

Game Design Document (GDD)



Hugs 'n' Haunts

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Game Overview

Introduction

Hugs 'n' Haunts is a 2D single-player platformer PC game. The player will control *Spookster*, a social spirit, who lives by himself in the Mystifying Mansion (except for the aggressive Werewolves in the basement). *Spookster* dreams of the day when he can finally make a friend. When *Braden* the tourist gets lost and stumbles into the Victorian mansion, thinking it is a Bed and Breakfast, he encounters a spooky surprise! *Spookster* quickly embraces *Braden*, which unfortunately absolutely terrifies him. *Braden* runs off into the house and slams the door. *Spookster* must collect Spirit Orbs to gather enough power to travel through the walls, so he can catch up to *Braden* and finally make a friend.

Description

In *Hugs 'n' Haunts*, players will have to guide *Spookster* across different platforms and through different rooms in the Mystifying Mansion to find Spirit Orbs. A certain number of these are required for each of the two levels to refill *Spookster's* Poltergeist Power Bar and allow him to pass through the door to where his new friend, the frightened Tourist *Braden*, is hiding. The player must also avoid enemies (or attack them with *Spookster's Ghost Punch*) and hazards along the way. After two levels are completed successfully, *Spookster* will make *Braden* his friend, and the game will end.

Key Features

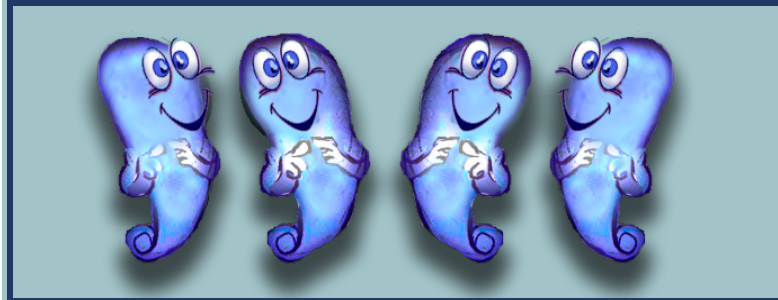
Hugs 'n' Haunts is a 2D platformer for the PC that is meant to be fun but also challenging for players of all ages. There are two levels for players to navigate that are designed as “Wings” of the Mystifying Mansion, where the player character, Spookster, resides.

Important features of the game:

- Cutesy Halloween level artwork
- Player attack to defeat enemies
- Player health system and number of lives
- Player Poltergeist Power Bar that represent the number of Spirit Orbs collected for level completion
- Collectible pickups that add to the score, regain health, and/or increase the number of Spirit Orbs
- Enemies and hazards

Key Mechanics

Player Character - Spookster



Spookster the Spirit can walk (or “float”) right and left with the respective arrow keys and can also jump with the Spacebar or the up-arrow key. Spookster can attack enemies with the Z-key. Spookster will lose his “life energy” after taking 5 hits from an enemy or hazard. If he has lives left, he will respawn at a Checkpoint in the level. If he has run out of lives, the player will lose the game.

Non-Playable Characters - Tourist Friend Braden



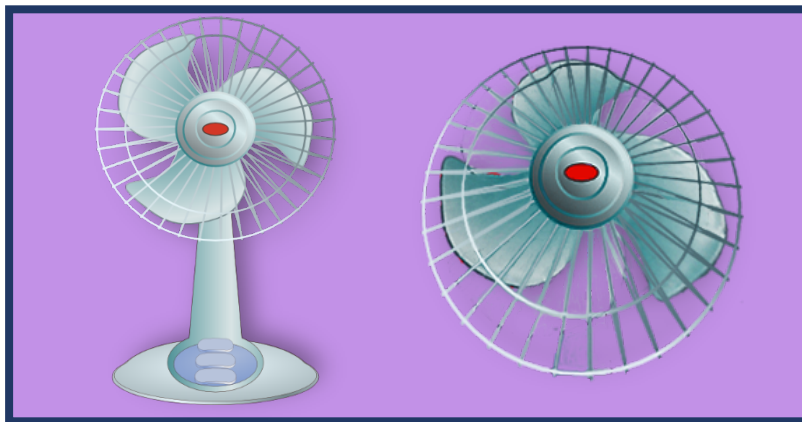
Braden will wait at a certain location in each level behind a locked door. For Spookster to pass through the door to reach him, a certain number of Spirit Orbs is required. After Spookster reaches him, Braden will run away through another door to start the next level.

