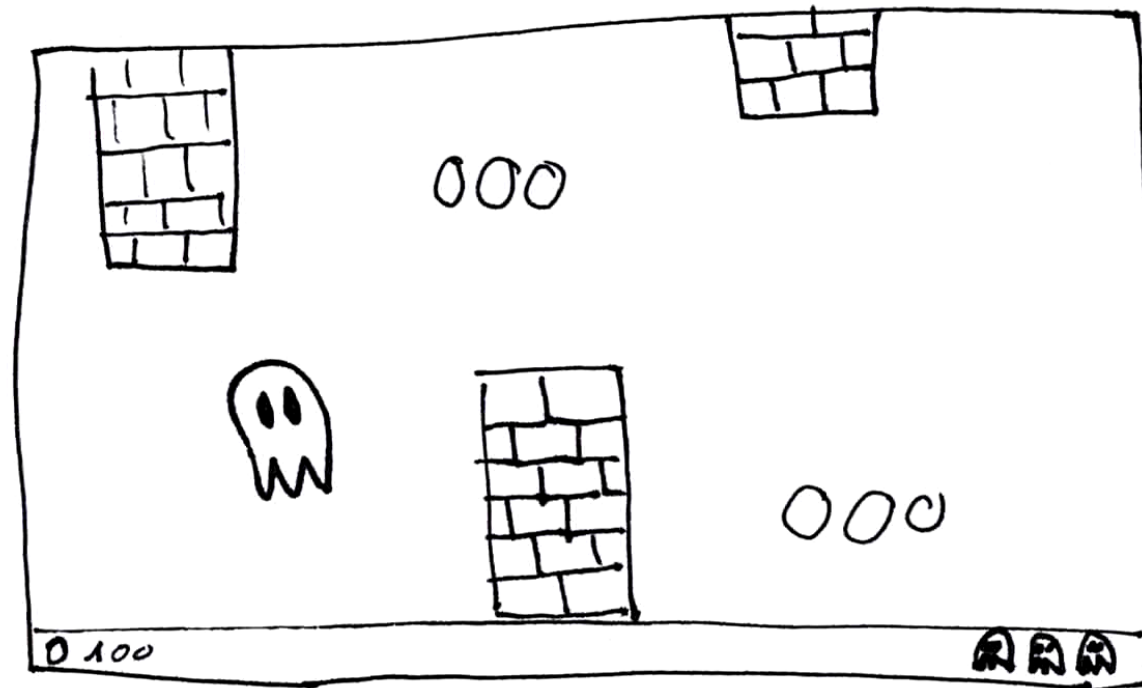


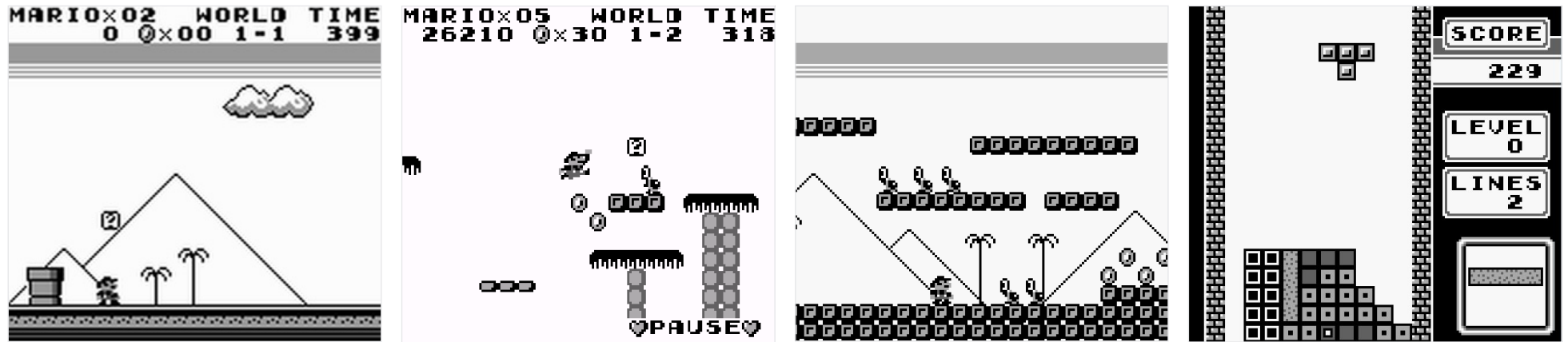
# GHOST RUN

## FIRST SKETCH

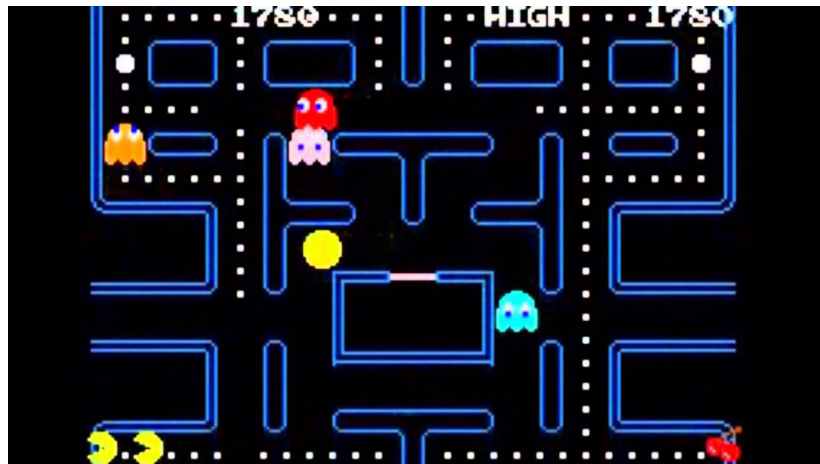


First spontaneous sketch of the idea.

