PHANTOM ZONE

Planning

Criteria

Required:

- ☑ ~~Have a player character~~
  - ☐ Have the ability to jump
- ☑ ~~Have one or more camera positions~~
- ☑ ~~Have a defined play area~~
  - ☐ Have at least one obstacle that restarts the player position
  - ☐ Have at least one barrier that restarts the level
  - ☐ Have at least one moving element in each level
- ☑ ~~Have at least two collectables~~
  - ☑ ~~One collectable needs to open a locked door~~
- ☑ ~~Have at least one text display~~
- ☐ Have a pause menu
- ☐ Have music in the background
- ☐ Have at least one sound effect in each scene
- ☐ Have at least one "enemy"
- ☐ **MAKE SURE THE GAME RUNS ON WINDOWS AND BUILDS PROPERLY**

NPC's

Glass (She/Her):

- ∞ HP
- the tutorial explainer person/main 4th wall breaker
- Object ghost
- Hourglass cloak
- 60s vibes
- Glass is a "guide ghost"- a simple intelligent spirit being that's purpose is to guide those in need of help or information without bias (she doesn't take sides- unless someone calls her a robot then they automatically get added to her expansive list of NEMESIS')

-Yes, she is kind of like an ghost Alexa– but she will *smite* anyone who calls her a robot ("such lowly human contraptions")

-She wears "glasses" (a piece of orange plastic floating behind her eyes) and gloves (she doesn't have arms, just floating "hands") to appear slightly less terrifying to any human-ghosts or mortals
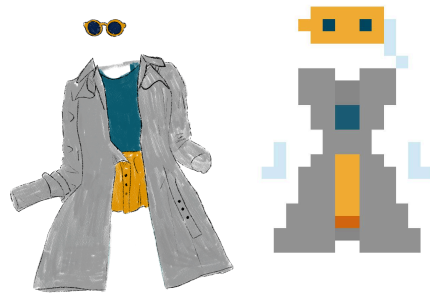
- ☑ ~~*REMAKE MODEL TO 32 x 16 PX*~~
- ☑ ~~*Model facing 3 or four directions*~~
- ☐ *Animation*
- ☐ *REDRAW PIXEL MODEL INTO DRAWING VERSION*
- ☑ ~~*Create sprite sheet*~~

Jay (He/They):

- ? HP
- Human ghost
- Sad boi

- ☑ ~~*REMAKE MODEL TO 32 x 16 PX*~~
- ☑ ~~*Model facing 3 or 4 directions*~~
- ☐ *Animations*
- ☐ *MAKE PIXEL MODEL INTO DRAWING VERSION*
- ☑ ~~*Create sprite sheet*~~

Eri (He/Him):

- ∞ HP
- Animal Spirit (black cat)
- Reference FNAF UCN phone guy
- Randomly appears on player screens (or is hiding somewhere in the level)
- Player has to give her a treat within 5 seconds or a debuff occurs
- If player gives treat within 5 seconds, they get [x] coins and a 1 in 5 chance to get a key
-*Design concept partially inspired by "Dead End: Paranormal Park"*
-It would be funny if he floated around like a flying saucer (flying roomba?) instead of walking

- ☑ *~~Model facing 3 or 4 directions~~*
- ☐ *Animation*
- ☐ *MAKE PIXEL MODEL INTO DRAWING VERSION*
- ☐ *Create sprite sheet*

Mendy (They/Them):

- ∞ HP
-Some kind of bug-ghost-creature
-There is a Mendy manning every shop
-There are many Mendy. There is one Mendy. (They're a hive mind)
-No arms :[(they use their eyes)
-Able to walk through solid objects
-*Mildly Hollow Knight inspired.*

- ☑ *~~Make pixel model~~*
- ☐ *Model facing 3 or 4 directions*
- ☐ *Animations*
- ☐ *MAKE PIXEL MODEL INTO DRAWING VERSION*
- ☐ *Create sprite sheet*