Enemies - The Werewolves



The Werewolves will patrol back and forth in different locations in the level. If Spookster touches them, he will lose one chunk of his Health Bar. However, if Spookster uses his “Ghost Punch,” the Werewolves will be defeated and leave a Collectible Pumpkin as a reward.

Hazard - Faulty Fans



First Version

Final Version

These old, faulty fans appear in Level 2. They periodically blow air, which will injure Spookster by one chunk of his Health Bar. The player must time Spookster to run past these fans to avoid being hurt.

Doors



Doors separate the player from where the Tourist Braden is hiding. When the player has collected the proper number of Spirit Orbs, Spookster can phase through these doors to reach him.

Checkpoints



These Checkpoints are where Spookster will respawn if he loses all of the chunks in his Health Bar but has lives left.

Platforms



These platforms are positioned across the level to let the player navigate between areas. They have one-way colliders that allow the player to pass through from underneath and stand on top.

Additional Mechanics

- **Collectible Pumpkins** add 20 points to the Score when collected.
- **Heart Pumpkins** add back one chunk to Spookster's Health Bar and 30 points to the Score when collected.
- **Spirit Orbs** add one chunk to Spookster's Poltergeist Power Bar and 50 points to the Score when collected. A certain number is required to reach the Tourist and end the level.
- **Extra Life Pickups** add one life to Spookster and adds 100 points to the Score when collected.
- **Controls/Pause Screen:** the player can access this with the P-key, which pauses the game and shows a list of the controls for the game.
- **Cheat Codes:**
 - Pressing "Number 1" will transport the player to Level 1.
 - Pressing "Number 2" will transport the player to Level 2.
 - Pressing "Number 3" will transport the player to the Win Screen.
 - Pressing "Number 4" will transport the player to the Game Over Screen.
 - Pressing "Esc" will quit the game.

Character Descriptions

Player Character

Spookster - The Ghost that would prefer a good hug to a haunt any day.



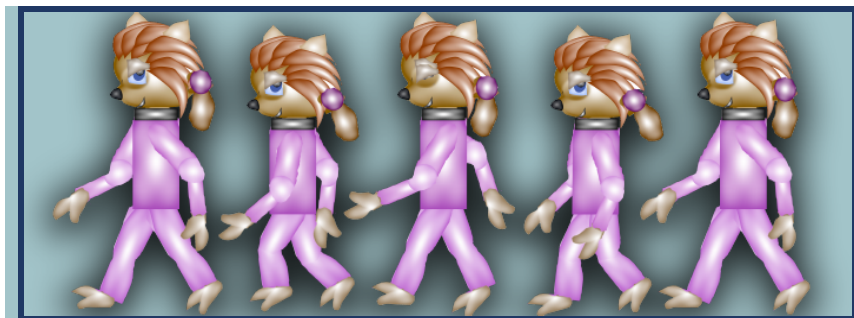
Non-Playable Character

Tourist Friend - Braden stumbles into the Mystifying Mansion thinking it's a normal Bed and Breakfast. Little does he know that Spookster resides there, who scares him silly.



Enemies

The Werewolves - They occasionally roam the Mystifying Mansion. They patrol back and forth in a pattern and will hurt Spookster by one chunk of his Health Bar if he touches them. If they are defeated, however, they will spawn an extra Collectible Pumpkin for Spookster.



Collectible Items

Collectible Pumpkin: Adds 20 points in score when collected.



