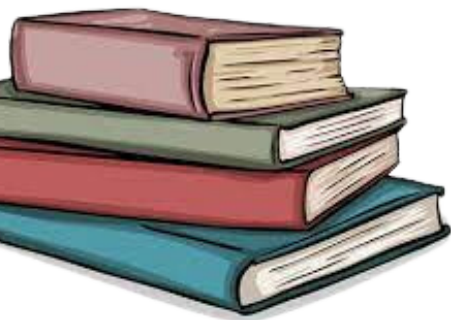




GHOST TRAIN

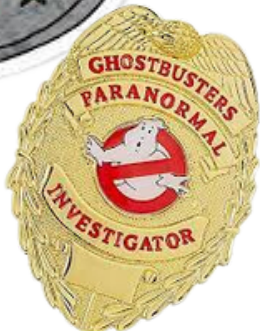




PARAPSYCHOLOGIST

,per-ə-(,)sī-'kă-lə-jist NOUN

A FIELD OF STUDY CONCERNED WITH THE INVESTIGATION OF EVIDENCE FOR PARANORMAL PSYCHOLOGICAL PHENOMENA (SUCH AS TELEPATHY, CLAIRVOYANCE, AND PSYCHOKINESIS)



name: ????

age: 8

occupation: junior parapsychologist-
in-training

wish: to see a ghost

NEW EDITION OF
BOO! WEEKLY

LIL PROTOTYPE RENDER



SYNOPSIS

The game follows an 8-year old budding parapsychologist who discovers they can see ghosts during a long train ride!

They progress through the train by being kind to the ghosts and developing relationships with them. As they get to know more about the ghosts, they realize something is different about this particular train ride...

EMBEDDED NARRATIVE

The child falls asleep on the train with their guardian.

- On waking up you find the new edition of BOO! Weekly and their subscriber gift meant to help build any budding parapsychologist's kit!
- The gift is a pair of glasses that lets you see ghosts!
- You get up and explore the train: To pass the time you help the ghosts by listening to them and bringing them things of emotional significance from around the train.
- As the story continues and you meet more ghosts, you realize they all died the same day... and they don't answer when you ask them about their death and all the clocks and newspaper and everything is frozen to that day
- At the last cart, you find your guardian and there is a realization that the day of the ghost death is the same day you got on the train.... And the goggles never worked....

The train stops and arrives in the afterlife and they all get off together :)

CORE QUEST

Shortly after waking and realizing they can now see ghosts, the child wonders where their guardian is. They gain the main "Find Guardian" quest which will be their overall motivation to keep going through the train cars.

“ _____
Have you seen my
guardian?
_____ ”

the child will have dialogue options to ask the ghosts about their parents but they will only be ignored or directed to the next train car

GHOST STORIES

Each ghost that the child will interact with will have their own little story :)

Each cart has a main challenge needed to unlock the next train car but ghosts will also have [mini side quests] individual emotional challenges for you to help them with

This may unlock optional areas / rewards which would appeal to completionist players who want the option to be further invested in the narrative

