

PROJECT: SCARED

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GAME CONCEPT

Project: Scared is the working title for a horror/survival game being developed by Turn-Up Gaming. Project: Scared is a game that will put the player (you) into the role of a ghost, who, in death, has devoted itself to haunting The Mansion it once lived in. The Ghost has existed in peaceful death for years, never needing to test its haunting potential up until now, but a series of groups have decided to disturb that piece. You must now defend your Mansion using a set of abilities to stop these groups from exorcising you by setting up a shrine and destroying your blissful death.

The Characters or NPC's that will attempt to exorcise you from your Mansion will be separated into 3 groups of ascending difficulty. They will be themed to conform to stereotypical character archetypes found throughout the horror/survival genre. Your goal will be to frighten these characters enough so that you might stop them from continuing to invade your Mansion. To stop them you will ultimately need to kill these NPC's in a number of horrific but creative ways.

Project: Scared will put the player (you) into a role which is opposite to most horror/survival games. Rather than being in the weakened position of the character being scared, you will instead be the one doing the scaring. This, when combined with dark humor and a drive to parody the well-worn scary movie/b-grade horror films of the recent past we (Turn-Up Gaming) hope to create a game that will break away from the more common survival/horror games that exist within the current gaming landscape.

This game is being developed for the PC but will have adaptation possibilities to App Store and Google Play compatible devices.

WHO IS TURN-UP GAMING?

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NARRATIVE

The Ghost (you) will have a personal narrative that defines its reason for wanting to scare the NPC's and ultimately kill them. That story may be that he is simply defending his home (the Mansion), or that he's a failed ghost tour guide who died in a horrible accident and is trying to do in death what he never could in life (scare people). He could be a "mad scientist" who has to protect the secrets of his inventions. Obviously there are a number of narrative directions we could take to try and explain why the ghost is doing what it is doing.

As for the NPC's there narrative will be defined by the group's theme. So for the High School group (tutorial group) they are there on a dare. Trying to test out the spooky stories of the haunted mansion in town. The Ghostbuster's are the second group (intermediate difficulty) and are there to investigate the disappearance of a high school group last seen entering the mansion. The final group, a "sixth sense" girl and her parents, have arrived at the house because the girl was drawn to it by some hitherto misunderstood reason. She senses something (you) and wants to commune with it. This final group and in particular the girl will act as a boss that will be very difficult to scare.

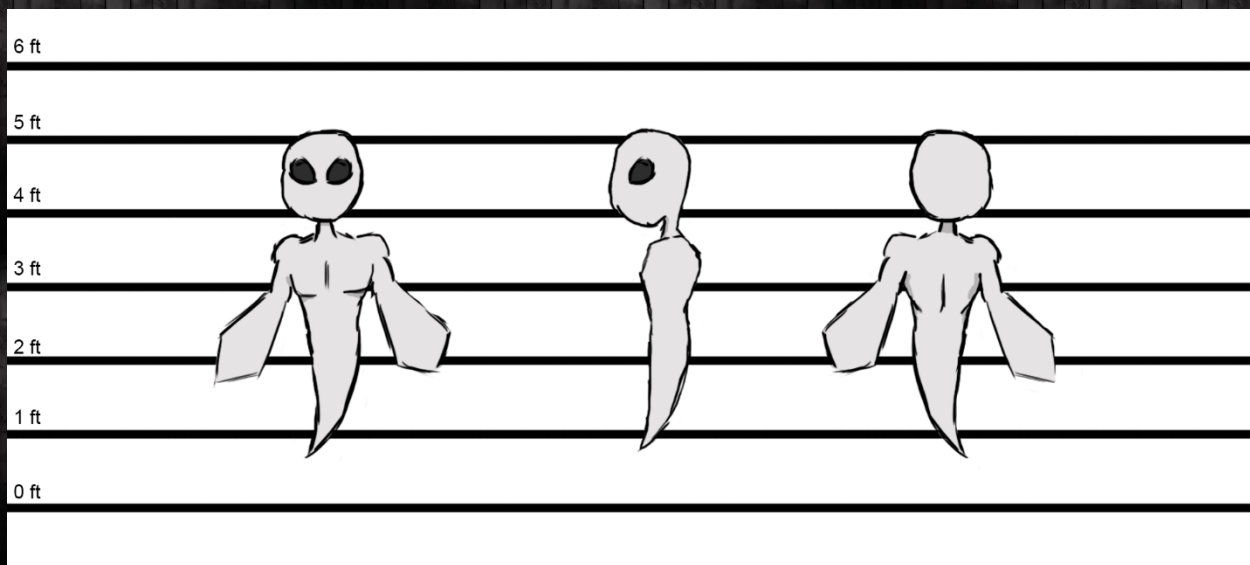


Figure 1: Ghost Mock-Ups

GAMEPLAY MECHANICS

CORE MECHANICS

MOVEMENT AND INTERACTION WITH ENVIRONMENT

The Ghost (player) will have the freedom to move anywhere within The Mansion. This includes through walls and floors/ceilings. The only boundary the ghost will be restricted by in terms of its movement will be a boundary around The Mansion itself preventing it from leaving the house. Narratively this will be explained by describing the ghost as being spiritually linked with The Mansion it resided in during its lifetime. To move, the player will use the mouse to left-click anywhere on screen which will result in the ghost pathing to that location. Given you won't be impeded by walls the ghost will move directly to the point clicked by the player in a straight line.

To move between the different floors of The Mansion (at time of writing two floors will make up The Mansions design) the player will use the mouse scroll wheel to either scroll up (to move to the upper floor) or scroll down (to go back to the ground floor). This movement might also be completed using the keyboard and pressing, for example, the "Q" key (up) and the "E" key (down). Another alternative to the scroll wheel or button press could be to left-click the mouse button and swipe up or down to move the ghost in either direction up or down a level.

By confining movement to the mouse we feel this will better serve to a) keep the control scheme as simple as possible for the player and b) make easier the job of adapting the game to a mobile platform later in development.

To interact with objects and possess them the player will again use the mouse and right-click on an object to possess it.