# INSPIRATION



©Nintendo



©Bandai Namco Entertainment



©picture-alliance/dpa/A. Warnecke

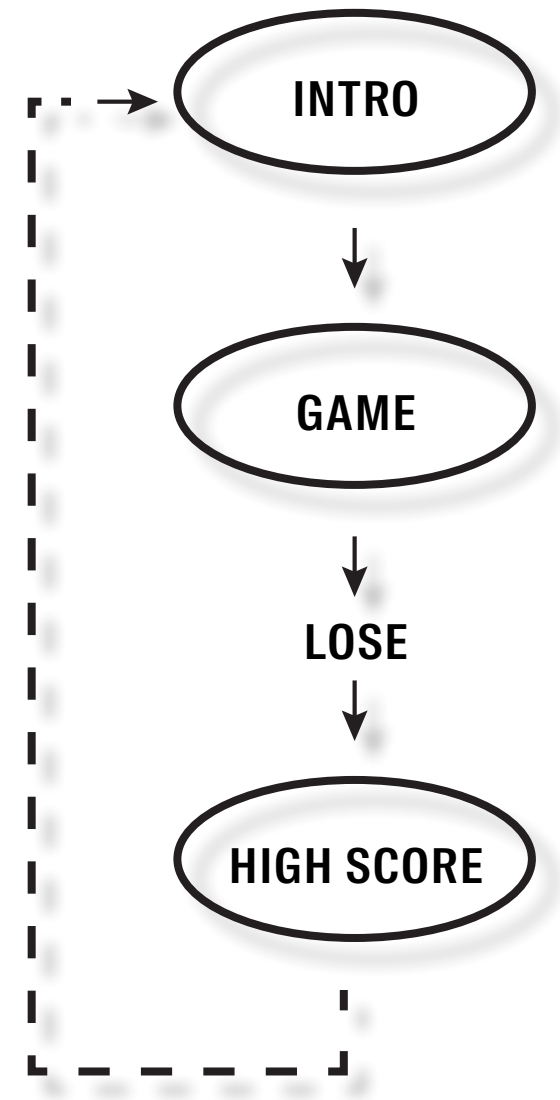
My game should have the look and feel of the 80s games of my childhood.

