4	Yellow	**Numpad 8 4 5 6**

4. Ghost System

4.1 Ghost Levels

Ghost Level	Appearance	Players Required	Points
Level 1 Ghost	Small, white ghost	1 player	10 points
Level 2 Ghost	Medium, blue ghost	2 players	25 points
Level 3 Ghost	Large, purple ghost	3 players	50 points
Level 4 Ghost	Giant, red boss ghost	4 players	100 points

Important Rule!

To capture a ghost, the required number of players must be standing on the ghost's tile **at the same time**. Communicate with your team!

5. How to Capture Ghosts

1. A ghost appears on a random tile (with animation)

2. Check the ghost level (indicated by size/color)

3. Coordinate with teammates

4. All required players move to the ghost tile

5. Ghost captured! Points awarded to team

6. New ghost spawns after short delay

6. Gameplay Mechanics

6.1 Ghost Spawning

- Ghosts spawn at random locations on the grid

- Higher level ghosts spawn less frequently

- Ghost level is limited by number of players (can't spawn Level 4 ghost with only 2 players)

- Ghosts have a time limit - they escape if not captured!

6.2 Team Score

- All points are shared as team score

- Work together to maximize points

- Escaped ghosts = missed opportunity

7. Win Condition

This is a cooperative game - the entire team wins or loses together. Try to achieve the highest score possible before time runs out!

8. Game End Screen

Display: Total team score

Display: Ghosts captured breakdown by level

Display: Performance rating (based on score)

Options: "Play Again" or "Back to Menu"

Tips for Team Success

- Communicate! Call out ghost locations and levels

- Prioritize high-level ghosts for more points

- Spread out to cover more ground

- Move together when a big ghost appears