

Haunt

Save the Ghost World

Date – 03/28/2008

Genre

Platformer like the classic Super Mario Brothers III but modernized and with a ghostly/poltergeist theme.

High Concept

You play a ghost trying to scare real world people from haunted place. The more places you can clear of people the more powerful you will become, until you can do battle with powerful mediums and ghost busters.

Premise

Starting from small haunted houses and ending in some big haunted forest in an epic battle. This game allows you to build a powerful ghost. You will use all the tools of being from beyond. You will perfect your scary moan, your spine shivering shriek. Rattle some chains. Move some small objects, enough to scare a girl scout out of a 4 or 5 level house.

As the game progresses, you will have to master telekinesis as one of your main weapons. You will be able to “Haunt” multiple rooms simultaneously, haunting as used here is creating a copy of yourself in another room and hitting a key to record your actions. Do some actions then press end record to return to your main avatar. Your copy will repeat the actions indefinitely or until it is stopped by falling through the floor or destroyed some other way.

Goal

The uber-powerful ghost busting medium midget woman (ala the movie Poltergeist,) must be destroyed to forever protect the haunted places of the world.

How It Works

In each level your other avatars will have to coordinate their actions to scare the daylights out of your foes and complete the level. You will have to throw items from level to level, to strike the humans. You will have to send your different selves through secret passageways and even summon ghoulish friends to help you.

The game should be modern a platformer but with realistic graphics. Use real places if possible, and maintain comical bend.

In general you will start in the attic (in houses for instance) and you will have to move past some obstacles, like holes in the floor and life draining mirrors and ghost repelling items that humans may leave around for you. You will have to use your abilities (including “haunt”) to get close enough to scare the people.

The number of avatars you can create would be limited to three or so initially but will grow as the game progresses.

Success & Failure Conditions

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Success is when the humans run screaming from the place you are haunting. Failure is when the fight back.

Carrot Says:

Title: Haunt

Written by: Creppy

Week 2

High Concept:

The High Concept doesn't really convey the fun or interesting parts of the game. When writing the High Concept, try to highlight the brightest parts of the game, the parts that make the game enjoyable to play. In the High Concept of *Haunt*; I would want to hear about the interesting mechanic of recording actions and creating copies of the avatar to replay those actions.

Critique:

Haunt's main mechanic is a really interesting one; just thinking about recording my character's actions, spawning a clone of the character and then giving the copy the pre-recorded actions makes my head spin with the possibilities. The presentation, however, leaves a lot to be desired.

There are a lot of spelling and grammar mistakes; not to mention a couple of spelling typos like this one:

"Failure is when the fight back."

Spell check isn't going to catch those errors most of the time; which is why it is very important to proof-read your work multiple times and to have other people read it.

The flow of the document could be better, the general content flow isn't bad, but the over use of punctuation makes a lot of the Treatment read like a bulleted list.

Back to the things I like; the idea of recording the actions of a character and setting an A.I. controlled character with them is really promising and I would like to see it explored further. It is a very complicated mechanic and a lot of questions come to mind that the Treatment should strive to answer. Questions like; what are some detailed examples of how the player will coordinate ghosts and actions to work together? Or; I'm worried that creating these recorded actions and figuring out how to coordinate ghosts will be too difficult, how will the game design make it easier for the player to manage these complex mechanics?

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Think long and hard about all the possibilities and potential problems that a system like this could face; then spend the bulk of the document describing the system and the reasons why it is so unique and cool. The recording actions and assigning them to NPC's is the coolest part of the game idea; focus on them.

Fun: B

Presentation: D+

Originality: B+

Kaiser Says:

Title: Haunt

Written by: Creppy

Week 2

I, too, have a lot of questions about this game. This game needs some management tools to make it so the haunting copies aren't overcomplicated. There could be quite a bit going on, but there could also be very little. Some more insight into how these haunting copies would be fully utilized, and also how they wouldn't be a management nightmare (no pun intended) would have gone a long way.

The biggest issue I have with this treatment, though, isn't the game. The game sounds good, but the way this is written really hinders the idea. The sentences don't flow at all, I feel, and it feels more like you're listing off things, but disguising it as paragraphs. There are way too many sentences that could have been combined with commas rather than ending them abruptly, and it definitely hurts the flow of the treatment. No matter how good the idea might be, this treatment was difficult to read with all of these abrupt sentences. It almost felt like a PowerPoint presentation rather than an essay.

This idea could be a home run, but it just needs some better structure in the presentation, and more details about the seemingly interesting haunting system would go a long way. Not bad, but it just needs a bit more work.

Fun: B+

Presentation: C-

Originality: B+