

Game Overview

Working Title: Shadows in Development

Title Ideas –

- Shadows in Development

Elevator Pitch

You develop photos for ghost hunters. Using different techniques and materials, you can figure out what ghosts are in the pictures and their strengths and weaknesses for future ghost hunters.

Concept

Overview

- **Genre:** Horror / Puzzle
- **Target Audience:**
 - *Age* – 13 +
 - *Gender* – Yes
- **Monetization:** Free
- **Platforms & System Requirements:**
 - PC (in browser)

Aesthetic and Style

Art –

- Simple pixel

Music & Sound Effects –

- Sarcastic and spooky

Design Questions

- How does the player interact with the pictures?
- What is the player doing in the moment to moment gameplay?
- How is the player supposed to feel during the gameplay?
- What is the pace of the game?

Gameplay Mechanics

Mechanic	Description
Ghost Binder	A binder filled with the ghostly knowledge you and previous Sleuths have gained.
Material Rag	A rag with the different materials you can use to get ghosts to show up on pictures.
Liquid Vials	A rack of vials that contain liquids you can use to bring out the ghost.
Tool Bench	A bench with all the tools you can use to bring out the ghost.

Playable Characters and NPCs

Name	Role	Description
Player	Sleuth	This is the player. They are a sleuth who is attempting to figure out what the ghosts are and how to get around/destroy them.

Project Scope

Team Overview

Team Name – Visquid

- **Sound Design:** Dustin Lewis
- **Game Design:** Jonathan Ulloa
- **Programmer:** Sean Stichweh
- **Concept Art:** Allison McGinnis
- **Art:** Hytori
- **Game Concept:** Mathew Gordon

Credits

- ♥ Game design documentation by Giovanni Corchado

Game Setting Overview

- **Story**
 - The first confirmed ghost has been sighted and now everyone is trying to figure out what it is, and what it's guarding. Brave ghost hunters go in everyday to get pictures and learn more about the ghost. Although the pictures do not actually show the ghost. Many try to get pictures at different angles and light, but nothing seems to work. That is until a photo developer attempts using some of their techniques to develop some of the photos and it works. This spurs curious photo developers around the world, but no one is able to

replicate the success. Then suddenly the developer is killed, in a seemingly freak accident, and their notebook is passed on to a new developer. It turns out that in order to be able to develop the photo such that the ghost appears, you must use some of the ghosts ectoplasm. But, the ghost does not like photos of itself, so the developer will be constantly hunted. Different materials and techniques allow them to expose weaknesses of the ghost. The ghost cannot leave their house to search for them, but they can kill ghost hunters and absorb their knowledge, and if they find out where the developer is, they will leave and kill them. The developer works with the ghost hunters to try and figure out what the ghosts weaknesses are but is careful to not make too many mistakes, lest a hunter be killed and the developers location become known to the ghost.

Credits

♥ Game design documentation by Giovanni Corchado

Gameplay Concept

Gameplay Summary

The player uses the materials and techniques to expose the ghost in the picture and find out its weaknesses. This information is then stored in the ghost binder, which is a collection of knowledge regarding the ghost from all previous Sleuths(player's past lives). The player fills out the ghost binder as they go and can input incorrect information.

- o The gameplay loop consists of preparing a solution based on clues in the photo as to what the ghost type is, then placing the photo in the solution and putting that photo under the red light to develop.
- o Each ghost will require 2 ingredients to show up fully. Ingredients can have a positive, negative, or neutral effect on the ghost.
 - A neutral effect does not increase the clarity of the ghost.

Game Progression

The player progresses by mixing ingredients to create solutions for developing the photo which make the ghost appear in the photo

- o The player inputs their findings from a developed photo into the ghost binder by checking the boxes next to a ghost type for what materials work against them.

- o Ghost hunter then use this information to help deal with the ghost, if the information is correct, they will succeed and get more ghost pictures, if they fail, they may die, and the ghost may find out the players location.
- o As the ghost hunters get more info and more ghost types become easier to deal with, they find out that the ghosts are guarding something.

Credits

♥ Game design documentation by Giovanni Corchado

Mechanics Overview

Mechanics List

Mechanic Name	Mechanic Type
Picture Durability	Resource management
Ghost Type	Puzzle

Mechanics Concept

Ghost Types

Spirit

- o The most common ghost.
- o Is a memory of someone attached to a location.
- o An object or condition of that location ties to them this world.
- o Either destroying the object or resolving the condition will free the spirit.

Animal Spirit

- o A companion tied to either a spirit or person who has passed on.
- o Will defend this spirit or person at all costs.
- o Disposing of the original owner either by resolving the spirit or getting rid of the body free's the animal spirit

Phantom

- o An invisible ghost that is difficult to detect.
- o Is tied to this world via a memory that has been forgotten.
- o Rarely shows itself and will not react to positive ingredients.
- o Piece together the memory to free the ghost.

Doppelganger

- o Elusive ghost that takes the appearance of a known associate of those who perceive them.
- o Will stalk anyone in the house looking to break down their psyche.
- o Is tied to a voodoo doll, somewhere in the house. (Not too sure about this one)

Poltergeist

- o An easily angered ghost who like to throw objects.
- o Will throw anything and everything at the offending party.
- o Will not stop until the offending party is either dead or has left the house.
- o Tied to an actual object in the house.
- o Destroy the object to free the ghost

Demon

- o A very aggressive ghost that is very obvious.
- o Roams across the entire house.
- o Attacks everything on sight.
- o Extreme reactions to positive and negative ingredients.
- o No known way to destroy.

Development Tools (Stretch Goal)

Knife

- o Can be used for cutting up ingredients or for stabbing pictures.
- o Stabbing a picture degrades a picture but can improve the quality of a photo.
(Photo heals in development)
- o Too much degradation will destroy the photo.
- o Cutting up an ingredients allows player to increase the potency of a solution because the exact portion can be achieved.

Religious Icons

- o Hold up a religious icon to increase the potency of a solution against a religious ghost.

Mirrors

- o Used to detect a vampiric ghost?

Development Materials

Silver

- o Weak on: Doppelganger, Poltergeist
- o Neutral: Animal Spirit, Phantom
- o Effective: Demon, Spirit

Wolfsbane

- o Weak on: Demon, Phantom
- o Neutral: Spirit, Poltergeist
- o Effective: Animal Spirit, Doppelganger

Belladonna

- o Weak on: Demon
- o Neutral: Poltergeist, Phantom, Spirit, Doppelganger

- o Effective: Animal Spirit

Lime

- o Weak on: Doppelganger, Phantom
- o Neutral: Demon, Animal Spirit
- o Effective: Spirit, Poltergeist

Mandrake

- o Weak on: Demon, Poltergeist, Spirit
- o Neutral: Animal Spirit
- o Effective: Phantom, Doppelganger

Sage

- o Weak on: Animal Spirit
- o Neutral: Phantom, Doppelganger
- o Effective: Spirit, Poltergeist, Demon

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