<u>The Eldritch King (He/Him):</u>

- 200 HP

- The Eldritch King (aka Eddie to only his supporters) wants to stop the player from freeing the ghosts so he has spirits all around the planets. (perhaps this results in human negativity, like wars, disease, poverty, etc.)
- Has the ghosts trapped so he can harvest their energy to keep control over the ghost universe
- If the player fails to free enough ghosts, the GK starts sending more henchmen to the planets

- ☑ ~~*Make pixel model*~~
- ☐ *Model facing 3 or 4 directions*
- ☐ *Animations*
- ☐ *MAKE PIXEL MODEL INTO DRAWING VERSION*
- ☐ *Create sprite sheet*

<u>Player Characters</u>

<u>Elizabeth's Model:</u>

25 - 100 HP

<u>Siren's Model:</u>

25 - 100 HP

<u>Kay's Model:</u>

25 - 100 HP

Tools/Weapons

Bow:

v

Arrows:

-5HP

Sword:

-10HP

Axe:

-20HP

Bandage:

+5HP

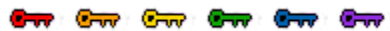### Potion:

+10HP

Flower:

+20HP

Shields:

0.5 dmg taken

Eri Treats:

v

Keys:

Coins:

+1c
+5c
+10c

Planets/Scenes

All planets and scenes have a small display on the top right that displays the player's health, the current planet/place, and how many coins they have.

P1: Home Base

The home base is a safe area where the player can take a break from fighting and solving puzzles. There is no Eri here, nor are there any keys or doors. Here the player can change their character or their pronouns at any time. They can also go through the tutorial again if they forget any controls. There is a shop and a storage area where players can store items (including coins and keys) that they don't want to lose.

Scene One

- Choose Character/Pronouns

Scene Two

- Walking Controls

Scene Three

- Other controls (axe(?), sword(?), pickaxe(?), keys, etc)

Scene Four

- Shop explanation

Scene Five

- PVP example (showing how to fight maybe?)

P2: Ghost Planet

The home base is a safe area where the player can take a break from fighting and solving puzzles. There is no Eri here, nor are there any keys or doors.

Scene One

-

P3:

Scene One

-

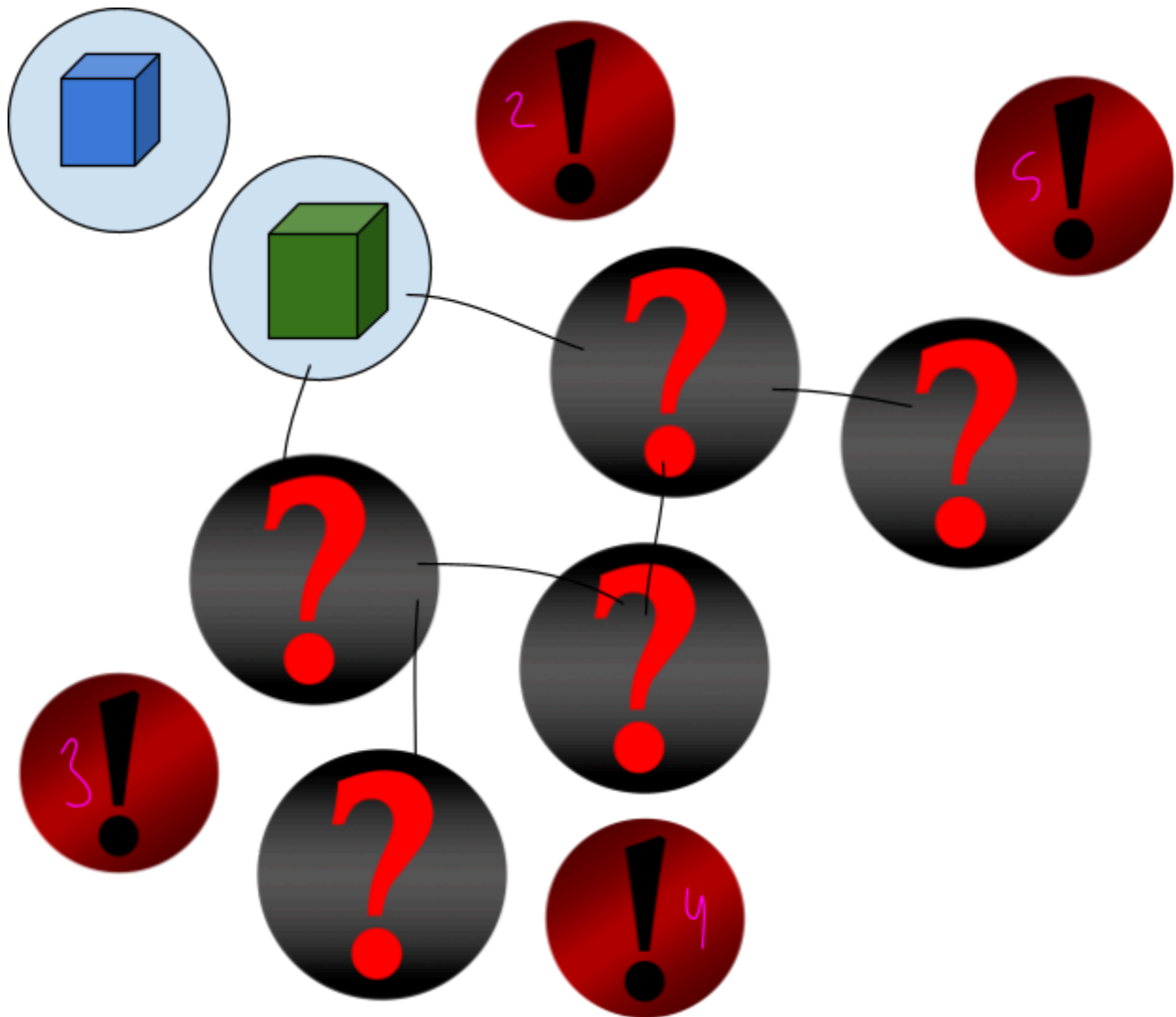# Story Creation Notes (aka LOREEEEEEE):

