COMPUTER GRAPHICS SOCIETY

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INTRODUCTION:

Our game concept centers around a unique take on the horror genre, presenting a "Reverse Horror" theme where the player has to take on the role of the ghost, rather than the traditional victim. Specifically, the player embodies the spirit of the game and their objective is to scare off the family that has moved into the haunted abode. To achieve this goal, players must utilize various tactics and methods to scare off the family members.

Furthermore, we have opted to create a game with a comedic twist, emphasizing the game's atmosphere as being more humorous than horrifying. This approach adds an additional layer of entertainment to the experience, making the game more accessible to a broader audience.

GENERAL IDEA:

Our game’s gameplay and graphics will draw the general inspiration from “*Untitled Goose Game*” by House House, I believe that the stylized graphics employed in “*Untitled Goose Game*” would be an excellent fit for our game concept.

By adopting a simpler art style and gameplay mechanics, we can ensure that our game is both engaging and feasible to develop. This approach allows us to focus on creating an entertaining and immersive experience for players, without the need for overly complex graphics or mechanics.

GENRE :

Horror , comedy , suspense .

GAMEPLAY:

In this game, the player has to assume the role of the ghost and utilize its supernatural abilities to scare off the various members of the family. The game’s mechanics will allow the player to possess and/or manipulate inanimate objects around the house to achieve their goal. However, it would be preferable to have different family members to have varying responses to different scare tactics. Moreover, each object within the game world would have a unique effect on the family’s fear level.

For instance, a simple action such as turning off the lights may not be enough to scare some family members, while moving furniture or other household items can cause significant alarm. We aim to allow the player to navigate the game’s various rooms, focusing on one room at a time.

To achieve these objectives, the player will be able to press spacebar to enter possession mode, which allows them to perform a variety of spooky actions using the in-game objects. This feature gives the player greater control over the environment and allows them to tailor their scare tactics to suit the situation.

As the game progresses and the family becomes increasingly frightened, players will have the opportunity to unlock more advanced spook actions and corresponding consequences. These actions will become available as the atmosphere at the house becomes creepier, adding a new layer of depth and complexity to the gameplay experience. By unlocking new spook actions, players can diversify their scare tactics, keeping the family on edge and increasing their overall fear level.

The gradual unlocking of new spook actions ensures that the game remains fresh and challenging, providing players with a rewarding experience as they progress through the game.

Designing a "Reverse Horror" game where the player takes on the role of a ghost can be an exciting and unique concept. Here are some ideas on how this game could be developed:

* The player will control a ghost that possesses objects and the environment to scare and harm human victims.
* The player will have access to a variety of ghostly abilities, such as phasing through walls, moving objects telekinetically, and possessing and controlling humans.
* The player will have to use these abilities to create fear and chaos amongst the human victims, driving them to panic and making them more vulnerable to their ghostly attacks.
* The game could include different levels with various challenges, such as haunted houses, cemeteries, and abandoned buildings.

Graphics and Sound:

* The game could be developed with a dark, eerie atmosphere that captures the feeling of horror and supernatural events.
* The game could use sound effects and music to build tension and create a sense of unease.

Objectives:

The objective of the game is to cause as much fear and chaos as possible, leading to the complete breakdown of the human victims' minds.

* As the game progresses, the human victims will become more difficult to scare and will develop ways to counteract the player's ghostly abilities, making the game more challenging

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Multiplayer**:**

* The game could include a multiplayer mode, where players can compete against each other to see who can scare the human victims the most.
* Players could also form teams of ghosts and work together to cause as much chaos and destruction as possible.

Overall, a "Reverse Horror" game where the player takes on the role of a ghost could be a unique and exciting concept that could appeal to fans of horror and supernatural games

GAME ELEMENTS:

1. Ghost Abilities: The player would have access to a range of ghostly abilities, such as phasing through walls, possessing objects and humans, and manipulating the environment to create scares and chaos.
2. Human Victims: The game would have human victims as the primary target for the ghost player. The humans could be varied in terms of their personalities, fears, and abilities to resist ghostly attacks.
3. Haunted Locations: The game could be set in different locations such as haunted houses, cemeteries, abandoned buildings, and other spooky environments.
4. Fear Factor: Fear is a key element of a horror game. In a reverse horror game, the player's goal would be to install fear in the human victims. The game could use various methods to measure the fear factor, such as a fear meter that fills up as the victims become more scared.
5. Scoring System: The game could use a scoring system to measure the ghost player's success in scaring and defeating the human victims. Points could be awarded based on the level of fear induced in the victims or the number of victims the ghost is able to defeat.
6. Upgrades and Customization: The game could have a system of upgrades and customization for the ghost player, allowing them to improve their abilities and unlock new skills as they progress through the game.
7. Multiplayer: The game could also have a multiplayer mode where players can compete against each other to see who can scare the human victims the most. Players could also form teams of ghosts and work together to cause as much chaos and destruction as possible.

These are just some of the possible game elements that could be included in a "Reverse Horror" game where the player takes on the role of a ghost. The actual game design would depend on the specific vision and goals of the game developers.