

# NINESHIONS

GAME DESIGN.

# GHOSTBUSTERS TEAM

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# WHAT'S THE GAME ABOUT?

Did you know that vampires, werewolves, and other monsters really exist? The only day they can walk among us without being recognized is on Halloween, but not all of them have good intentions, and some seek to destroy humanity.

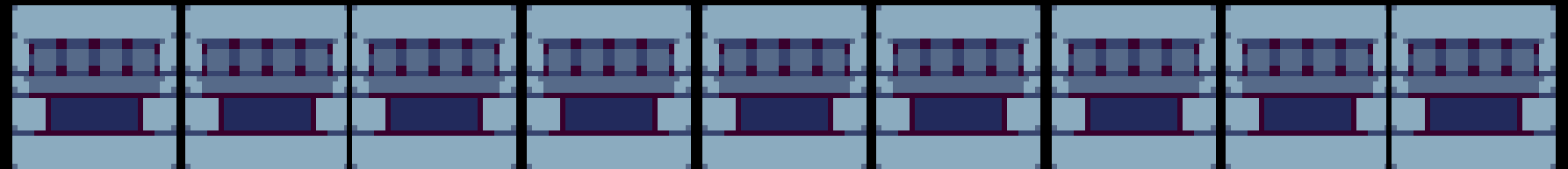
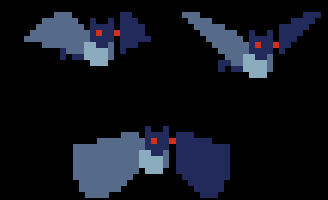
In **NINESHIONS** join Mr. Fonti, a dark creature hunter from an ancient dynasty, as he ventures into a haunted mansion filled with eerie creatures. One night each year, this mansion becomes the hideout of these beings, and only you can stop them.

Explore nine terrifying rooms, fighting to find the keys to unlock a secret chamber where a villain lurks, threatening to ruin Halloween. Use the items you find along the way and face countless horrors to save our world. The darkness has only one enemy: the light!

