

HORROR

DASH



Guess we could start off with what or a dash is

This is a game that is heavily inspired from Old School past timer games such as dine and one of those pointing clicks but this one has somewhat of a little twist. Where instead of your wage and job is the line your life is on the line.

The development challenges of this game will probably be the coding dealing with time and hit boxes and calculating points mostly. Such as when a player serve the right customer, they receive game points and making sure that stays working and making sure that there is a backup such as a debug in case it fails.

Also the next issue would be multiplayer such as two player co-op which would be somewhat of a first for a dine-and-dash game such as this which of something could really be interesting and cool to happen but I see that could be many difficulties in that.

With this game I want to attract nostalgic people of the dine and – games but also attract horror fans who are into popular horror icons such as Michael Myers, Ghostface, Jason Voorhees, and etcetera. With this I won't just be attracting one audience I'll be attracting two audience which is double the players size that will play this game. People who are horror fans and people who are nostalgic of the old-time dine and dash.

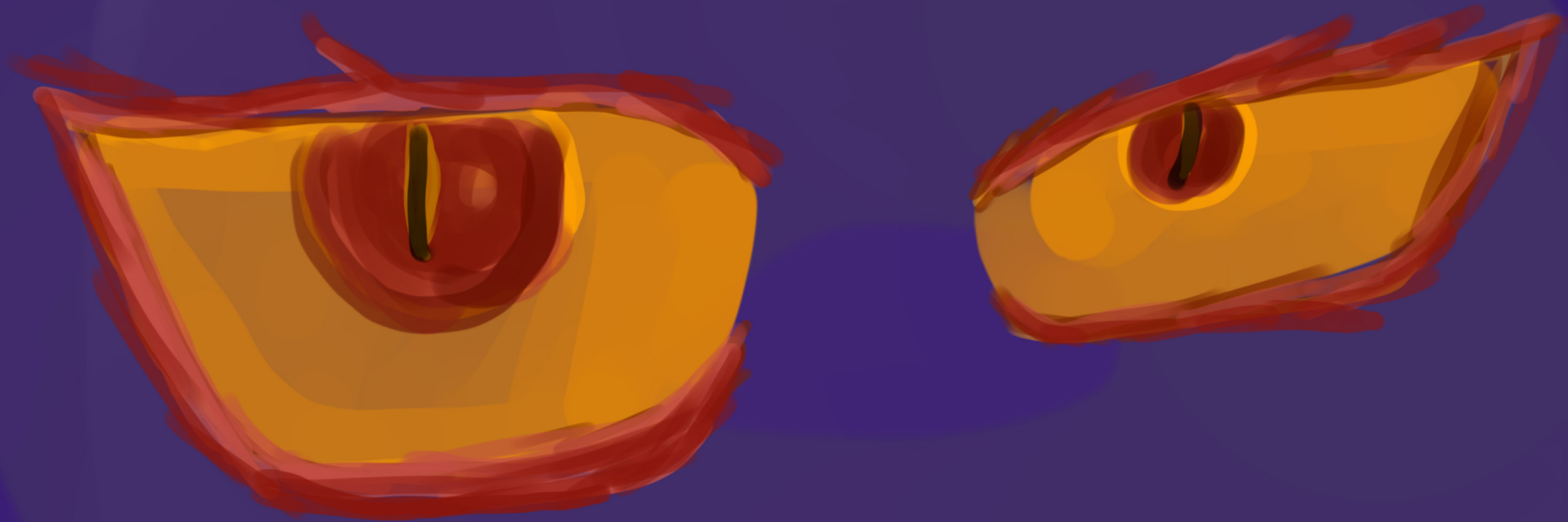
The story take place where you the player were just minding your business partying at a Midnight Club out of nowhere a void looking hole abrupt out of nowhere with eyes of glowing fury speaks “yes.. these will do nicely..” then out of nowhere tendrils shout-out stabbing everyone in the vicinity dragging them into the hole of nowhere you yourself try to escape before you reach the door you were impaled and blacked out.

Next thing you know you wake up in an employee uniform in front of the TV on training new employees explaining that you will be serving the icons of Halloween and the Demons of hell. Fail to do so at your job will result in Endless torment. You thought this was torturing already. just wait till you fail.