Spirit Orb: Fills one chunk of Spookster's Poltergeist Power Bar. A certain number is needed to progress to the next level. Also adds 50 points to the Score when collected.



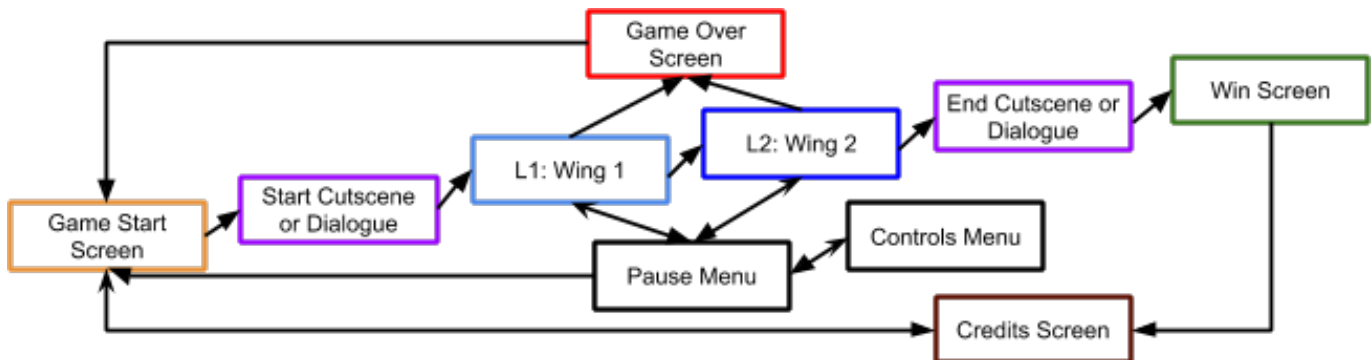
Heart Pumpkin: Refills one chunk of Spookster's Health Bar if he is hurt. Also adds 30 points to the Score when collected.



Extra Life Pickup: Gives Spookster an extra life in the game and adds 100 points to the score.



Progression Chart



The progression chart shows the flow of the game:

- **Game Start Screen:** Start of the game.
- **Start Cutscene or Dialogue:** Communicates the premise of the game through short animation cutscene or click-through story dialogue.
- **L1-L2:** Player must progress through two levels, or “wings” of the mansion.
- **Pause Menu:** During level gameplay, player can pause the game by pressing the P-key and access these features:
 - View a list of controls by bringing up the Controls Menu
 - Return to Game Start Screen if necessary
 - Exit the game completely.
- **Controls Menu:** Accessed from the Pause Menu. Shows a list of controls in case the player needs to view them. An arrow button will return the player to the Pause Menu.
- **Game Over Screen:** The player can lose the game by running out of health and lives whereby they can return to the Game Start Screen and retry the game.
- **End Cutscene or Dialogue:** An ending animation cutscene or click-through story dialogue shown if player wins the game.
- **Win Screen:** After player wins the game and End Cutscene runs.
- **Credits Screen:** Accessed from directly from Game Start Screen or the Win Screen after playing. Player can return to the Game Start Screen again, where the loop would start over.

Level Descriptions

Level 1: First Wing



Level 1 Progression Paintover
(Green = Barriers/Colliders; Blue = Path of Player)



Final Version

Set in the First Wing of the Mystifying Mansion. The Tourist has retreated to a far corner of the level on the right. Three Spirit Orbs will allow player to pass through the door to reach him. The level progresses as follows:

- Start in lower left Basement.
 - Dialogue volume tells the player how to move and what the objective is:

- *“My friend ran away! I’ll need to collect Spirit Orbs so I can phase through the door to reach him! My Poltergeist powers are always running low... Move me with the Arrow Keys!”*
 - Respawn point 1.
- Walk forward to another Dialogue volume.
 - Tells player to jump and grab Collectible Pumpkins for a higher score:
 - *“Ooh! A Glowing Pumpkin! I should collect those! Make me float through the platform with the Spacebar!”*
- Jump up platforms through a hole in the floor to First Floor.
- Grab Spirit Orb 1 after another Dialogue volume.
 - Tells player to jump and grab Collectible Pumpkins for a higher score:
 - *“Yes! It’s a Spirit Orb! I’ll need these to reach my new friend!”*
- Jump across platforms above or along floor and grab a Collectible Pumpkin.
- Checkpoint--Respawn point 2.
- Reach another Dialogue Volume.
 - Tells player about Heart Pumpkin Health Pickup:
 - *“Yay! It’s a Heart Pumpkin! It will replenish my life energy! Even us ghosts have life energy, you know!”*
- Jump up platforms through a hole in the floor to Second Floor (optional Collectible at left).
- Checkpoint--Respawn point 3.
- Encounter Werewolf Enemy 1.
 - Assets in environment tell player where the boundaries of Enemy Patrol are.
 - Dialogue volume tells player to avoid or attack with Z-key:
 - *“Oh, no! It’s one of those pesky Werewolves that lurk around this place! They’re definitely not friendly! Should I run away or fight with the Z-key...?”*
- Go down Hallway to Right Half of Level 1.
- Grab Collectible Pumpkin.
- Checkpoint--Respawn point 4.
- Jump along upper platforms and grab Spirit Orb 2.
- Jump down platforms through a hole in the floor to First Floor and grab Heart Pumpkin.
- Checkpoint--Respawn point 5.
- Jump down platforms through a hole in the floor to Basement and along upper platforms to grab Collectible Pumpkin and Spirit Orb 3.
 - NOTE: If player jumps across to the Door, Dialogue volume tells them that they cannot enter until they collect the third Spirit Orb:
 - *“Ooh, goody! It’s the door where my new friend is! If I collect the rest of the Spirit Orbs, and I can reach him!”*
 - NOTE: Player may also reach Spirit Orb 3 by encountering Werewolf Enemy 2.
- Attack or avoid Werewolf Enemy 2.
 - Player will be unable to use platforms to avoid Werewolf Enemy 2.
 - NOTE: Player may also reach Spirit Orb 3 by encountering Werewolf Enemy 2.
- Jump back up platforms through a hole in the floor to First Floor while collecting Heart Pumpkin.
- Player can now phase through Door to reach the Tourist.
 - Dialogue volume will change:
 - *“Whoopie! Now I can reach my friend! Don’t be scared, best friend!”*
- Tourist is scared and runs away through another Door to start Level 2.

Level 2: Second Wing



Level 2 Progression Paintover
(Green = Barriers/Colliders; Blue = Path of Player)



Final Version

Set in the Second Wing of the Mystifying Mansion. The Tourist has retreated to the farthest corner of the basement on the left. Five Spirit Orbs will allow player to pass through the door to reach him. The level progresses as follows:

- Start at the right of the first floor.
 - Fan Hazard 1
 - Dialogue volume tells the player to start the level and avoid the fan:
 - *“My friend has run away again into the wing of the mansion with these old, faulty fans. They could blow me right apart! I’d better avoid them and find my friend!”*
 - Respawn point 1.