# CONCEPT

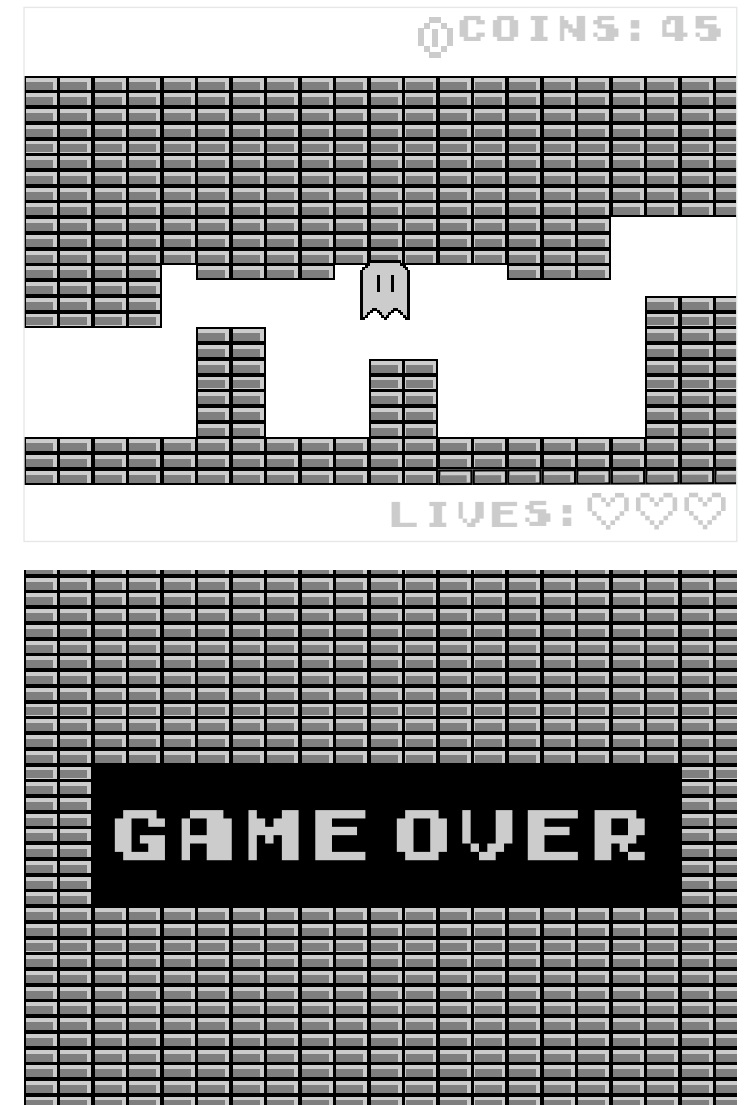
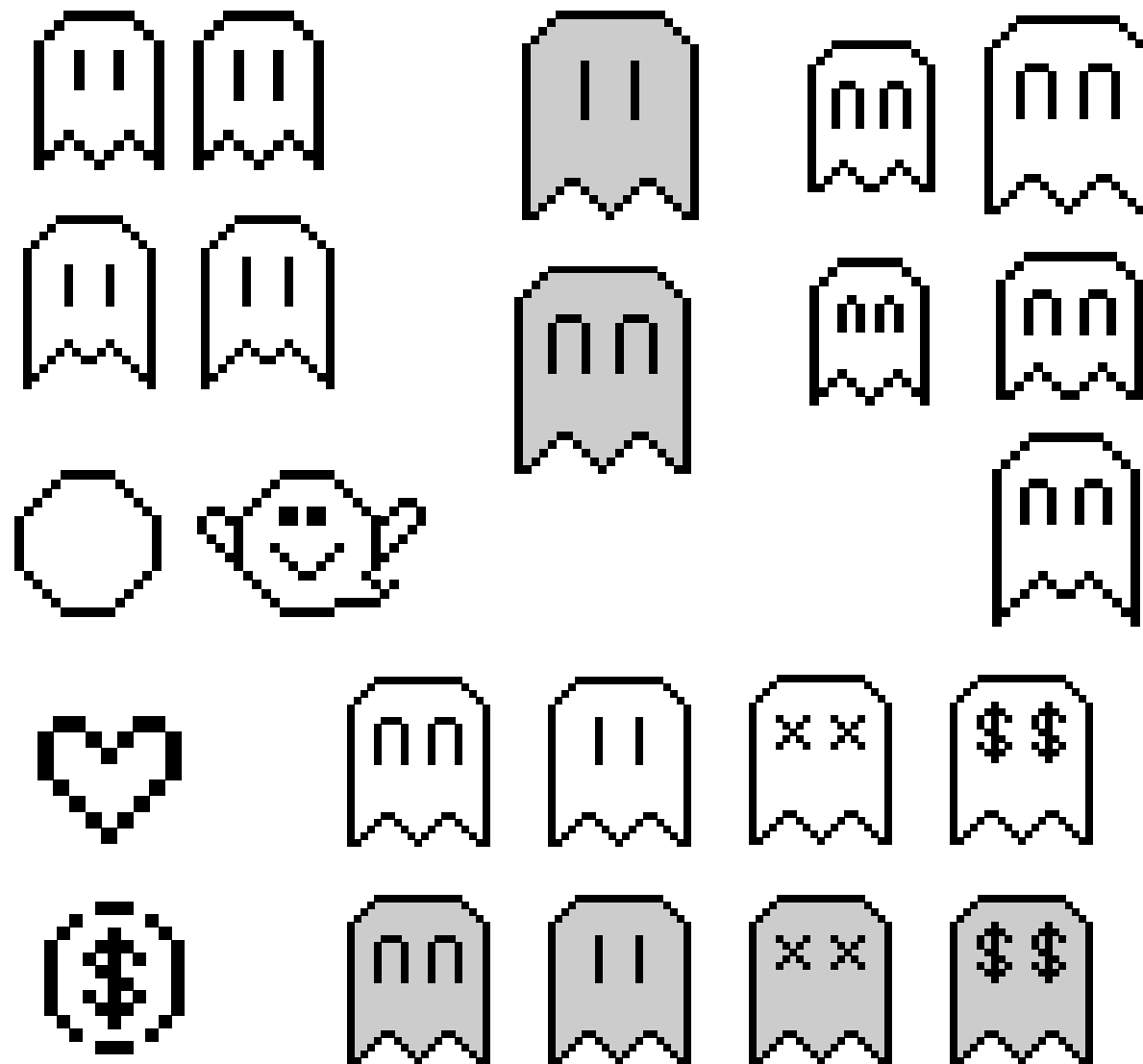
My game is based on the principle of the game Flappy Bird. As a jump start we got a first template, with the most important basic functions.