Storyboard



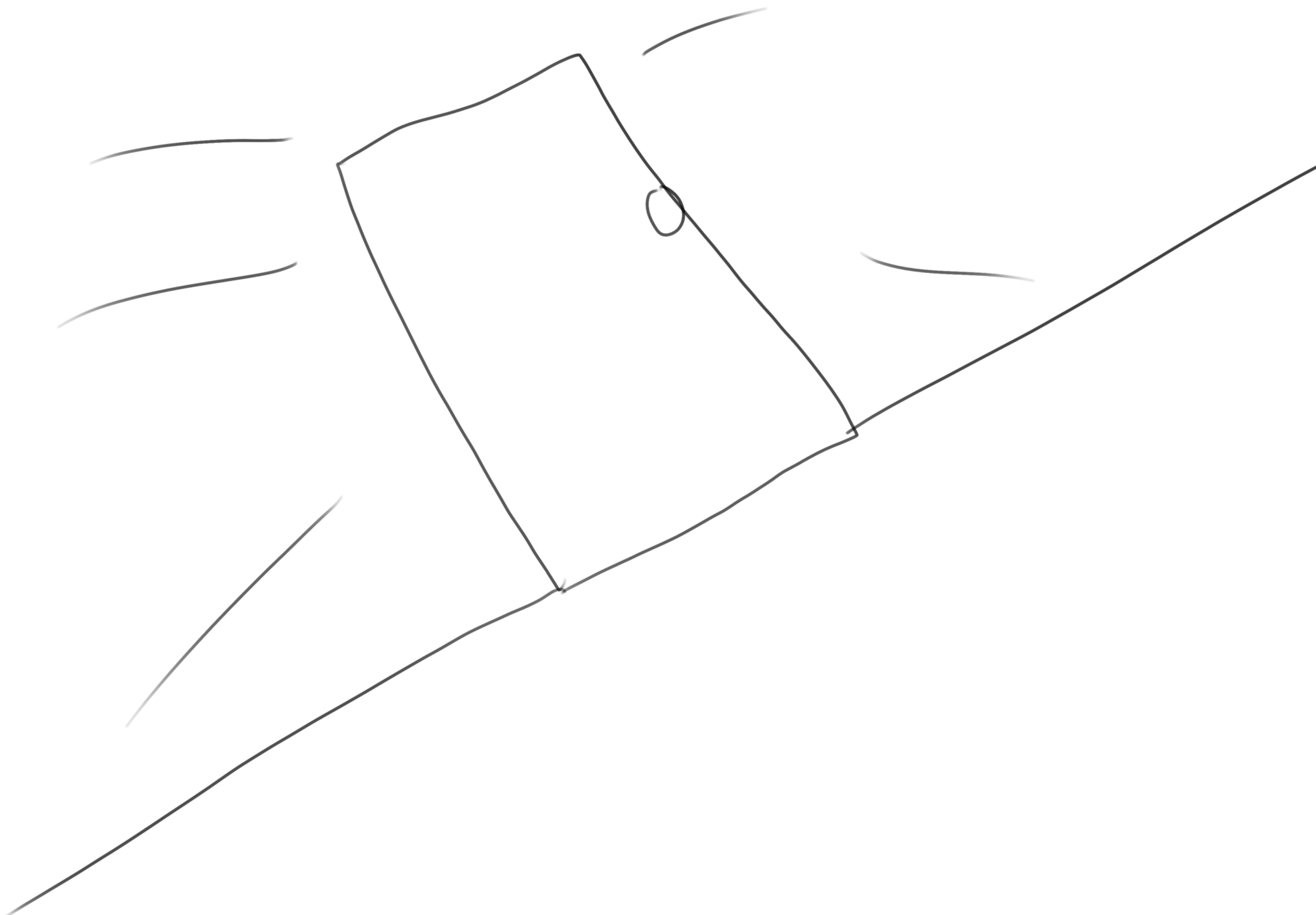




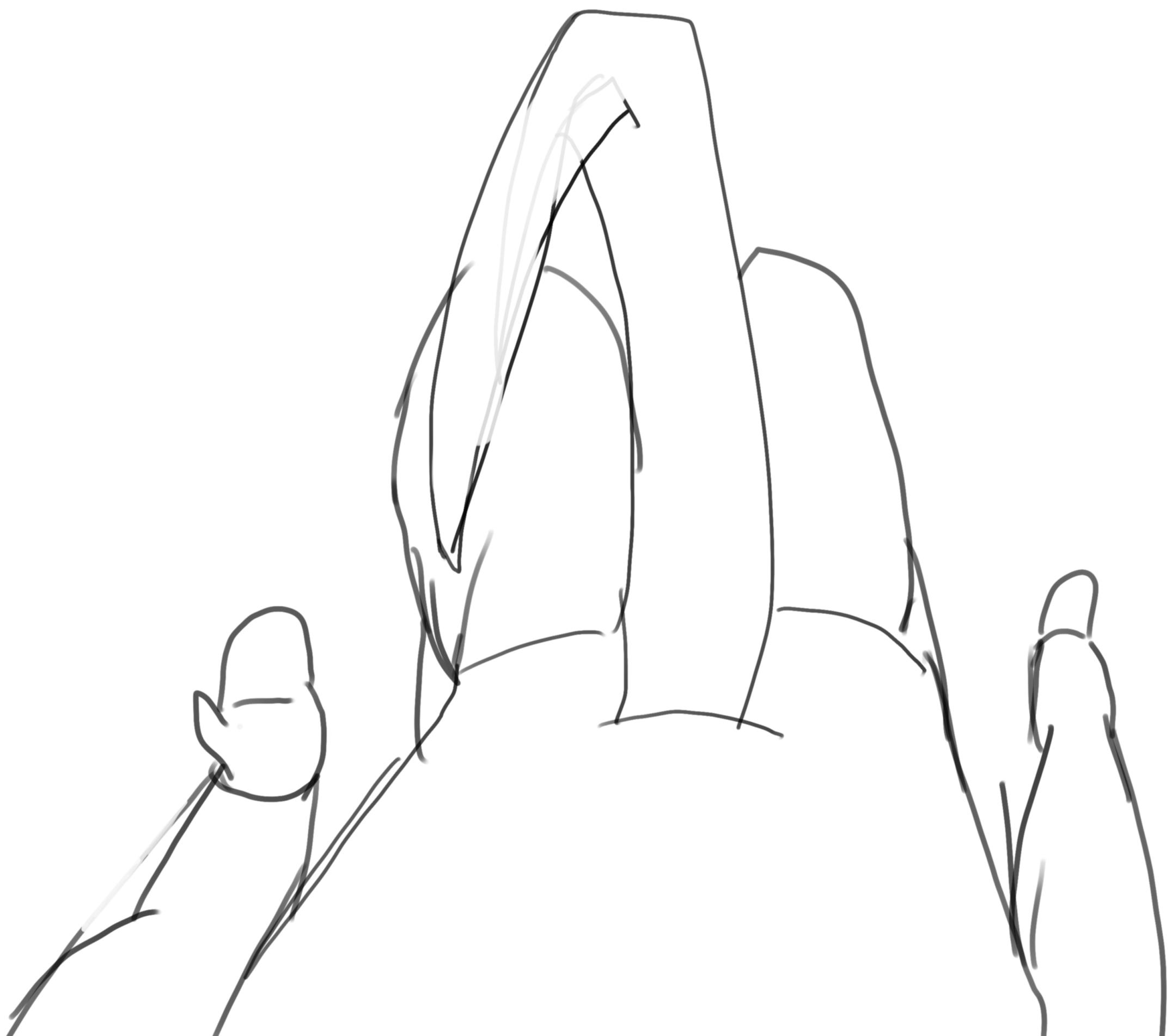
hmm... humans... they would
do nicely

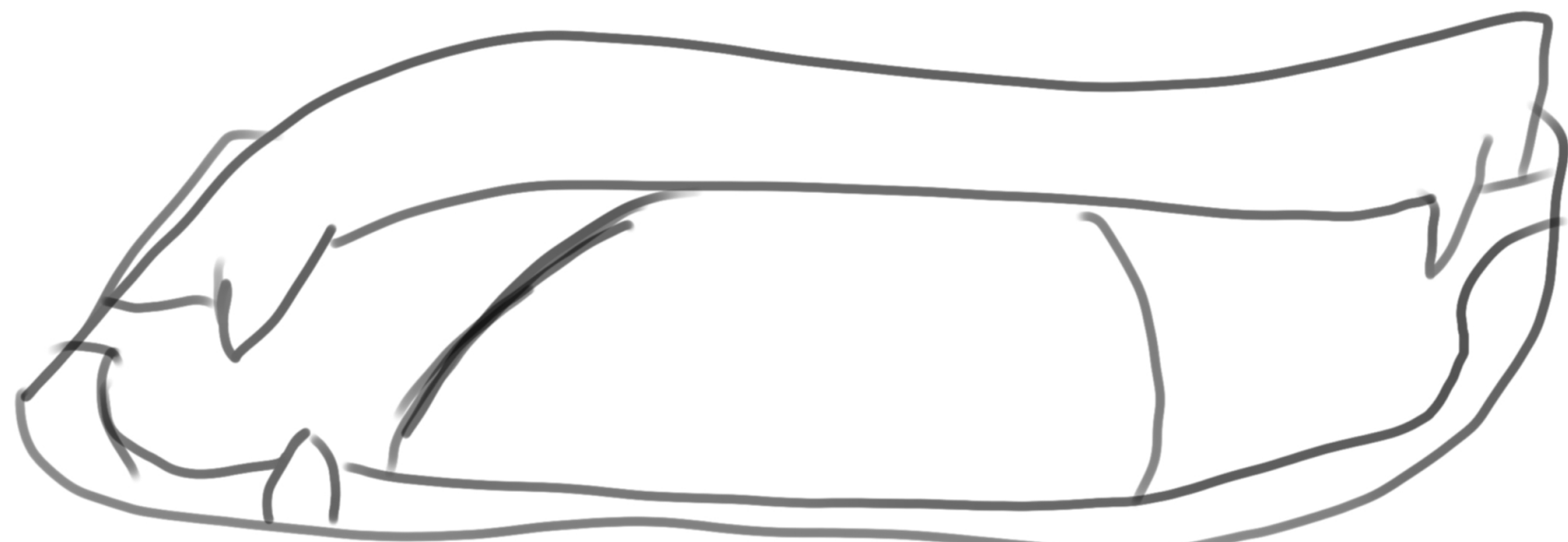


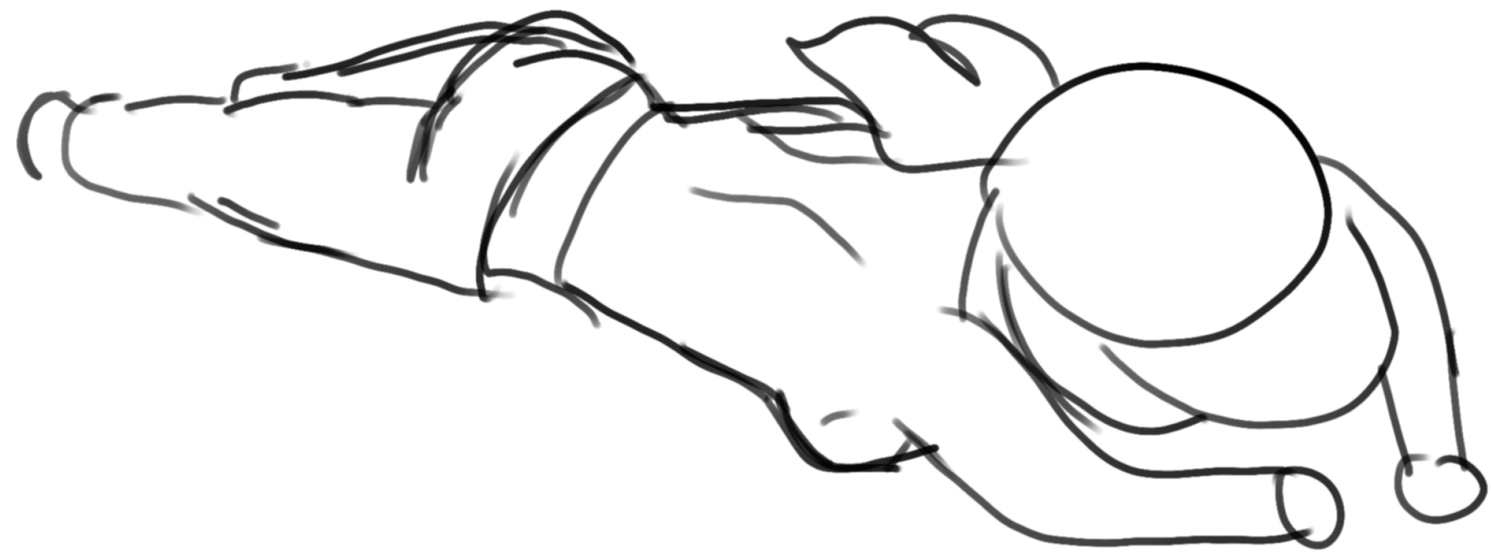




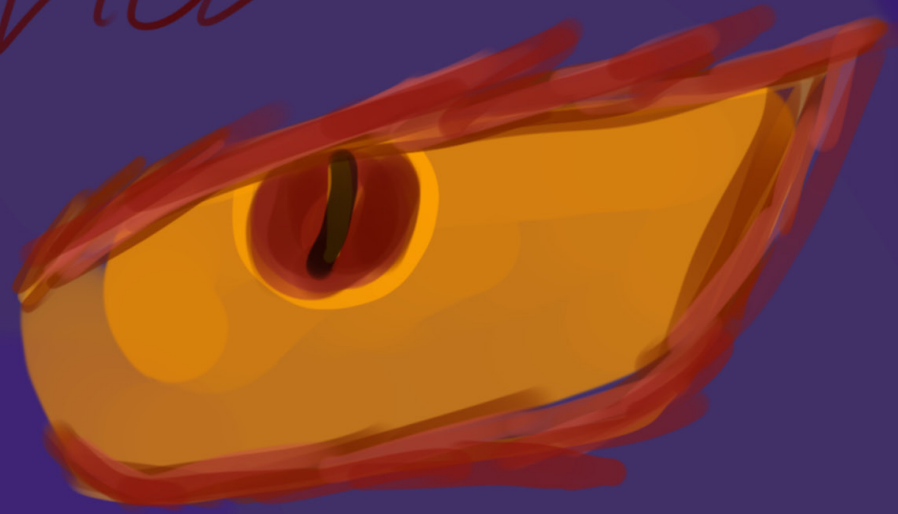








Medcom
human