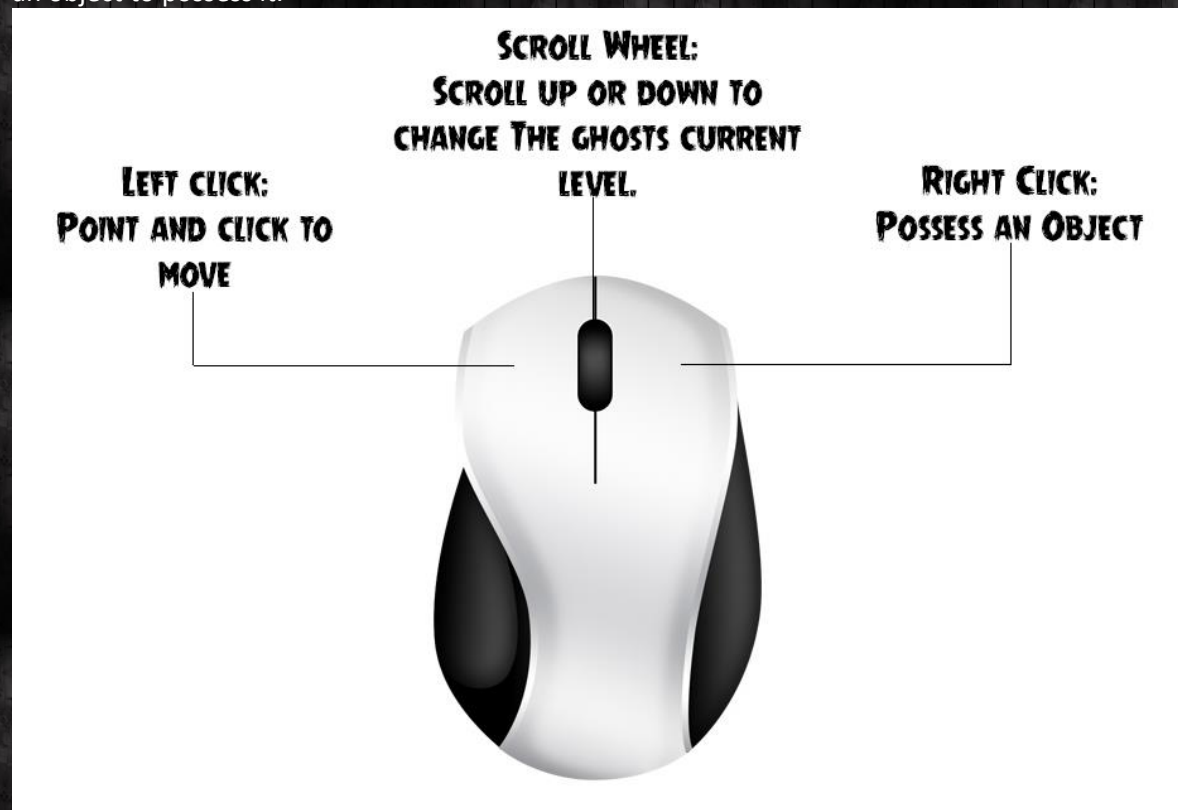


Figure 2: Control Scheme mock-up.

POSSESSION

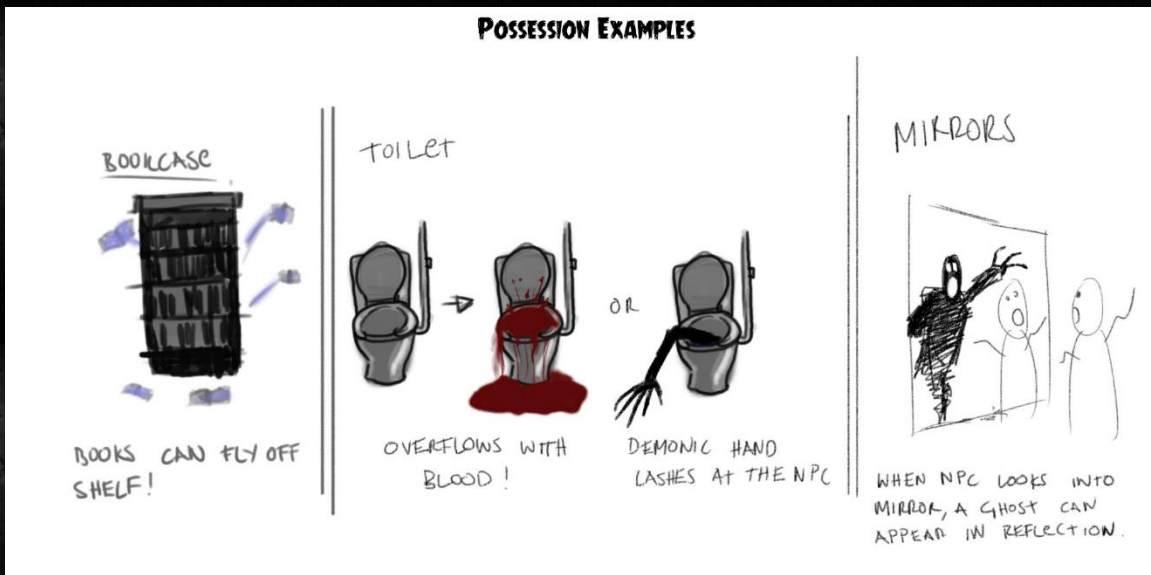
As a ghost, you will have a number of frightening abilities at your disposal to use throughout the game. To access these abilities it will be necessary to possess an object. By possessing an object the player will be presented with the available abilities that can be used on the current object being possessed. These abilities will be categorized into 4 thematic categories, Creepy, Surreal, Paranormal, and Special. Along with these categories will be the type of ability it is, or to put it another way, the effect that ability will have on the NPC being scared. These effects or types are Distract, Run, Scare and Kill. Special abilities can only be used later in the game. Special abilities have only one function or type and that is to kill the NPC's in the room the object with that special is.

