

Ghost Shadows

Version: 1.0.0

High Concept- Move around the room with light in hand to cast shadows and find all the ghosts.

Genre- Puzzle

Gameplay- Player controls main character who holds old lamp in his hand. By walking around the room we cast shadows, when the ghost is within the shadow he appears. If all the ghosts are within shadows and player press the check button he will catch them. If one or more ghosts are outside the shadow, player failed and need to try the stage again.

Player's goal, achievements (what encourage him to play)- Find and catch all the ghost in all the rooms to clear the house from unwanted guests.

Features-

- shadow effects
- moving objects
- moving ghosts

Graphic- cartoon 2D

Story- Old man coming back from his holiday and his house is full of ghosts. To get rid of them, he has to find them and lock in cages.

Target Audience- Everyone who likes puzzle games.

Hardware- PC - windows

Estimated Schedule- 2 weeks

Controls:

Arrows - to walk around the room

Space bar - action button (proceed in menu, check if ghosts are within shadows)

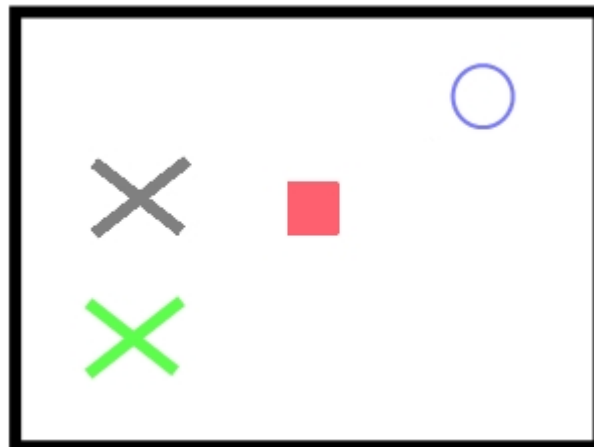
R - restart level - in score screen.

To move objects player has to just walk on the object from the appropriate side to push it.

Levels + walk-through -

| Objects | Description |
|---|-------------------------------|
|  | Obstacle1 – final position |
|  | Obstacle1 – starting position |
|  | Obstacle2 – final position |
|  | Obstacle2 – starting position |
|  | Player final position |
|  | Player starting position |
|  | Ghost |

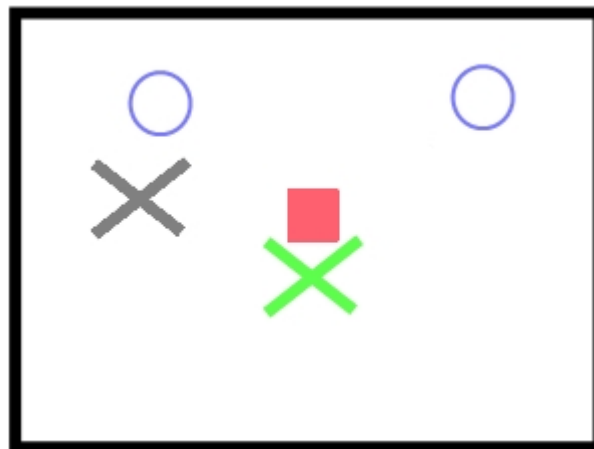
Level 1:



Obstacle2 cannot be moved. Player has to walk to 'green X' to place ghost into a shadow.

Purpose – show to the player how the game mechanics work.- Catch ghost within shadow.

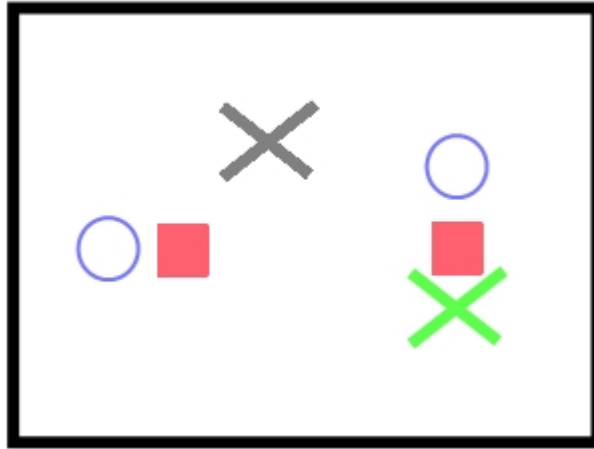
Level 2



Obstacle2 cannot be moved. Player has to walk to 'green X' to place ghosts into a shadows.

