

Game Description:

2D pixelated arcade game with a theme relating to halloween and a haunted house, where the player motif is to collect all candy rewards to be able to escape the haunted house.

Animate class:

Playable character is an adolescent dressed with a pumpkin mask and a cape.

Enemy characters are fast moving ghosts, and slow moving zombies.

Fast moving ghosts will reduce player score upon direct contact.

Slow moving zombies will end the game, making our game roguelike.

Inanimate class:

Collecting candy increases player score while chocolate-bar increases bonus score.

Black licorice will serve as a punishment to the player, reducing their score when collected.

Besides animate class: enemies, inanimate traps exist as an additional punishment that reduces player score and stun them for an undetermined duration.

Walls exist as barriers to limit player movements in addition to traps and enemies.

Game levels:

Because our game takes place inside a haunted house, there are many floors including a basement to serve as game levels. Each level is accessible using staircases and can be traversed back and forth without restrictions.

If all candy rewards are collected, the exit door will become interactable prompting a game clear message.

Development Plan:**Phase 1:**

Discord group has been created to exchange ideas and contact teammates.

General design concept (aesthetics) and basic game mechanics have been decided.

Although there are rooms for improvements, core ideas have been discussed and agreed upon..

After phase 1:

Creating game assets, and programming game codes are on the to-do list. However, further discussion is required to effectively distribute workload i.e., separating game artists, sound designers, and programmers. Short exchange of ideas occurs regularly via discord chat.