ABILITY SHEET

Object	Creepy	Type	Surreal	Type	Paranormal	Type	Special
Small Objects	Wiggle	Distract	Floating	Run	Break	Fear (20)	
TV	White Noise	Distract			Ghostly Imagery	Fear (20)	TV Explodes with ghostly energy and kills NPC's
Clock	Tiking	Distract	Chime	Run			
Music Box	Music	Distract			Warped Sound	Fear (20)	
Door	Creaking	Distract	Slam	Run	Lock	Fear (20)	
Toilet			Reverse Flush	Run	Ghostly Imagery	Fear (20)	
Fridge			Slam	Run	Ghostly Imagery	Fear (20)	Demonic figure erupts from fridge and eats NPC's
Shelves			Books Move	Run	Books fly from shelves	Fear (20)	
Couch							Couch eats NPC's sitting on it
Chandelier							Chandelier will fall and impale all NPC's under it
Experiment							Experiment electricutes NPC's in room
					Triggers Cooldown		Breaks Object upon use

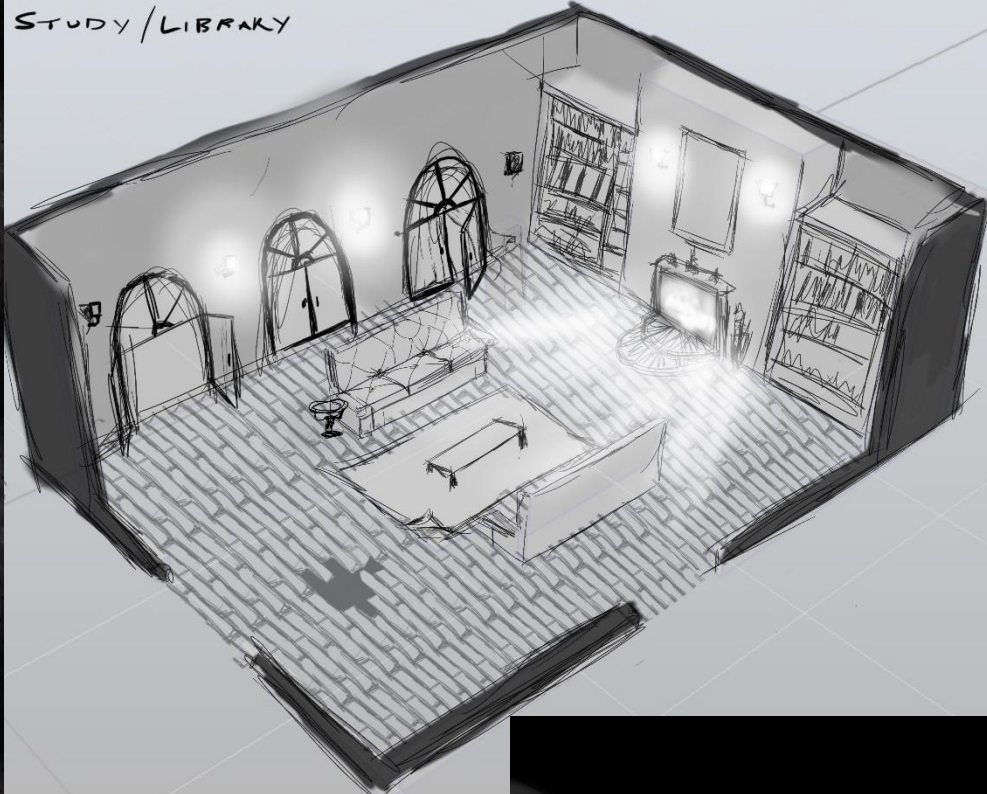
As you can see from the table above most abilities do not contain 3 types. By doing this we hope to encourage the player (you) to strategize how they wish to use the objects within the room for best effect. This will increase replayability of the game by giving the player a number of options of how to best handle the scaring of NPC's

POSSESSION EXAMPLES



LIGHT

STUDY / LIBRARY



Your number one enemy throughout the game will be light. Either as a mobile hazard the NPC's will carry or as a stationary light source the NPC's will ignite as they move through the Mansion. These stationary light sources create hazards for the player to negotiate or suffer the consequence of.

What consequence are they? Well, anytime

the ghost enters a light radius the ghost will be slowed significantly which makes it harder to get out of the lights radius quickly. This increases the risk the player will be seen by an NPC. It will also obviously make it much harder to move between rooms or through large open spaces should the player get caught in one. If the player is seen by an NPC while inside a light radius the ghost will vanish from its current location and reappear in a random room somewhere else inside The Mansion.

The negative effect of light on the ghost should they get caught and seen inside a light source is designed to impede the players ability to plan and/or execute a strategy they might be trying out. By slowing or moving them in an unpredictable way it will make it much harder to plan out there moves and increases the cost of failure to the player.



FEAR STATE

So you've possessed an object and have used a paranormal ability to scare (fear) an NPC for its value (as per the ability table above). Or you've distracted them or caused them to run. What effect will this have on the NPC's? To answer this we need to introduce the "fear state" mechanic. Fear state is generated through scaring the NPC's. As the NPC's fear increases they will advance to one of three fear states (or tiers 1, 2 and finally 3). These fear states will determine a number of bonuses applied to the player and the NPC's. All NPC's by default are fear state 1 at the start of the game.

These bonuses are defined by what the NPC's are strong (resistant to) or weak (frightened by). These will be the possessable objects such as Fridges/TV's/Book Shelves etc. Or the fear categories themselves (creepy, surreal, paranormal). The information regarding what the NPC's are strong/weak to will be available to the player by either a simple list which will be viewable when clicking on an NPC (the NPC's radial menu). Or via an in game journal the player can read to deduce what each NPC is resistant to/frightened by. As each NPC reaches a milestone on their fear state (going from tier 1 to tier 2) they will increase their resistance to those scare types they are strong to but will also be more frightened by those fear types they are weak to. See example chart on following page (page 8) for an example of the player using an ability the NPC is weak to

As the NPC's are scared and their fear state increase they will visibly become more scared on screen. Their animations will become more erratic and exaggerated. They will run faster or shiver more (distract longer).