015 of todays you are
employees... you job is to
survive the murderous and famous
that is hell!!

forgive me and the
death
have will be nothing compare
to what I will do!!!



Starting from the beginning the idea of horror came to mind due to the fact that October was around the corner at the time and that knowing me I'm a horror fan Attie and I love Halloween. But I am also a very nostalgic person who misses old games that somewhat remind me of the good old days. And then came horror Dash.

headline
Horror
Nights

game info
Character has to
serve food to iconic
horror characters or
within a time limit
or they will
perish!!



quotes
Dash
or
Die
Horror
Dash
live
or
die

Characters



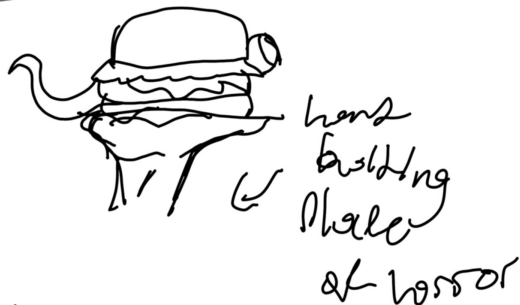
Characters notes



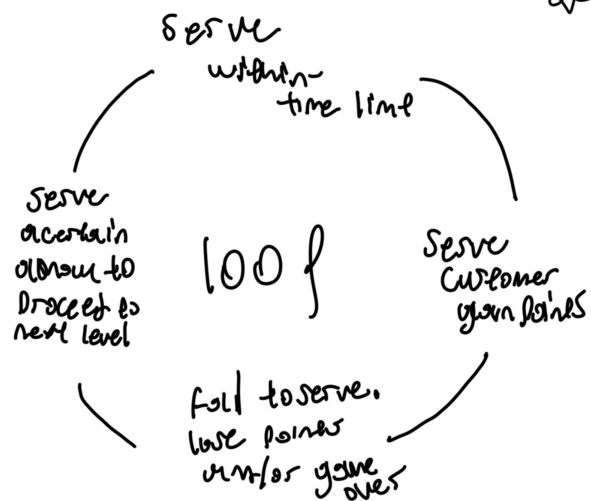
reference images



cover (possible)
art



Serve
or
be served!!