- *(inspired by cassette beasts and "its your funeral")*
- Ghosts have been kidnapped and are trapped on the wrong planet.

- The ghosts need the players help to free them by [performing a ritual / find death details / defeating their guards / freeing them from traps (puzzles for the player to complete, perhaps under a time limit)]
- Ghosts are reluctant to tell the player why they were trapped, but will give the player tiny hints every time they're saved. Hints will be out of order and the one perfect piece to make everything make sense will be the last ghost they save.
- Hints lead up to the ghosts being trapped bc of the gk
- If the planets are overrun, the world becomes the land of the dead and the roles are reversed, where now ghosts rule and living creatures are intangible.
- The ghosts don't want this because they already have a home planet, they just need to get to it.

General Braindump Notes:

- Beep boop bop beep *train crash noises*
- 3d
- exploration game where levels progressively get more difficult
- right click opens inventory
- left click is an attack
- a home planet where the player returns to if they die/fail (only safe planet, cannot be overrun)
- a shop area in each level where players can get perks and etc (THEY CAN BUY TREATS FOR ERI :0)
- players have a human appearance with a theme related to ghostbusters
- female/male/enby character choice plus a pronoun choice
- one type of pvp the player can use is ghost magic
- one sound effect is "womp womp"

- pause menu needs to put a stop time command on the scene, while creating an empty gameobject with pause menu elements linked to it. when paused set gameobject folder to true and when unpaused set it to false. within the pause menu can be a controls switch, volume control, and an exit/save game area.

- inventory slots have a set place for every tool/weapon possible in the game; when unknown item, covered with a ?; when known but empty, dotted outline of the object; when owned, filled in tiny model of the item.
- Eri is hiding somewhere on each planet. If you find Eri and give him a treat, you unlock a ghost power to use for the planet
- Keys can open corresponding colored doors
- ROYGBP doors are locked, black or white doors are unlocked
- some doors are disguised poltergeists, [difference] will show that it is not real, a player just needs to pick up on it
- number of doors depends on the difficulty of the level
- when the player dies, they lose their inventory, including coins and keys
- ? planets cannot be accessed until the previous planets are completed

- ! planets cannot be accessed until the player reaches a certain amount of planets cleared

Possible planet designs