This is a reference and guide document for Ghosthunter programmers and graphic designers. This document will change often and you can recommend changes to certain things or request additional information.

Latest version is 29.9.2013_1

VISUAL STYLE OF THE GHOSTS AND MAP:
-Grim, cartoon-like, camp (see the reference pictures in trello)
-Colors: blue, green, grey, maroon, toned down, muted shades. but still not too dark.
-No legs for the ghosts, that they blend in better to the environment. Or the legs should to be vague.
-Ghosts are spirits of the dead people. So they are human-like but maybe some might have unclear features. i.e. The spirit is starting to lose it's basic human form.
-Let's make the ghosts as really distinctive characters. Like one could be viking, other victorian age gentleman. early 20th century small girl. Guy with a dress coat and a a noose around the neck. A lady from Baroque era with large white wig.
-For the menu and GUI I have couple of ideas. One is that it could be something like a detective film look. Paper, pens, coffee stains etc.
Second is minimal, minimalistic, but "spooky" texts. Third one could be something that look like ghostbusters gadget, but still visually light.

MECHANICS:

-You can fight only against one opponent at the time.
-The ghosts have that much distance between them that they won't overlap.

CAMERA-MODE:
-The mobile phone is held in portrait orientation.
-You get to the camera mode by pressing "Camera"-button in lower screen in the MAP-mode.
-You have a "Map"-button in lower right corner in camera mode where you can go back to map mode.
-You can see the surroundings of your environment by moving your camera.
-You have to spot the ghost before you can attack to it.
- Ghost is smaller if it's further away and bigger when it get's closer. There are a minimum distance where ghost can be related to you.
- At the moment it might be best if the ghost appear only in horizontal plane (not in vertical). (Meaning that ghost cannot appear above or under you.)

FIGHT:
-You have vitality and mana. You use your mana to attack and to defend yourself. You will need small amount of mana to attack and defend yourself.
-At the start you have 100 mana and 100 vitality. Each attack takes 5 mana point. Each defend move takes 5 mana points.

-There are bars for both vitality and mana. They are located in top. Vitality at the top and then mana. Vitality is colored red and mana yellow/ochre and emerald green.

-When you see the ghost through your phone you double tap it to get its attention.
-Then you are in the fight.
-Your goal is to make enough damage to ghost to get its soul.
-You attack the ghost by hitting it physically with your mobile phone. The hit is like you would hit a fly with a swatter.
-If you hit a ghost there will be feedback in ghost graphic. Your mobile phone will vibrate and there is sound effect.
-If you miss there will be a sound effect that indicated that you missed the attack.
-When you make enough damage to ghost it will disappear and you will get it soul.

-The ghost can attack to you.
-You defend the attack by making a swipe gesture between two dots showed in the screen. The dots can change places. You have certain time window in which you have to do the gesture. (Or alternatively, you wave your mobile phone sideways to block the attack. This is something we have to test in practise.)
-If you fail to do block the ghost attack you will lose 40 of your mana. There is a vibration, sound effect and visual flash feedback when you are hit.

-When you lose battle you will lose some of your vitality. You lose battle when your mana goes to zero.
.Mana will generate back in matter of 5-30sec and it will generate all the time, expect when the ghosts hit get through. then there is 3sec cooling period.
-It takes time to generate vitality back to full(1-4 hours)

-When the vitality reaches 0 you are stunned. You will lose some equipments and 1 soul.
-If your vitality goes to zero you will get even more extreme feedback. (the vibration and sound effects are more powerful.)

-If you go back to map mode while under attack you will have same 30sec to go back to fight or you will lose the battle.
-If you go back to map mode while in camera mode but have not yet found the ghost there is a change that the ghost will still attack you as descriped in MAP section.

-You can't escape from the fight by just running from the location. If you are engaged in fight (you have tapped the ghost) you have to finish what you started.

MAP:
-You see the map as in google maps
-You can zoom in- zoom out. But cannot move your location from your point.
-No street names
-Ghosts are presented as glowing dots and their sphere of influence is showed.
-You have "Camera" button in lower right corner. You can enter to camera mode

when you are in the ghost area of influence. At another time the camera button is grey and can't be used.

- If you enter in the area inhabited by the ghost. and wether the software is active or not you get vibration and notification about the present spirit.
- You can enter to the camera mode and find try to find the ghost.
- If you do not react to notification there is a change that ghost will notice you and will attack you. (Let's make it 30% chance for now.)
- You have a time window of 20sec to go to camera mode and fight with the ghost.
- If you don't the ghost deal same amount of damage as if you would have lost a normal battle.