There will be icons to guide player

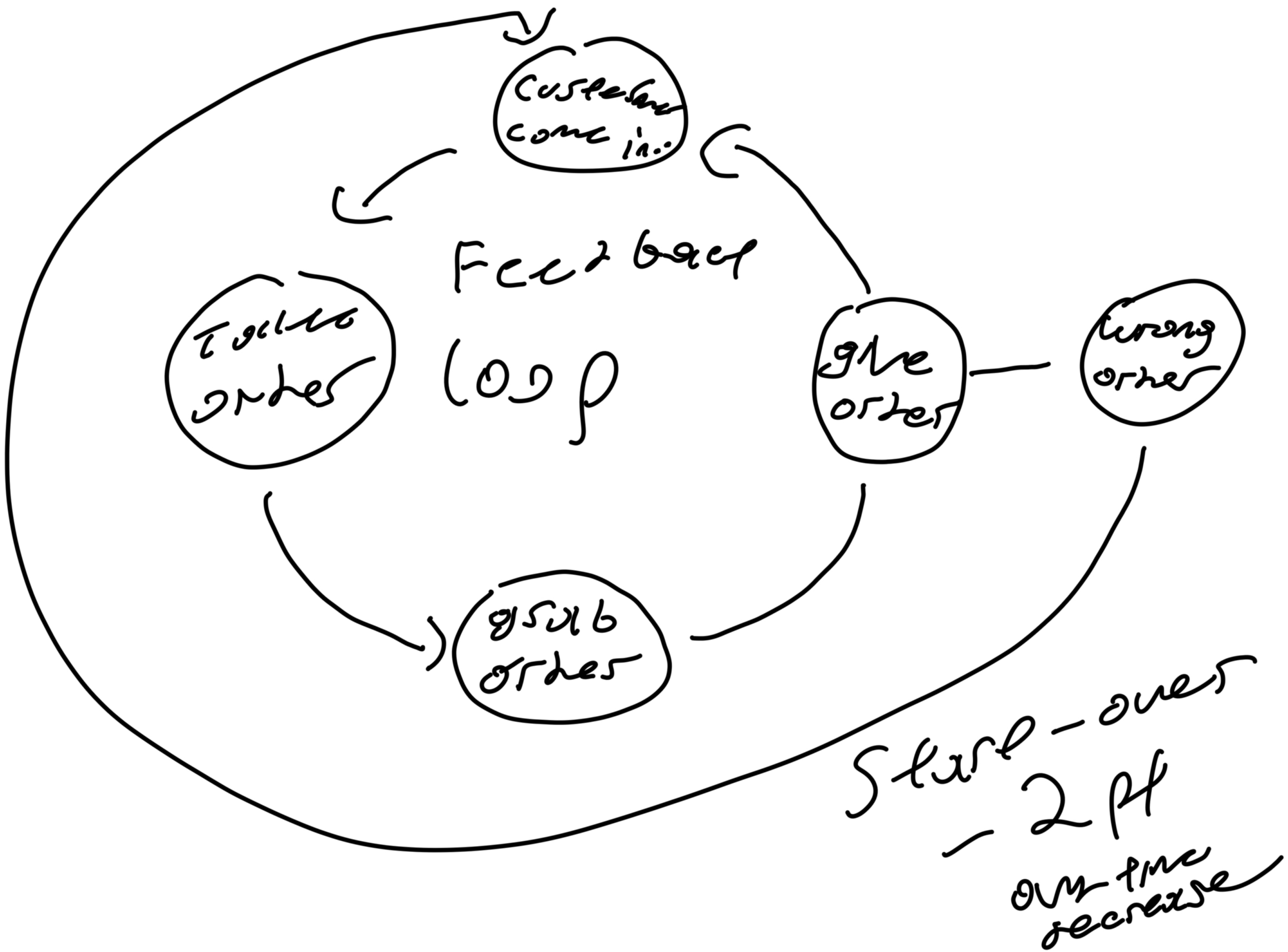
- quick facts
- cute • nostalgic
 - remind player of another game
 - iconic horror characters
 - character customization