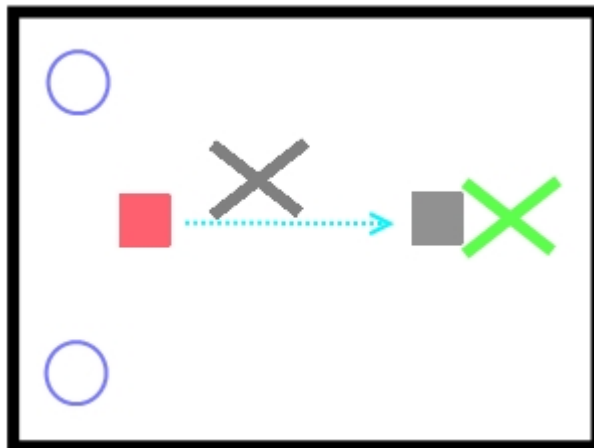
Purpose – show to the player how the game mechanics work. - catching more than one ghost within one shadow.

Level 3



Obstacle2 (both) cannot be moved. Player has to walk to 'green X' to place ghosts into a shadows.

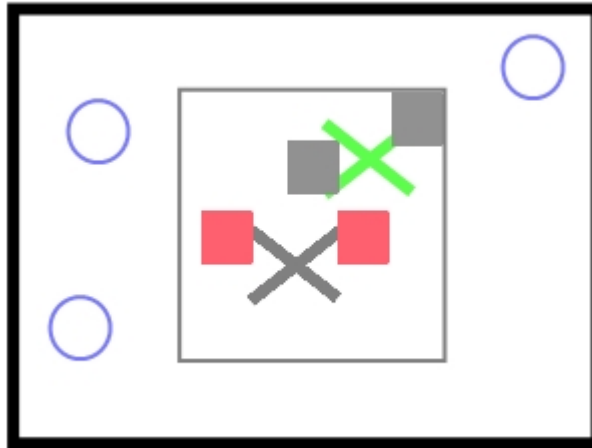
Level 4



Obstacle2 has to be moved to it's final position. Player has to walk to 'green X' to place ghosts into a shadows.

Player can move obstacle2 only along the path.

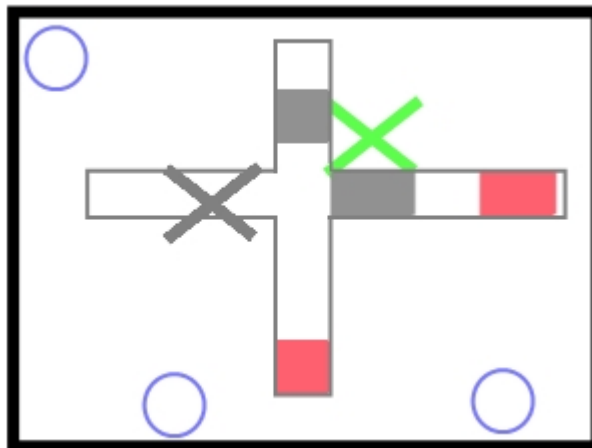
Level 5



Obstacle2 (both) has to be moved to their final position. Player has to walk to 'green X' to place ghosts into shadows.

Player can move obstacles only within space marked by the grey lines.

Level 6



Obstacle1 and Obstacle2 have to be moved to their final positions. Player has to walk to 'green X' to place ghosts into shadows.

Player can move obstacles only within space marked by the grey lines.