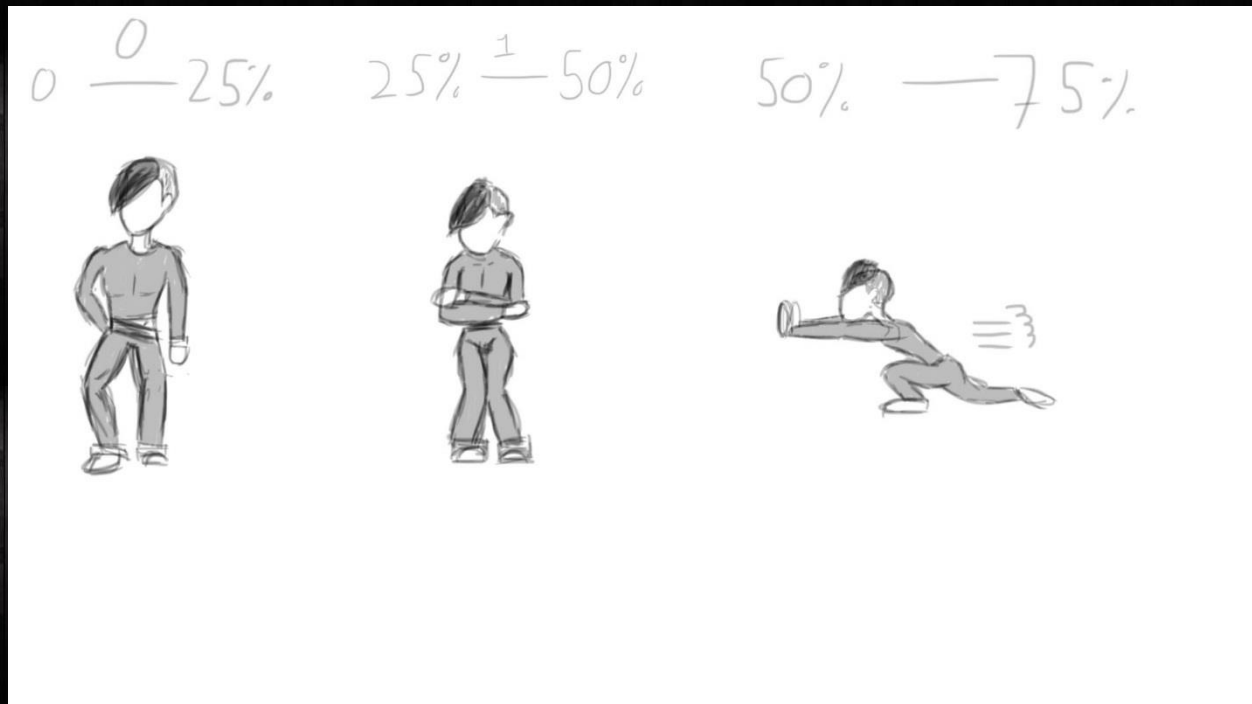
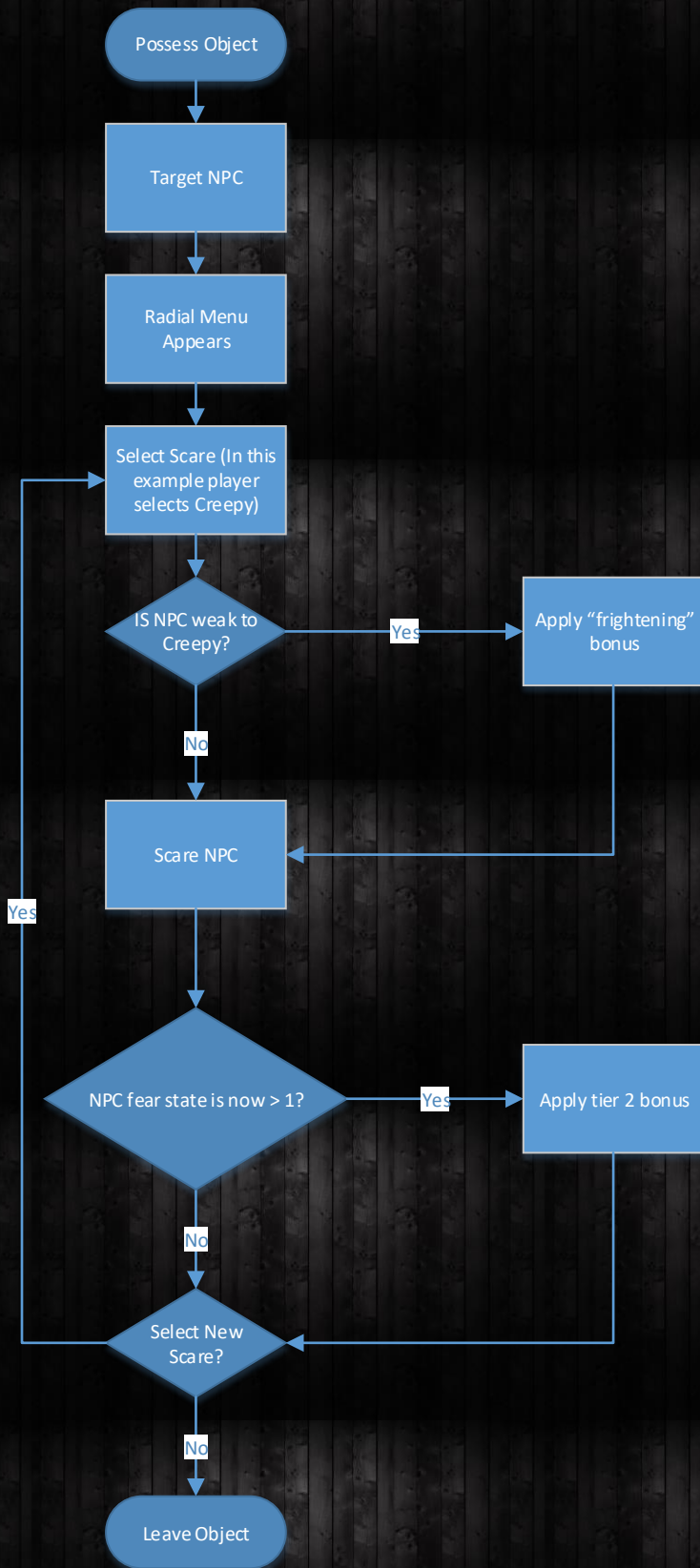


Figure 3: Fear State progression as expressed through percentages (Fear State 1 = 0-25%, 2 = 25 - 50%, 3 = 50 - 75%) And how it will affect the NPC.



