

# Ghosthunter

## **Platform:**

Mobile phone with Android OS, camera, compass, gyroscope and GPS

## **Target Group:**

10-30 years old urban people

## **Genre:**

Action / Adventure / MMO combining real life elements / ARG (Alternate reality game)

## **Pitch:**

You hunt ghosts and spirits in real-life locations with your mobile phone.

## **Objective: What you do? The Goal?**

Your objective is to hunt and catch ghosts. Your goal is to hunt as many ghost as you can because you get credits and experience by catching them. You also follow the plot, get experience, get more levels, equipments, and new ghosts and fight with other players.

## **Mechanics:**

First you create a avatar that represents you in the game.

You have a 2D map in the game similar to google maps that show the ghosts as dots in the map. When you get close to ghost you enter into a camera mode where you can start to fight with the ghost. Before you can fight with the ghost you have to find it by using your camera. The ghost appears somewhere in the camera and you have to get it's attention. When you get it's attention you start to hit the ghost by waving your mobile phone. You can also defend the attacks that ghost make to you. When you catch a ghost you get it's soul that you can sell and you get money that you can use to buy more equipments.

## **Synopsis:**

Back story tells how you are part of a selected group who are assigned to capture ghosts. You are chosen because you are exceptionally sensitive to spirits and supernatural and that why you can sense and interact with them. Your assignment is to banish the spirits from this plane. You have also personal quest where you find out what happened to your grandmother who you have been seeing lately as a ghost in your dreams.

## **Challenge**

The challenge is to catch ghosts. They are hard to capture, and will attack to you. You can lose your vitality temporarily if the ghost will stun you. The player vs player will also bring another dimension to the challenge.

## **Variation**

Each level bring new ghost or ghosts which everyone has some new features. Ghosts get harder to catch you get new equipments which help you to capture ghosts. At the end of each level there is a boss which have some special features and will advance the plot.

## **Look & Feel:**

Simple, clear, cartoon-like. Funny but still little bit scary. References are Team Fortress 2, Ghostbusters, Constantine. Graphic should be 2D.

The ghosts are easily distinguishable from each other.

The map view is easy to understand like any map but with grim/ spooky look.

The GUI, character avatar and equipment follow the same guidelines.

## **Unique Selling points:**

Game is designed to be casual game. It combines elements from Foursquare, Shadow Cities, Heia Heia and Sports Tracker.

Shadow Cities have been shut down se there are really no major competitors in this genre.

## **Features**

- 30 levels
- 30 different ghosts
- different ways of catching a ghosts
- achievements
- 30 equipments
- Hunting ghosts with GPS
- Intriguing plot
- Play with friends
- Play against friends