# NINESHIONS

GENRE

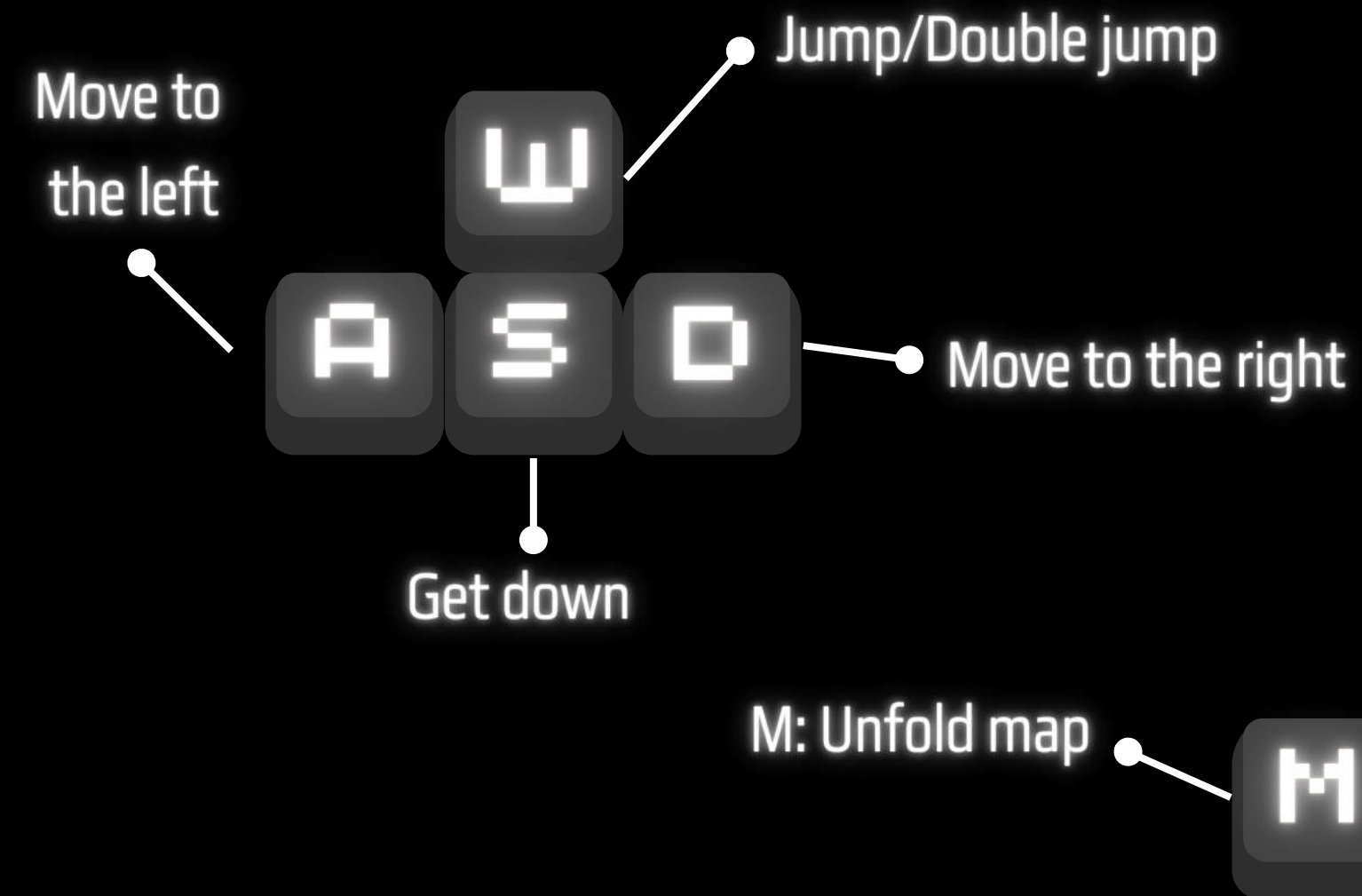
PLATAFORMER  
AND ADVENTURE





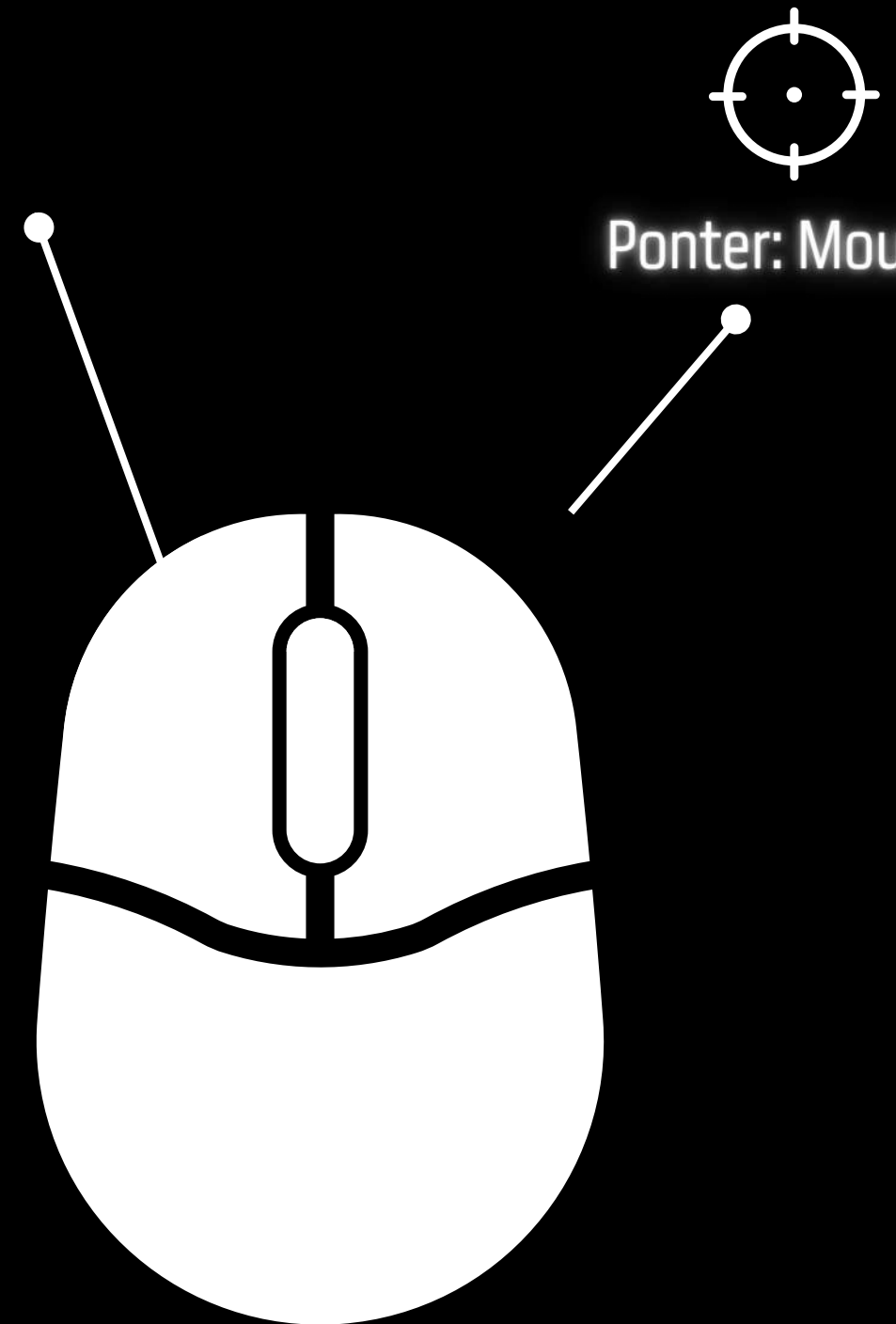
# GAME'S RULES AND MECHANICS\_

## MOVEMENT MECHANICS



Left clic : Fire

Ponter: Mouse



# GAME'S RULES AND MECHANICS\_

1. The player must explore all the eight rooms to get the keys and enter the boss's room
2. The player has three lives in total, and after he dyes, he must start the level from the begining
3. The player can explore the rooms however they want through the different exits inside a room. Some of them can be accessed by jumping through platforms