- Avoid the Fan Hazard and grab Collectible Pumpkin.
- Jump up platforms to through a hole in the floor Basement and grab Collectible Pumpkin and Heart Pumpkin.
- Checkpoint--Respawn point 2.
- Avoid or attack Werewolf Enemy 1.
- Collect Spirit Orb 1 and another Heart Pumpkin.
- Jump back up platforms through a hole in the floor to First Floor.
- Jump up stair platforms through a hole in the floor to Second Floor.
- Avoid Fan Hazard 2.
 - Grab Collectible Pumpkin and Spirit Orb 2.
- Jump across upper platform and grab a Collectible Pumpkin.
- Go down Hallway to Left Half of Level 2 and collect a Heart Pumpkin.
- Checkpoint--Respawn point 3.
- Jump along upper platforms and grab Collectible Pumpkin.
- Jump down to collect Spirit Orb 3.
 - Avoid or attack Werewolf Enemy 2.
- Jump down platforms through a hole in the floor to First Floor and grab a Heart Pumpkin.
 - Checkpoint--Respawn point 4 below.
 - NOTE: Player may jump across a platform to collect an optional Extra Life and avoid Fan Hazard 3.
 - NOTE: Player may grab an extra Collectible Pumpkin and avoid or attack Werewolf Enemy 3.
- Jump down and avoid Fan Hazard 4 to grab Spirit Orb 4.
- Jump down platforms through a hole in the floor to Basement and grab Collectible Pumpkin and reach Respawn point 5.
- Attack or avoid Werewolf Enemy 4 and collect Spirit Orb 5.
 - NOTE: If player jumps across to the Door before collecting Spirit Orb 5, a Dialogue volume tells them that they cannot enter until they collect the third Spirit Orb:
 - *“Ooh, goody! It’s the door where my new friend is! If I collect the rest of the Spirit Orbs, and I can reach him!”*
- After collecting Spirit Orb 5, player can now phase through Door to reach the Tourist.
 - Dialogue volume will change:
 - *“Whoopie! Now I can reach my friend! Don’t be scared, best friend!”*
- Tourist sees Spookster’s kindness as the game finishes.

Starting Cutscene



The animated cutscene that proceeds Level 1:

The cutscene begins with Spookster in the first level of the mansion. He is sitting by himself lamenting his loneliness. The Werewolves lurking around are not good for conversation. He wishes for a friend, and instantly a knock is heard at the door. Outside is the tourist, Braden. He mentions how the mansion must be the bed and breakfast he has heard such great reviews about, and hopes they have a room for him. He looks around and notices the spooky surroundings, and states he hopes it looks nicer on the inside. The door opens by itself, which startles Braden. Spookster pops out from behind the door, excited to greet his new friend. Braden stands frozen and stutters out the word "ghost." When Spookster goes to hug him, Braden whizzes past him and runs off to another floor. Spookster feels hurt about the rejection but then quickly realizes that Braden is going to be left to the vicious Werewolves. Spookster decides that he is going to save his guest and hopes maybe Braden will be his friend after all. The exterior of the mansion is shown and curls away to reveal the interior like a book, and the first level begins.

Ending Cutscene



The animated cutscene that proceeds the Win Screen after the player has completed all levels:

Spookster has finally reached Braden in the basement after chasing after and protecting him all over the mansion. Braden is cowering in a corner as Spookster floats to him. Spookster reaches out his hand to Braden as a sign of friendship. Braden stares at him for a few seconds, and then grabs Spookster's hand. A close up of the hands is

seen, and we see Braden's hand go right through Spookster's. They both look shocked and then begin laughing. Spookster starts to act nervous and asks Braden if he will be his friend. Braden agrees, and Spookster rushes to hug him. Of course, this means Spookster goes right through him. Spookster realizes he is behind Braden, and they both shrug their shoulders and look at the camera. The screen fades to black, and then the player is taken to the Win Screen.

User Interface and Controls

UI Display



During level gameplay, there are several different UI Elements that will guide the player:

- Score at top left.
- Health Bar at upper center with number of lives displayed on Heart Pumpkin. 5 sections represent the 5 life chunks of the player.
- Poltergeist Power Bar at upper right. Number of chunks depends on how many Spirit Orbs the player must collect in the level.
- Dialogue box appears at bottom left when the player enters a dialogue volume, which will guide the player throughout the levels. It disappears when the player leaves the volumes.
- Instruction at bottom right to “Press P for Pause Menu,” which would pause the game and bring up this window.
- Additional dialogue pop-ups appear above the player to indicate when a Checkpoint has been reached or when the extra life has been obtained.

Fonts

Buried Bones by MeanStreak

Toxia by Michael G. Adkins

Game Start Screen



Final Version

The Game Start Screen will show the outside of the Mystifying Mansion. Players can press the "Start" button to begin the game or the "Credits" button to access the Credits Screen.