GHOST FORMS AND HERDING

As the NPC fear state increases the player will become stronger (feed off their fear). This will be communicated to the player by increasing the size and change the form of the Ghost. There are 3 total forms to progress to (corresponding to the 3 fear states of the NPC's) with tier 1 form being the default form of the ghost. This will be reactive based on the number of NPCs in the room when the ghost enters and the current fear state of those NPC's is calculated. In practice what this means is that if an NPC with fear state or tier of 2 and an NPC with fear state or tier of 1 are in the same room the player will benefit from fear state (tier) 2 strength abilities. This obviously is beneficial to the player as it means by using strength 2 abilities on a fear state (tier) 1 NPC will mean they will become frightened much faster. This mechanic is called "Herding". See chart on page 10 for example.

It should be clear that the current form of the ghost (you) isn't dependent on the presence of multiple NPC's in the room you are currently in. It is possible to scare a single NPC enough to increase the ghosts form and thus the strength of your abilities.

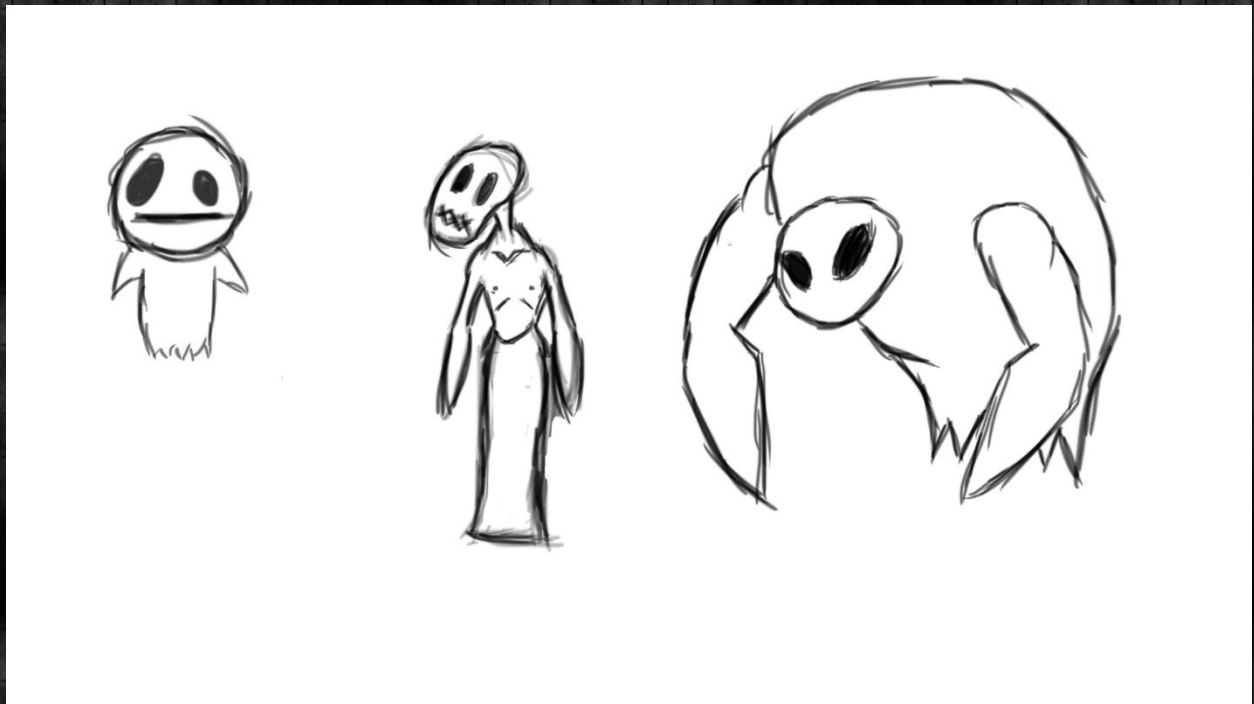


Figure 4: from left to right: The three forms the ghost will take as you progressively get stronger (feeding of the NPC's fear)

KILLING AN NPC

Once the NPC has reached fear state 3 the ghost (you) will be able to kill them. To kill them the player will have to herd the NPC (use run abilities to cause the NPC to change its location) to a room with an object that has a special kill ability enabled on it. This could be a couch, chandelier or other special object. As you can see from the table on page (page no) objects that can kill have no other abilities on them and once the special has been used the object breaks and can no longer be used to kill additional NPC's. If you can herd multiple NPC's into a room before using the objects kill ability then all NPC currently present in that room will die.