4. The player has a default weapon that allows him to shoot at the enemies and they can arrange its direction.
5. After defeating an enemy, they will always gain experience level, which increases the damage the player can do withthe gun. This experience goes 0 after the player dyes.
6. The last monster in each room will have a key. So the player must defeat all the monsters in each room until they get the key and get eight keys in total.



# GAME'S RULES AND MECHANICS\_

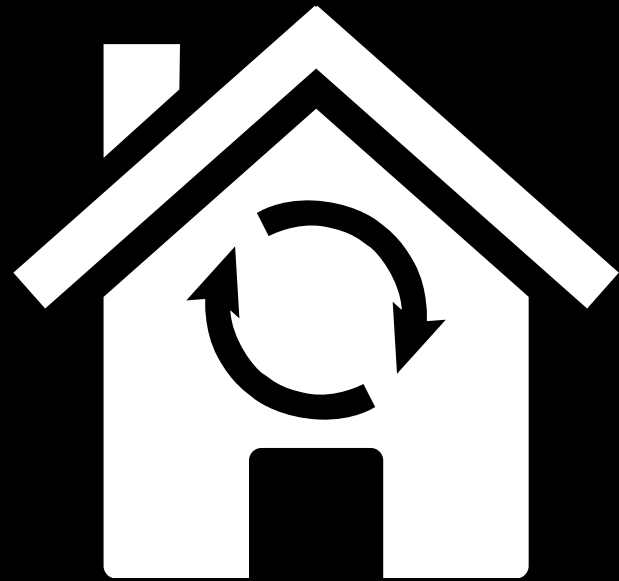
7. A random monster can grant the player an item after defeating them:

- Flashlight: It allows you to get a wider range of sight inside a dark room, and it'll still be active even in illuminated rooms. If the player doesn't have the flashlight, their range of sight is shorter in dark rooms.
- The assistant: It appears next to the player to shoot at some enemies. However, its range attack is shorter than the player and does less damage.
- Double Jump: it allows the player to make a second jump while they are in the air.

