

Working Title: Scare-O-Rama

Game Identity / Mantra:

A satirical 3d isometric reversed-horror game, about a skeleton trying to scare people.

Design Pillars:

Isometric. Light-hearted, Satirical, Low-Poly Reversed Horror.

Genre/Story/Mechanics Summary:

Scaring teenagers throughout the different eras.

Speech bubbles to say when victims are not scared.

Costumes - Different costumes scare different people

A **no-scare defense enabled** mechanic

A **scare lowered defense** mechanic

Wardrobe/Cabinet

Killing mechanic

Health Progress Bar

Death Mechanic

Victims are teenagers from different eras 1930's - 1950's, 1970's - 1980's, 1990's onwards

Castle Map (1930's - 1950's)

Campsite by Lake Map (1970's - 1980's)

Shopping Centre/ Mall Map (1990's onwards)

Vision Mechanic - Teens have a torch as the vision cone.

Light damages you.

3 - 5 Types of Teenagers (Time Appropriate)

3 - 5 Type of Costumes (Time Appropriate)

Per level 2 costumes + 1 silly costume

Features:

You play as a skeleton that has to first scare and then kill your victims. But after the first attempt they will no longer be afraid of you. So in-order for you to keep killing them you must find costumes to reinvent yourself.

Interface:

WASD to move

E to interact

Spacebar as scare

LMB to kill

Esc for menu

Art Style:

Cartoonish, low poly, dark & gritty.

Music/Sound:

- ▶ The Addams Family intro cartoon theme song HD 720p
- ▶ The Trap Door Opening Theme
- ▶ All Zombies Must Die! (classic) part 1 Complete playthrough No commentary 60fp...