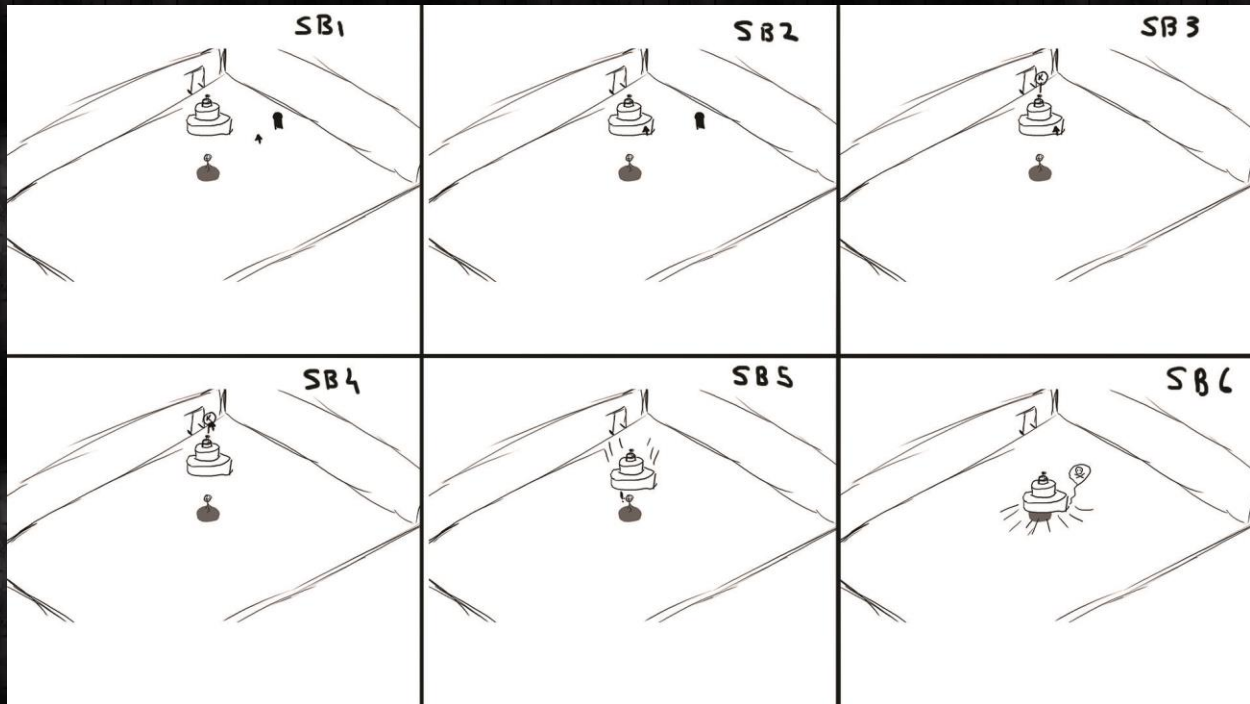


Figure 5: A chandelier impaling an unsuspecting NPC...

SHRINES

Shrines represent the method by which the NPC's will try and exorcise the Ghost (you) from the Mansion. At the beginning of the game the NPC's will begin to walk throughout the house lighting stationary light sources as they go. To prevent this you will inevitably have to come into contact with one of the NPC's. At this

moment of first contact between you and the NPC's, the NPC's will randomly select a room (governed by a set of parameters like room size and location within the house) to use as a Shrine room. Once his room has been selected and the Shrine begins to be set up the NPC's will begin to search the house for 3 (or more) objects of significance to the ghost. These might be family pictures or other personal objects. The NPC's will search for and find these objects and attempt to bring them back to the shrine room. It is the objective of the ghost to prevent this from happening and ultimately kill the NPC's before the shrine is complete.

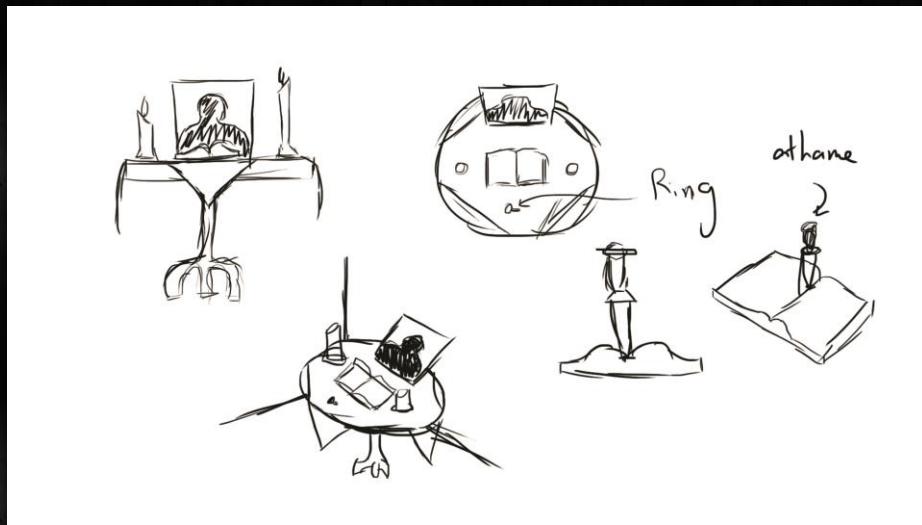


Figure 6: Shrines with collected objects present.

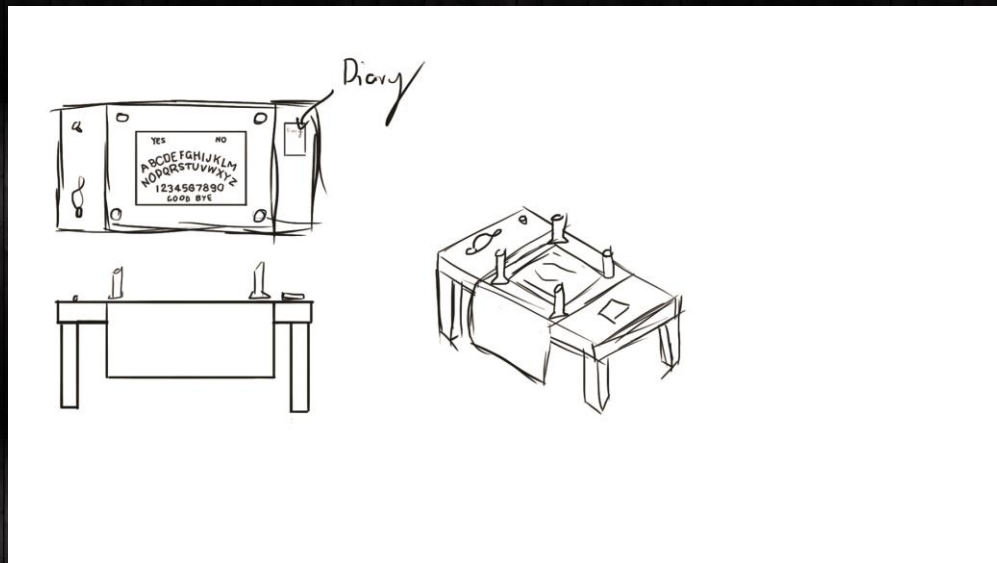


Figure 7: More Shrine examples with collected objects (diary).

BROADER DESIGN OVERVIEW

CAMERA

Gameplay will be viewed from an isometric perspective (think Diablo or the Sims). This was decided because we want to encourage as much strategy and tactics as possible by you the player. With an isometric view you are presented with as much information as you can be within the limits of the camera. This will allow planning and exploration of The Mansion by the player.