The player uses the space key to keep the ghost in the air, but the ghost must avoid the walls. If the ghost hits a wall, a life is taken. A function prevents too many lives from being taken at once if there is a situation that is impossible to pass. The game should become more difficult over time.

The goal of the game is to stay alive as long as possible and collect as many coins as possible. At the end of the game it shows your current score and the highscore.

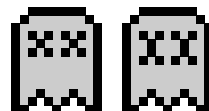
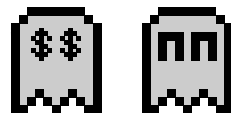
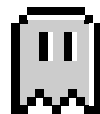
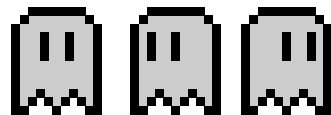
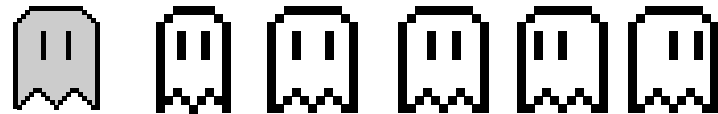


## FIRST DRAFTS OF THE CHARACTER

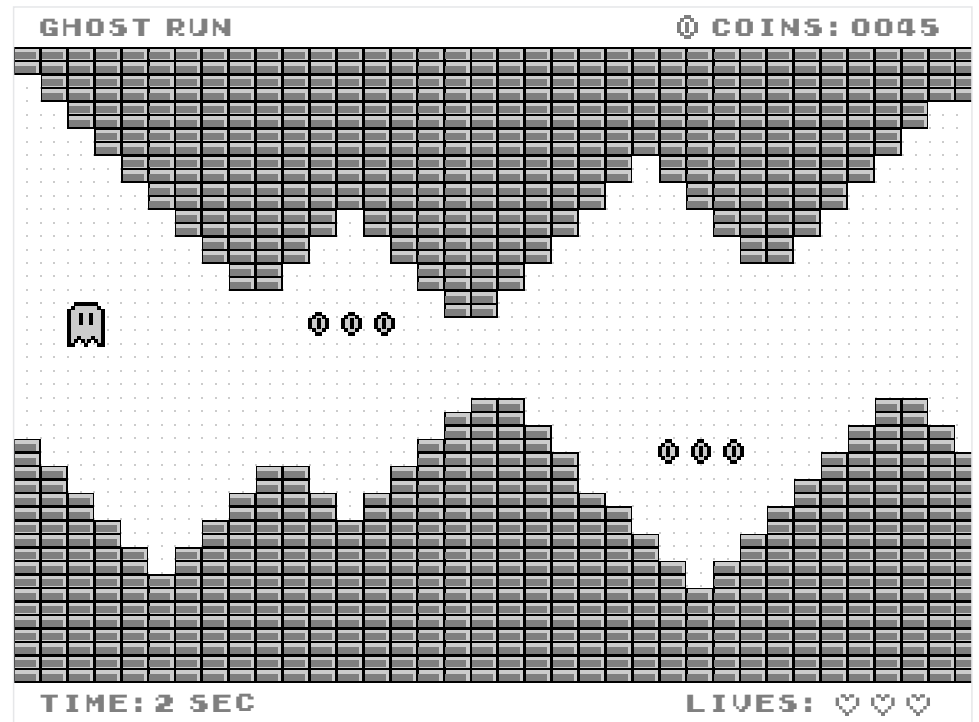


In Illustrator I made first character drawings and game interface designs.

## FURTHER DEVELOPMENT OF THE CHARACTER AND INTERFACE



Different character ideas for different uses in the game.



How the game would have looked ideal.  
This version was too advanced for me to randomly regenerate the wall

