

## PROTOTYPE RULES

### Human AI solution:

1. The human will unpack the luggage. Randomly generate unloading place 1 to 4 on furniture where the human is going to put stuff (red token) on it. (no original red tokens)  
So when the game starts, if ghost players don't do anything, the human will automatically go back and forth between luggage (at front door) and the unloading place (one at a time).
2. When the red token (the human's stuff) is pushed off the furniture, the human is going to move towards it to pick it up.

### Timeline:

1. The human moves 2 grids per 5 mins, ghosts move 1 grid per 5 mins. (Simulating digital game real-time game experience)
2. The human moves 2 grids each turn, ghosts move 1 grid each turn.

### Objective

Win condition:

1. Permanently drive humans out of the room within a certain mental state range.
2. If the human is not scared enough, they will return to the room again.

Lose condition:

1. The human is scared too much, they start destroying furniture units, ghost players fail when all furniture is destroyed.
2. The human finishes putting all his/her stuff on the furniture. (?)

### Ghost:

1. All ghost players will start at ghost spawn points on one of the furniture of the room.
2. All furniture count as 1 grid move when a ghost player is crossing it, unless multiple ghost players are on the same furniture or ghost player is trying to move onto a certain unit of the furniture to activate the chain reaction. Red token put by the human will disable the grid next to it for ghost players to exit the furniture.
3. Ghost cannot move to a part of the grid if humans are on it.
4. Red tokens represent the furniture parts that can be used to scare the human, but it needs ghost players to cooperate to activate.
5. Green tokens represent the normal furniture parts, that can be activated by all ghost players alone, but a single green part cannot be activated to scare the human.
6. Ghost players can stand on the green tokens with the same number on it from different furniture to activate a chain reaction between different furnitures, but each furniture can only be activated to be a part of the chain reaction once (per room?)

### Human move:

1. The human will start at the entrance of the room.

2. The human will move two grids forward the same direction as entrance once he is in the room.
3. Humans cannot move to a unit on the grid if a ghost is in it, they pause/go opposite
4. When the human's path is blocked, roll dice to decide left or right (1/3/5 left, 2/4/6 right).
5. Move will be paused and the human will look at the furniture if the green furniture part is activated right next to the human, pause will last for 2 turns.
6. The human will change moving direction towards the noise that ghost's position if the activated green furniture is not right next to him.
7. The human's mental state has a range of 10, each time the human gets scared by the ghost players, the mental state will increase one. If the human is driven out of the room with a mental state lower than 4, the human will come back again with a 0 mental state. If the human is not driven out of the room while the mental state is higher than 5, the human moves 2 units per turn and will start moving furniture within their range every other turn. When the mental state of the human is higher than 8, they start destroying 1 furniture unit per turn .
8. The human will run away from a spook if they are within one adjacent or diagonal square. The human will run at twice the current speed (if at normal  $2 \times 2 = 4$  | if at mentally high  $2 \times 3 = 6$ ).

Human nerves cooldown:

- The human's nerves can cooldown if they are not spooked that turn.
- Otherwise they stack on top of the nerves already gained.

### **Furniture:**

1. The level will contain two different scales of grid.
  - Floor level grid: all furniture will count as one grid for ghost players.
  - Furniture level grid: when ghost players enter the furniture and try to stand on a green token with a certain number on it, or multiple ghost players are standing on the same furniture, the furniture will count as multiple grid units depending on the drawn size

Green units:

1. Green tokens represent the unit of furniture itself, each of them marked by a random "possession" number.
2. All green tokens can be activated by ghost player to create distraction, the distraction created right next to the human will pause their movement for two turns (10 mins in digital game), if the distraction is created away from the human, it will only change the human's moving direction.
3. Different furniture will have green units marked by the same number "possession" number, ghost players can step on the tokens marked with same number to activate a chain reaction to scare humans, and that will increase the human's mental state by 2.  
(4 ? When the human's mental state is higher than 5, the green tokens will be pushed to move around by the human as a whole furniture. When the human's mental state is higher than 8, the green token will be destroyed by the human on a furniture level grid)

### Red units:

1. Red tokens represent the decorations or appliance (glasses, vase, lamp, etc.) not original to the room, placed in the room by hotel staff, so ghost players cannot stand on a red token (cannot haunt/possess it).
2. Red tokens can be flipped onto the floor to scare humans, but require ghost players to stand on a piece of furniture together to squeeze it off the furniture.
3. When a red token falls on the ground on a grid point next to the human, it will scare the human, move them by 1 away from the source of the scare and increase the mental state by 1.

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- What does it mean for multiple ghosts to possess a single piece of furniture?
  - Causes a bigger scare
- How does the Nerves Meter cooldown work?

### Types of Scares:

1. Moving an object that a human has placed
  - a. NM 1 - 4: if adjacent, human moves to the object and replaces it +  $(NM + 1)$
  - b. NM 5 - 8: if adjacent, human moves away from the object +  $(NM + 1)$
  - c. NM 8+: if adjacent, human moves toward furniture and destroys it +  $(NM + 1)$
2. Furniture spook
  - a. NM 1 - 4: if adjacent, human pauses for an amount of time  $(NM + 1)$
  - b. NM 5 - 8: if adjacent, moves away from the furniture +  $(NM + 1)$
  - c. NM 8+: if adjacent, human moves toward furniture and destroys it +  $(NM + 1)$

### Things not in the prototype

- Furniture cooldown
- Human proximity meter -- how close do they have to be to register a scare

### Human nerves:

The human will gain a nerve per ghost creating that spook (exception: red object spooks are always one nerve).

If the human has not been scared this round their nerve meter lowers by one.

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