

# Game Maker Game Design Form

<b>Team Name</b>	
GeekTeachers	
<b>Team Member Name(s)</b>	
Martyn and Sarah	
<b>Name of the Game</b>	
Ghost Splat!	
<b>Game Scenario</b>	
You have inherited a haunted house in a long lost relative's will. One night you go for a visit and encounter ghosts as you explore the rooms. The object is to make it to the attic to find the stash of money hidden there by your relative. You need to splat the ghosts with the mouse pointer and move up the floors in the house in order to reach the top floor. If you make it to the money, you'll receive a bonus score.	
<b>Game Objects</b>	
Ghost type 1 – moves slowly Ghost type 2 – moves faster Ghost type 3 – move very fast Walls	Attic door Money in old suitcase Music Sound effects
<b>Game Control</b>	
The only control device is the mouse and its buttons.	
<b>Music and Sounds</b>	
Splash and High Score screen music and main game music.	
<b>Background Images</b>	
Splash and High Score background images and main game background image.	
<b>Game Flow and Levels</b>	
After the splash screen there are three floors or levels of difficulty. To move to the next room all the ghosts need to be splatted before the time runs out. On each floor the number of ghosts increases making it more difficult to progress. At the end of the game a fast moving 'Boss' ghost needs to be splatted to open the attic door and reveal the suitcase with the money. If you find the money, click on it to gain a bonus score. A high score table and a Game Over screen with a RESTART button are displayed at the end of the game.	
<b>Extension Challenges</b>	
To collect other valuable items which add to the score. To add an extra 'boss' ghost which needs to be hit four times to splat it	