

Game Mechanics (V2022.3.18)

Basics: Human catches Ghost

- Local
- lvl
- 3D Cartoon
- Casual
- Hide and Seek
- (Environment Design)

Players

Ghost(100 health)

- Hide from the human
 - Vision range
 - Hide in Bushes/Cupboards/Umbrellas — Rshift
 - Use blind spots
 - Stealth(ctrl)
 - Invisible — Q: How can the ghost player himself see the controlled character?
 - Invisible 5s but still has Shadow/Outline/Indicator — Hard to see(a similar color to the ground)
 - CD:15s
 - (Camouflaged) — Transformation — Turn into an object in the environment
 - Portal — Use portal to run away from the opponent

Save four buddies

- Randomly reset at some highlight places
- Complete 2 QTEs (e.g. QGDance)
 - Success — One buddy saved
 - Fail — Lock that buddy for 10 secs — Save again
 - ↑↓←→ Enter

Human

Catch the ghost

- Trap (T) — Set obstacles at somewhere
 - Max:5 times
 - Recover one time once it is triggered with a hotkey
 - Invisible after 3 seconds — Attention: Human will be affected too, So please remember where did you set those traps.
 - Affected area: approx 4 squares centered on it
 - Root for 3 seconds
- Hook(H) — Target the ghost, press, hold and release to
 - 6 squares away
 - CD: 10s
- Attack(space)
 - 10 dmg per hit
 - CD: 2.5s

Prevent other buddies from rescuing — Strategy

Win Condition

- Human — The human wins when the ghost's health is 0.
- Ghost — The ghost wins when he successfully save all the buddies.

Background Story (Clues for Environment Storytelling)

A widow is unwelcome by neighbours because of her pockmarked face. She goes out with an umbrella whether it's sunny or rainy as she feels free when her face is covered by the shadow of the umbrella. However, it's weird to hold an umbrella alone on a sunny day. So she adopted 5 children, she paints their faces with pockmarks and asks them to hold umbrellas with her to make her looks like a normal person. She believes sunlight is unnecessary, so every window in her house is covered by curtains. She is domineering and wishes her children obeying her. So she puts their beds in iron cages and covers them with dark cloths to let children adapt to dark environments. Besides, she also set anklets on the chairs to avoid them running while having food. The mirror in the bathroom is broken because she does not want to see her face. She is mentally unstable, once she is bathing five children, she gets mad when she sees her face from the reflection in the water. She loses control and drowns five children in the water. The five children become little ghosts and are trapped in this house, only one ghost is able to save them.