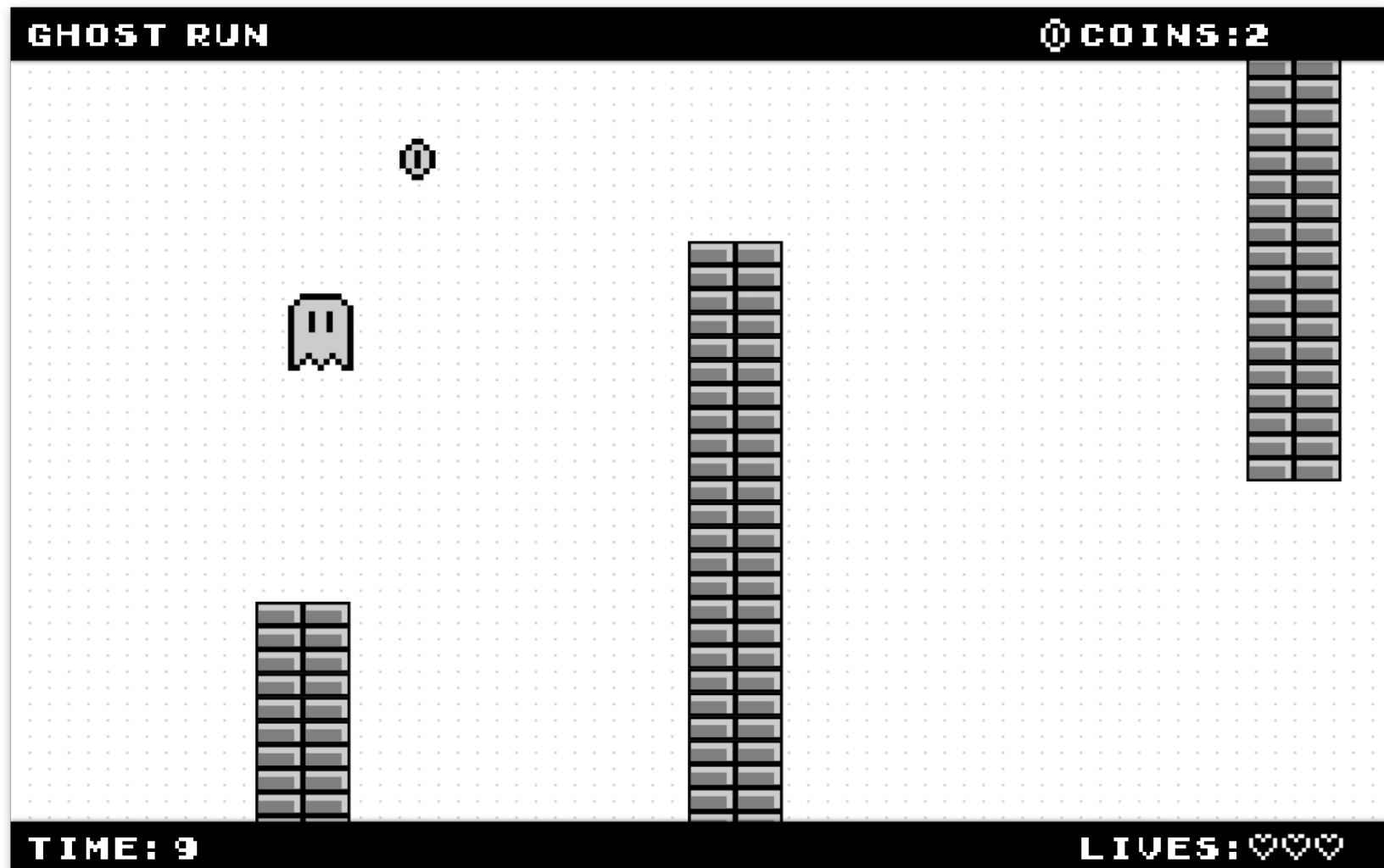


## FINAL VERSION – START SCREEN



The start screen with a clickable button and instructions for playing.

## FINAL VERSION – GAME SCREEN



Game screen with time counter, coins score and three lives. The ghost can collect coins and is controlled with the space key. When the ghost touches a wall, a life is taken and the screen flashes briefly. When the ghost is off the board or there are no lives left, the game is over.



## FINAL VERSION – GAME OVER SCREEN



The Game Over screen with current time and coin score and high score.  
With the key 'R' the game can be restarted, with 'Q' the game ends.

## USED FONT & SOUND

A B C D E F G H I J K L M  
N O P Q R S T U V W X Y Z  
0 1 2 3 4 5 6 7 8 9

EARLY GAMEBOY – JIMMY CAMPBELL – DAFONT.COM

### BACKGROUND MUSIC:

Vintage Electro pop loop

(Original track by Frankum, Frankumjay sound)

<https://freesound.org/people/frankum/sounds/384468/>

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### SOUND EFFECTS:

<https://freesound.org/people/MATTIX/sounds/402067/>

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<https://freesound.org/people/Greenhourglass/sounds/159377/>

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## STILL TO DO

If I had more time and knew more, I would increase the difficulty of the game over time. That means generating more walls and maybe increasing the speed. In a next step the environment could also change.

## CONCLUSION

I am happy and proud that I have achieved my most important goals in the end. That would be the look and feel of the visual, a clickable button, time and coin counter, lives and the highscore.

Since I was unfortunately ill with part of the theory, I had to learn and program a lot myself. In the end I got a little help, but most of it I did by myself. It was not easy for me to learn this, but it was fun and I can take a lot with me for my further studies. Even the impossible seems possible, such as learning to program yourself (at least a little). :)