Halloween Hunt GDD

Overview

Title
Halloween Hunt
Genre
Hidden Object/Puzzle
Art Style
Top-Down 2D, Pixel Art
Audience
Casual Cozy Gamers (12+)
Platforms
WebGL / PC

High Concept
A pixel art exploration game where players follow cryptic clues to dig for hidden items, balancing careful deduction against the risk of uncovering cursed artifacts.

Gameplay

Concept

A clue-driven exploration game where players search beautifully crafted 2D pixel art scenes for hidden items. Uncover all required items while preserving the natural beauty of the scene. Completing a location grants the player a unique hidden item that can appear in future games, while uncovering three cursed items results in failure.

Points Of Interest

A Point of Interest (POI) refers to any object in the scene that makes up the environment, excluding terrain such as grass or dirt. This includes large objects such as the Gatehouse and smaller ones such as Trees, rocks, and bushes.

POI Types

Unique POI

This refers to any object that appears once in an environment
The player can use these as a solid reference point when finding hidden items.
These are mainly used in the first part of a clue.

The **Gatehouse** is an example of a Unique POI, as there is only one in the graveyard environment.

Common POI

This refers to any object where there is more than one in an environment. Using a Common POI the player can deduce which POI the clue refers to using deduction. These are mainly used in the second part of a clue.

Rocks are an example of a common POI in the environment, as there is more than one in the graveyard environment.

Clues

Items the player must find are associated with a two-part clue. All clues are generated at the start of the game, after all items have been placed within the grid.

Clue Structure

Part 1: Directional Hint

The first part of the clue describes the item's direction relative to an initial Point of Interest (POI).

Format
The **[ItemName]** is **[CardinalDirection]** of the **[Primary POI]**.

Example
"The Wand is northwest of the Dragon Skull."

Part 2: Positional Hint

The second part of the clue provides a more precise location by describing the item's position relative to a secondary POI.

Format
[adjacentPosition] a **[Secondary POI]**.

Example
"Near a Rock."

Result
The Wand is northwest of the Dragon Skull.
Near a Rock.

Adjacency

Adjacency clues indicate the proximity of a hidden item to a Point of Interest (POI). There are four types of adjacency clues used in the game.

Adjacency Types

1. Next To
2. Near
3. Next to Nothing
4. Under a Patch of Grass

Next To
Refers to a location that is **directly adjacent** to a POI.

Near
The tile is **indirectly adjacent** to a POI.
The tile is close to the POI but not directly touching it.

Next To Nothing
Refers to a position that is adjacent to no Points of Interest.

Under a Patch of Grass
Refers to a location that meets two conditions:
- It is **neither directly nor indirectly adjacent** to any POI
- It is **covered by a grass tile**

This clue represents the most visually concealed type of location.

Hidden Objects

Treasure

Treasure refers to the items the player must find to win the game. When a game is won, the player will unlock a new treasure to feature in future games.

Cursed Objects

This refers to hidden items that contribute to a player's failure.

Story

Narrative

You are a wizard, and your sister is a witch who has taken your belongings and hidden them in the graveyard. You must now find these items using the clues she has provided. Find your belongings without digging up too much of the evil that resides there.

Setting

Set in a high fantasy world with idyllic environments that aim to tell stories. Magic is commonplace in this world.
- Spooky Graveyards with dragon bones and dark rituals.
- Dark Forests with twisting vines and hidden ruins

Aesthetics

Theme

<u>Witches and Wizards</u>
A safe cartoon style in idyllic fantasy settings. Gloomy graveyards with Magical beasts and goofy ghouls or Deep forests with twisting briars and cute woodland critters. In-game landmarks must fit into the environment and be unique.

Art

Style: Top-Down 2D, Pixel Art
Reference Resolution: 640x320
Color Pallette: <u>Lospec500</u>

#10121c	#2c1e31	#6b2643	#ac2847	#ec273f	#94493a
#de5d3a	#e98537	#f3a833	#4d3533	#6e4c30	#a26d3f
#ce9248	#dab163	#e8d282	#f7f3b7	#1e4044	#006554
#26854c	#5ab552	#9de64e	#008b8b	#62a477	#a6cb96
#d3eed3	#3e3b65	#3859b3	#3388de	#36c5f4	#6dead6
#5e5b8c	#8c78a5	#b0a7b8	#deceed	#9a4d76	#c878af
#cc99ff	#fa6e79	#ffa2ac	#ffd1d5	#f6e8e0	#ffffff

Technology

- Unity 6000.2.10.f1
- 2D Tilemap
- MS Visual Studio 2022
- Aseprite