Pause Menu



The Pause Menu can be accessed during a level by pressing the P-key. This will pause the game and have access to several features. Pressing the "HOW TO PLAY" button will open the Controls Menu. Pressing the "MAIN MENU" button to return to the Game Start Screen. Pressing the "QUIT" button will completely exit the game.

Controls Menu



The Controls Menu will show a list of controls in case the player needs to access them. However, the controls are shown to the player as they progress through the gameplay, as well. The "PAUSE MENU" button will return to the Pause Menu.

Win Screen



First Version



Final Version

The Win Screen is accessed after the player successfully finishes both levels. Players can go to the Credits Screen by pressing the "CREDITS" button.

Game Over Screen



First Version



Final Version

The Game Over screen is accessed after the player loses all of Spookster's health and lives. Players can return to the Game Start Screen by pressing the "START" button.

Credits Screen



Final Version

The Credits Screen can be accessed from the Game Start Screen or the Win Screen, and it showcases our team division and music and sound effects sources. Players can return to the Game Start Screen by pressing the “START” button.

Controls



Controls Menu

Player Controls:

- Arrow controls move left, right, and jump
- Spacebar for jump
- Z-key for attack--*Spookster's "Ghost Punch"*
- P-key to pause and open the Pause Menu.

Cheat codes:

- "Number 1" to go to Level 1.
- "Number 2" to go to Level 2.
- "Number 3" to go to the Win Screen.
- "Number 4" to go to the Game Over Screen.
- "Esc" to quit the game.

Sound and Music Guidelines

The music and sound effects will have a cutesy, Halloween style to be light and fun, while also maintaining the spooky theme. All sounds and music will be free use.

Sound Effects

Player Character - Spookster:

- Spookster dialogue pop up in game - 334049__littlerainyseasons__huh.mp3
- Spookster grunt (in cutscene 1 also) - 415345__prucanada__hmpf.wav
- Spookster hurt - 101203__robinhood76__01688-spirit-groan.wav
- Spookster jumping - 396196__plasterbrain__cute-anime-jump1.mp3
- Spookster laugh (in cutscene 2) - 19260__martian__cute-giggles.wav
- Spookster pass through walls sound (also in cutscene 2) - 61814__tim-kahn__modular-love-16.aiff
- Spookster respawning - 178346__andromadax24__s-teleport-04.wav
- Spookster yay (in cutscene 2) - 428156__higgs01__yay.wav

Non-Playable Character - The Tourist Braden:

- Tourist gasping (also in cutscene 1) - 149111__klankbeeld__deep-breath-in-male-01.wav
- Tourist laughing (in cutscene 2) - 257924__erikschenkel__laughing-man-5.wav
- Tourist running (in cutscene 1) - 125428__jspath1__running-footsteps.wav

Enemies - the Werewolves:

- Werewolf Attack - 325474__n-audioman__beagle-bark-howl-exterior-09_loudest.mp3
- Werewolf Death - 128135__be-steele__boris-short-moan-2.aiff

Hazards - Faulty Fans:

- Fan sound - 208525__ownederd__fan-loop.ogg

Other:

- Checkpoint activated - 55853__sergenious__teleport.wav
- Door creak - 24250__tim-kahn__cupboard-creak-9_01.mp3
- Doorbell - 2539__eliasheuninck__bel1.mp3
- Extra Life pickup - 71147__holyghostparty__ta-daaaa.aiff
- Pumpkin (regular) pickup - 146727__leszek-szary__energy.wav
- Pumpkin (heart) pickup - 266746__n-audioman__powerup5.wav
- Spirit Orb pickup - 43006__noisecollector__evp.wav

Music

Sneaky Snitch by Kevin MacLeod

https://freemusicarchive.org/music/Loyalty_Freak_Music/WITCHY_BATTY_SPOOKY_HALLOWEEN_IN_SEPTMBER_Love_song_by_a_ghost_duet

Skeleton Waltz Theme by Wolfgang (OpenGameArt.org)