8. These items can be gained once through all of the game and can be kept by the player even after dying.

9. Once the player has all the keys, they must find the secret door that leads to the final boss.

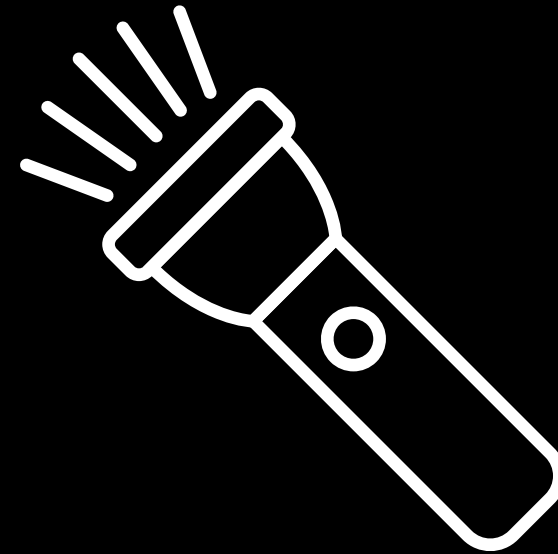
# ROGUELITE ELEMENTS



THE ROOMS  
WILL CHANGE  
RANDOMLY  
THEIR  
POSITION  
AFTER DYING



THE PLAYER  
WILL LOSE  
ALL THE  
KEYS AFTER  
DYING



THE PLAYER  
CAN STILL  
HAVE THEIR  
ITEMS AFTER  
DYING

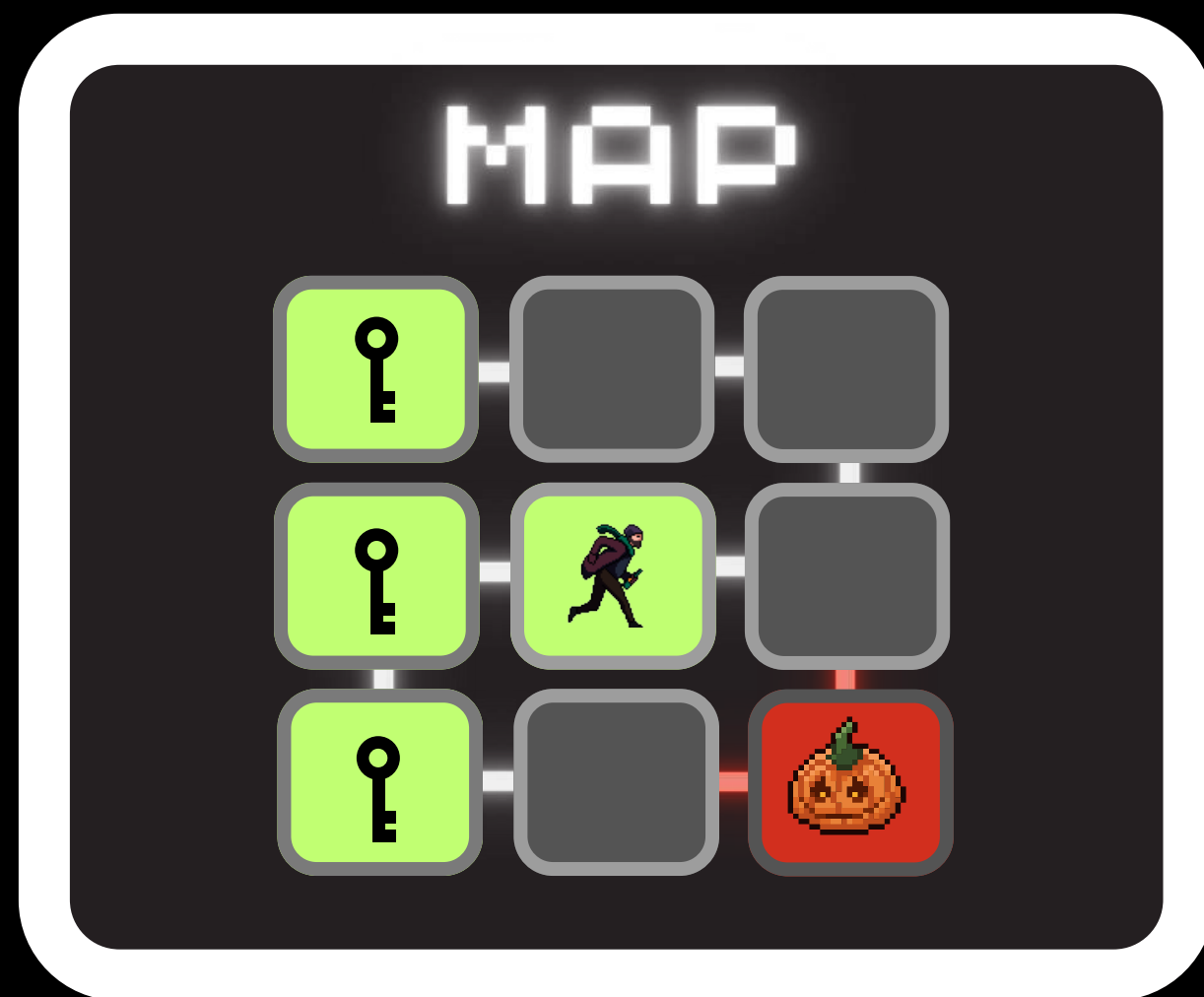


THE GHOSTS  
THAT HAD  
THE KEYS  
WILL CHANGE  
AFTER DYING



# RANDOMLY ROOMS MECHANIC

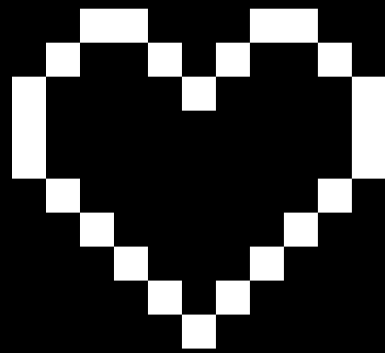
AFTER EACH DEATH  
THE POSITIONS OF  
THE ROOMS WILL  
CHANGE, AS WILL  
THE ARRANGEMENT  
OF THE ENTRANCES  
TO THEM