Throughout the initial design phase of this game we felt, after looking at many other types of camera angles and perspectives. That an isometric camera angle would work best for the game. The game could include some means of zooming in a little to better see what is in a room but at time of writing this has not been determined.

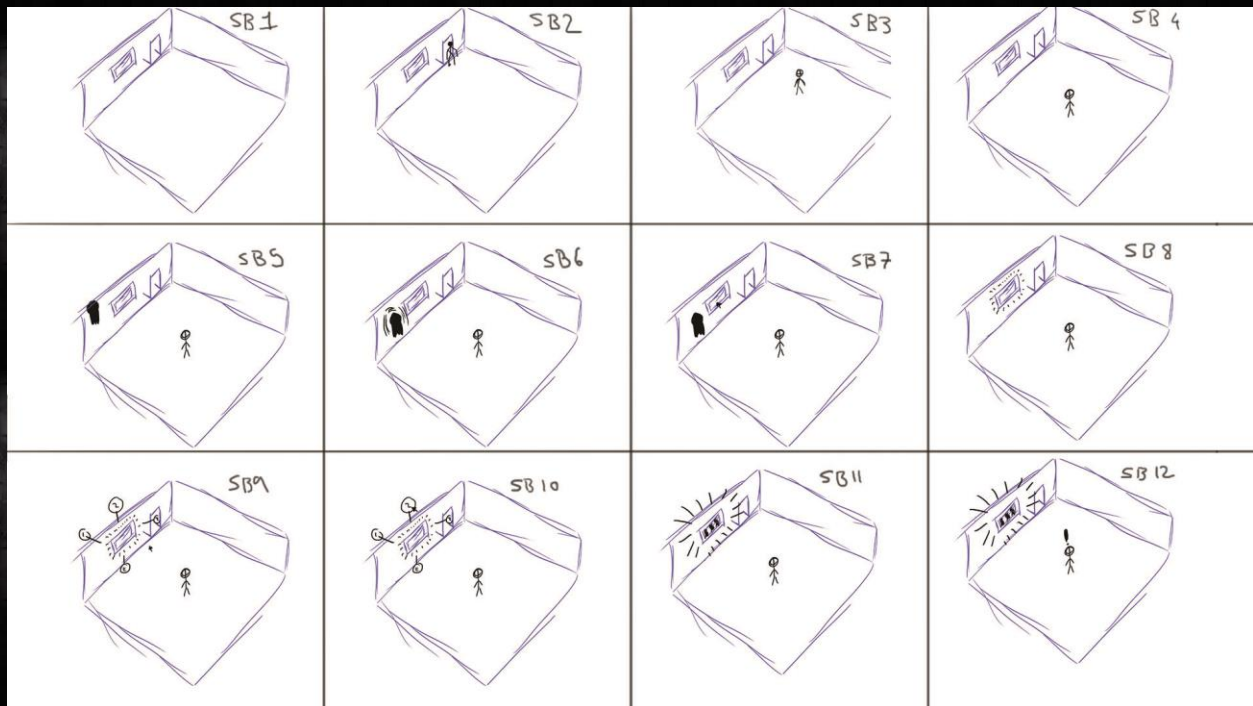


Figure 8: Camera Perspective storyboard featuring a Possessed T.V scaring an unsuspecting NPC.

GUI

Project: Scared will feature a simple and aesthetically coherent Graphical User Interface (GUI). During gameplay the player (you) will see nothing other than what is seen through the camera. There will be no “bars” or numbers on screen presenting the player with any data.

This however will not be the case when you possess an object. Once possessed, the object will present a Radial Menu that will present the player with the available abilities on that object as well as their current cooldown status.

By designing the game with a simple and unobtrusive GUI we are going to present information regarding current fear state and ghost form via visual cues and animations.



Figure 9: Radial menu Mock-ups

ENVIRONMENT DESIGN

THE MANSION



The Mansion is the only environment you will exist in during gameplay. You won't change to a different environment as you progress through the game. Instead you will face increasingly difficult groups of NPC's. The Mansion is designed to look like a 19th Century (Victorian Era) mansion. With

walls, floors and furniture that will fit that time in history. Although there will be objects and furniture that would fit into a more contemporary home (such as 50's style TV's and Radios). Much like a film such as "Edward Scissor-Hands", the characters and objects will be of a more ambiguous place in time. In wanting the Mansion to feel as spooky as possible we decided to go down this path in regards to the time period of the Mansion. The Atmosphere created by having candles and lanterns will help to create a far more frightening environment for the NPC's as you scare them. By choosing a more modern time period for the Mansion with electric lights and fixtures we feel this would break some of the immersion into the experience.



MORE ENVIRONMENT ART



Figure 10: Examples of doors and the couch.



Figure 13: A creepy fridge (possessable)

WALLS

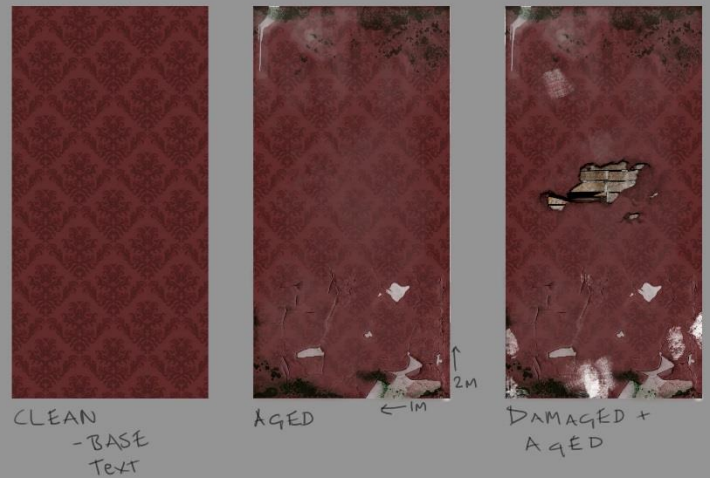


Figure 11: Wall textures and examples of damage that might be present on some walls