DANNY

YOUNG GHOST CHILD

Missing: his favorite stuffed animal, made with love by grandma <3



TONE

empathy / warmth

lightheartedness / silliness

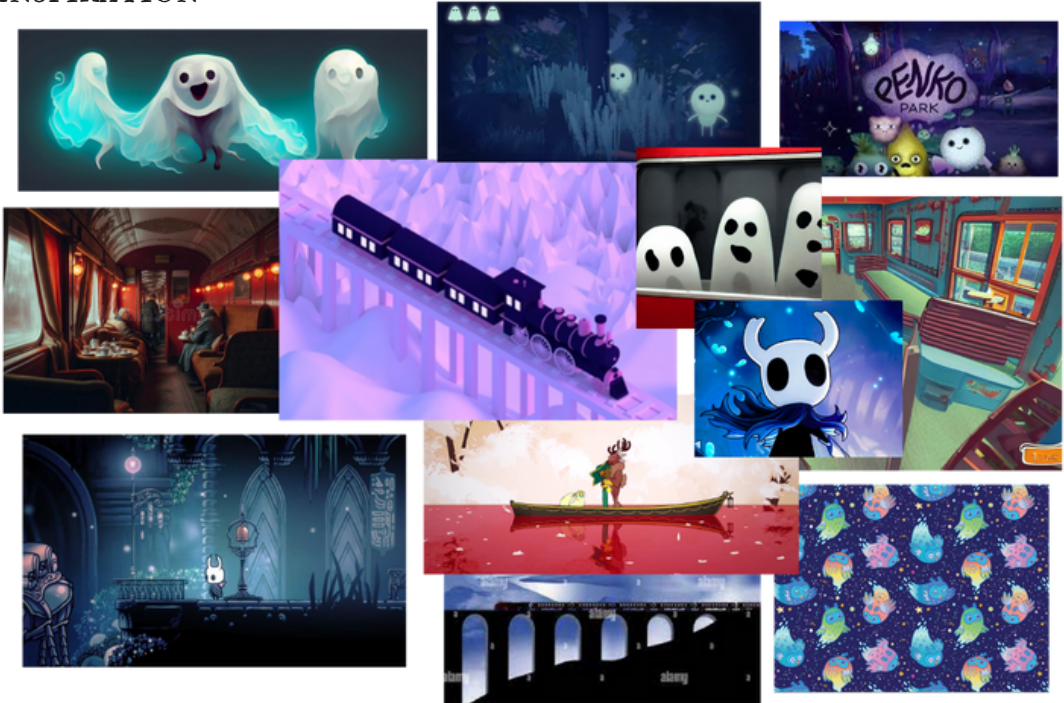
surprise / mystery

MUSIC



MOOD BOARD

INSPIRATION



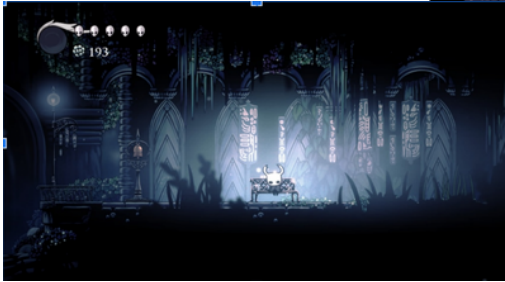
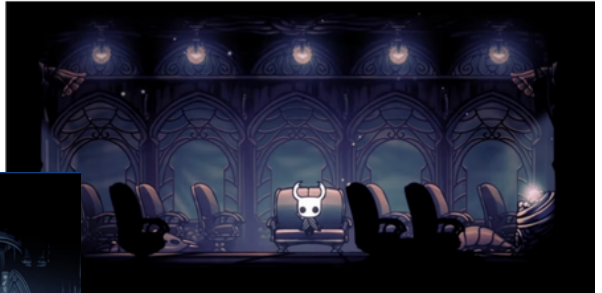
IMAGES WE RENDERED



THE SETTING

A LONG TRAIN RIDE

OUTSIDE THE
TRAIN



Tone Reference:
Hollow Knight



Vintage, red tones

INSIDE THE
TRAIN

GAME PLAY

TALK TO GHOSTS

1. learn their story and who they are (fellowship, narrative)
2. build your friendship with the ghost by answering them in a friendly way that shows you are listening (fellowship, narrative)
3. give ghosts hugs and gifts found hidden around the train (discovery)

EMOTIONAL STAMINA

Used to talk to ghosts. Refills by visiting self-care cars [spa or billiards/game lounge]

WALKING ELEMENT

Train exploration, moving between cars

PUZZLES

Unlock new train car areas with puzzles of some sort

INVENTORY / ITEM USAGE

Give items to ghost or interact with them in different ways based on items you pick up

KEY CHALLENGES

DESIGN

Key challenges with design mainly revolve around the structure of the story. Since we are hoping to move in the direction of a murder mystery, it is important that all our characters have solid motivations and interesting back stories. They also have to be revealed to the character in a reasonable way no matter what actions the character takes. This requires a complicated web of dialogue options (if we choose to do a dialogue based game) or interactive elements. It's probably gonna be a lot more complicated than just writing a murder mystery story.

KEY CHALLENGES

TECH

Tech challenges involve setting up a dialogue system, puzzles, or other interactive elements. Basically just using unity. Our group is pretty well situated to tackle these challenges but they will be challenges nonetheless!

ART

We are hoping our game is going to be 3d, in which case designing and sourcing the character models will be a significant source of challenge. Additionally we are planning to make our own music which will be quite challenging. And similarly to the other categories, finding art and characters that fits the entirety of the narrative tree will be a daunting task.

TARGET AUDIENCE

WE ARE LOOKING FOR PEOPLE

WHO

enjoy humorous and heart-warming stories!

Want a sense of discovery and an exciting
narrative with relaxing gameplay!

want to interact with cute ghosts!

POTENTIAL FONTS

Baskerville

Regular | *Italic* | **Bold** | **Black**

The five boxing wizards jump quickly.

CINZEL

AMATIC SC

Handlee

IM FELL GREAT PRIMER SC

LOREM IPSUM IS SIMPLY DUMMY TEXT.