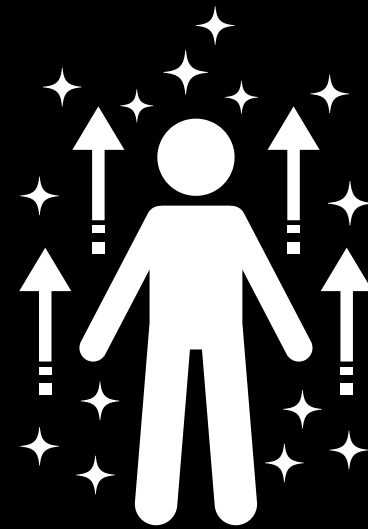
# LIST OF STATISTICS FOR THE DATA BASE



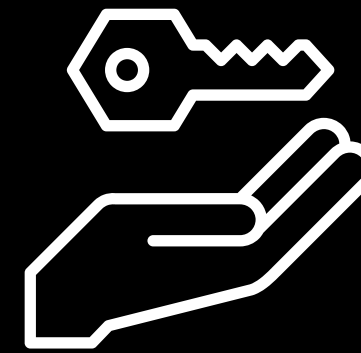
MONSTERS  
DEFEATED



LIVES



EXPERIENCE



KEYS  
COLLECTED



AMOUNT OF  
DAMAGE

# NINESHIONS REFERENCES





# NINESHIONS SOUNTRACKS REFERENCES



# NINESHIONS

## MAIN CHARACTER

### MR FONTI

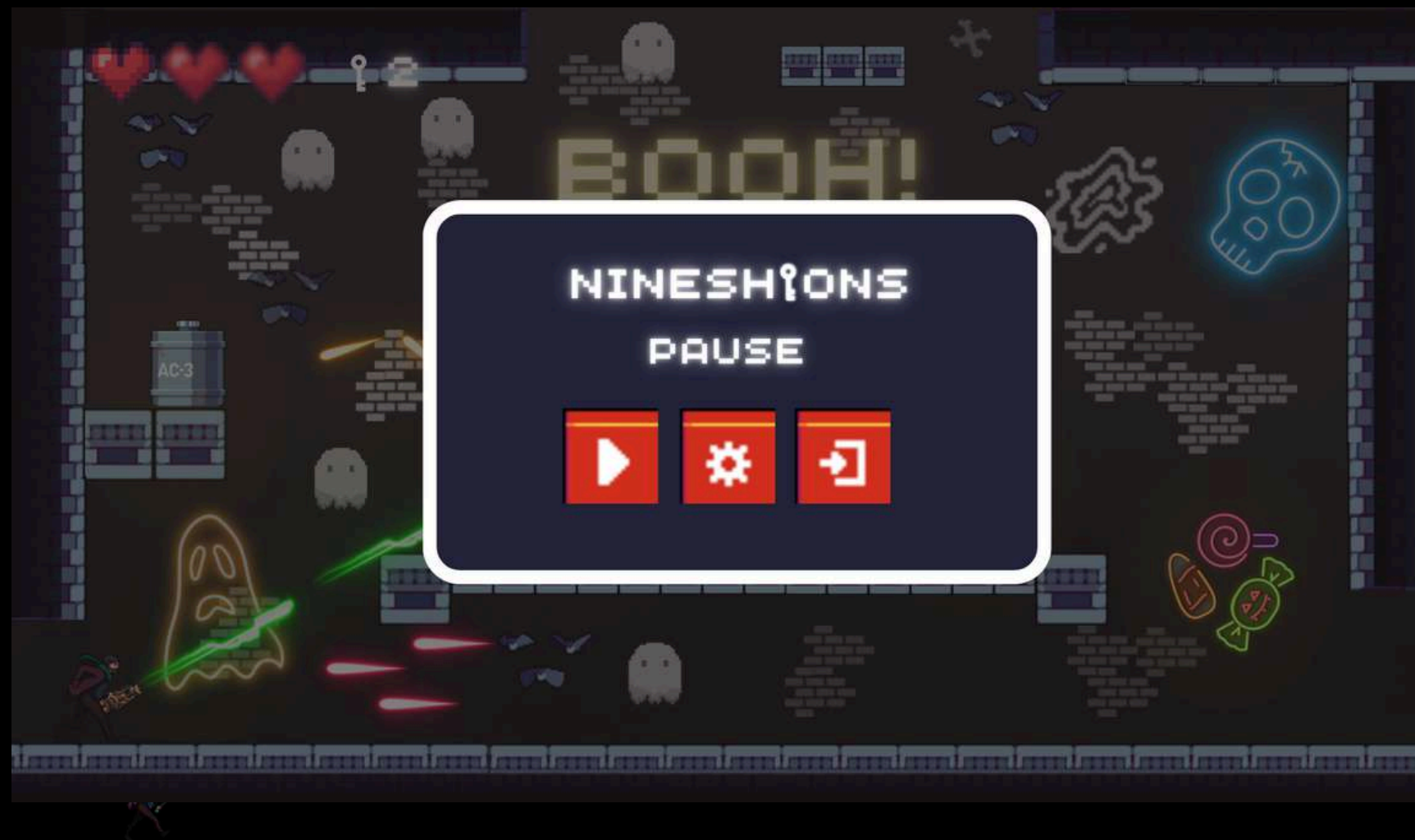


# VISUAL STYLE GAMEPLAY





# VISUAL STYLE GAMEPLAY



NINESHIONS  
THANK YOU  
FOR PLAYING!

