One-page game design document

Game Identity / Mantra:

Night Terrors: Ghost Guardian is a challenging platformer that immerses players in a moody, black and white dream world, where they take on the role of a friendly ghost who battles monsters and protects the dreams of children.

Design Pillars:

Spooky, Calm, For all age groups, (Moody)

Genre/Story/Mechanics Summary:

A platformer game that follows the journey of a friendly ghost armed with the ability to shoot white flames. The game is set in a dream world where the Ghostly Guardian must navigate through treacherous terrain and battle monsters to protect the dreams of children. The game features dynamic lightning and various mechanics, including double jump, dash, and moving platforms to keep the gameplay fresh and engaging. The Ghostly Guardian's ultimate goal is to defeat the Grim Reaper and restore peace to the dream world.

Features:

A game featuring a ghost armed with white flames. With double jump, dash, moving platforms, and dynamic lightning, players will navigate through a dream world while battling monsters and protecting children's dreams.

Interface:

The player uses a keyboard or controller to control the friendly ghost.
The game features movement and attack mechanics, such as double jump, dash, and shooting flames to defeat monsters and progress through levels in a dream world with moving platforms and dynamic lighting.

Art Style:

The game's art style is pixel art with a black and white color scheme, inspired by games like Limbo, Celeste, and Hollow Knight. The pixel art will feature detailed environments, monsters, and animations to create a moody and atmospheric dream world. The dynamic lighting will enhance the game's visual style, using light and shadows to create an immersive experience.

Music/Sound:

The game's sound design aims to create a moody and immersive experience that fits the game's black and white pixel art aesthetic, with ambient soundscapes and atmospheric music to invoke feelings of tension, suspense, and mystery. Sound effects enhance the game's mechanics, such as the monsters being defeated. We tried to make sounds similar to "Celeste," "Limbo," "Hollow Knight," and "Undertale."