Figure 12: A possessable TV

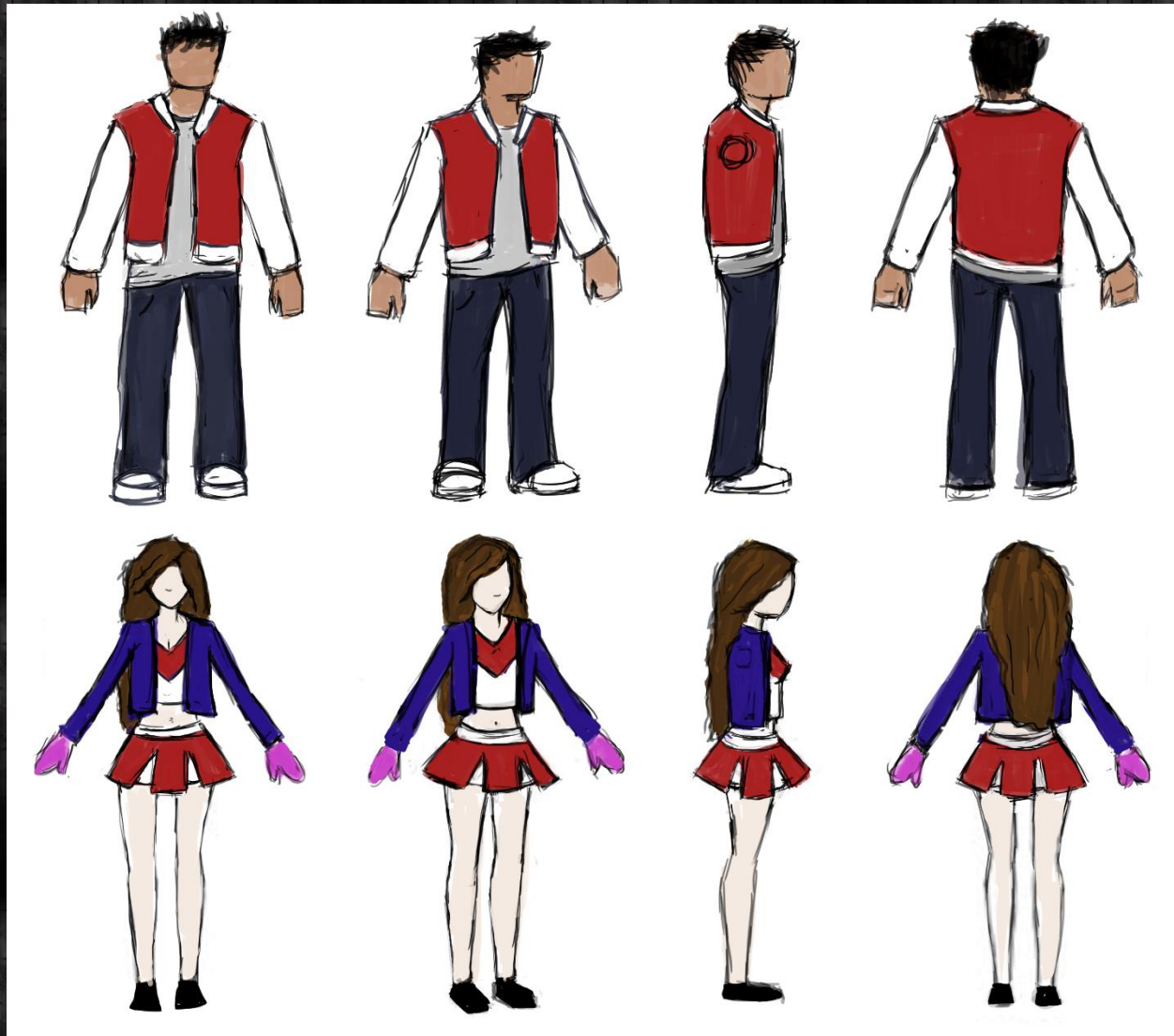
LEVELS

NPC'S AND DIFFICULTY

As stated in The Mansion section above, there will not be a traditional level structure to Project: Scared, with the player completing one level and moving on to the next with a different aesthetic. Instead the environment will remain the same but the groups will increase in difficulty. Below is how we see the groups being divided up:

HIGH SCHOOL GROUP [TUTORIAL LEVEL]

A group of stereotypical high school students from the 60's (Jock/Cheerleader/Goth/Nerd) who will all have an array of strengths and weaknesses. This is designed to introduce the player to the varieties of scares available to them in the game. As well as the effect of Distract and Run abilities and how they change based on the current fear state of the NPC's in the room.



GHOSTBUSTERS [INTERMEDIATE LEVEL]

This group will be themed around Ghostbusters or Ghost Hunters from more modern time (80's). They have arrived at The Mansion to investigate the disappearance of a group of students who visited The Mansion. It will be harder to scare them (increased default resistance) and it will also be more difficult to deduce what they are strong/weak to if we go for a journal.



SIXTH SENSE FAMILY [BOSS LEVEL]

The Sixth Sense family is comprised of a mother, father and a daughter. The daughter is the “boss” of the game and will be incredibly difficult to scare. In order to get to her the player will have to go through the parents by using the herding system to its fullest effect.



AUDIO DESIGN

MUSIC

Given the spooky, scary nature of the game we want the music to be as atmospheric and as haunting as possible. It won't overpower the sound effects of the game itself as they are an important part of the gameplay. What it will do is add to the overall presentation of the game by adding an extra layer of depth to the atmosphere we are creating for this game.

SOUND EFFECTS [SFX]

As stated above, SFX will form a major part of the gameplay. Through the use of visual cues and SFX we want to be able to present the player with as much information as possible about what the current fear state the NPC's are in. This is in preference to using a more traditional GUI that would show using bars and other graphics what state they are in. The NPC's will scream louder, talk to each other, and react to other sounds within the game.

Objects used will generate their own sounds as part of using their abilities. Glass breaking, loud bangs and pops, creaking wood and floor boards, screeching, and other sounds will be used as part of the individual objects abilities. This will help create interaction between the actions of you the player and the NPC's when using an ability. The Glass will break therefore creating a loud shattering noise (as well as its animation) thus creating a scary effect.

Player Rewards

At completion of the level the player will be graded. This grading will be based on how fast or slow you complete the level. With A+ being for an ultra-fast clear and F being for a failed game.

A+

A

B

F