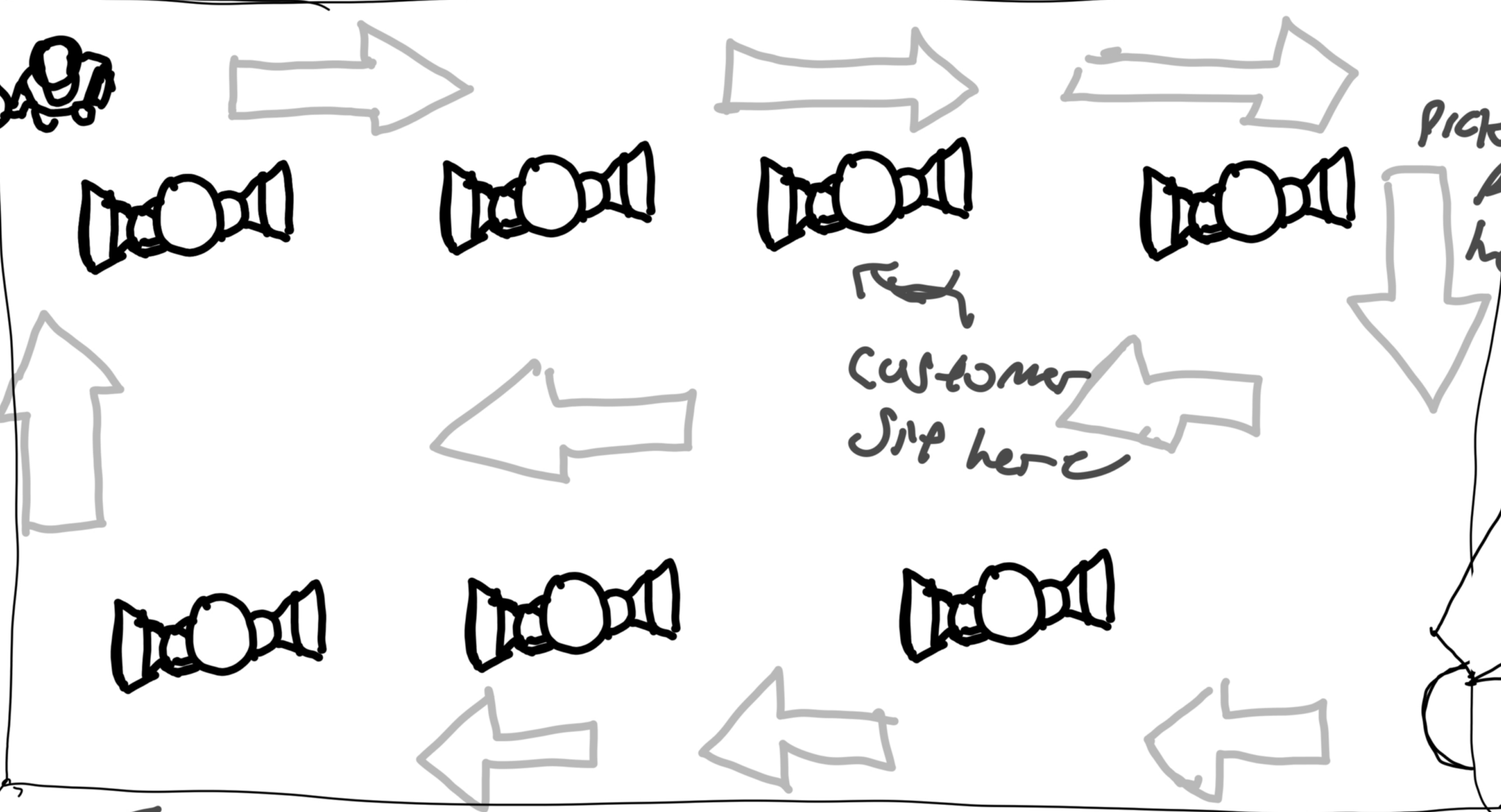
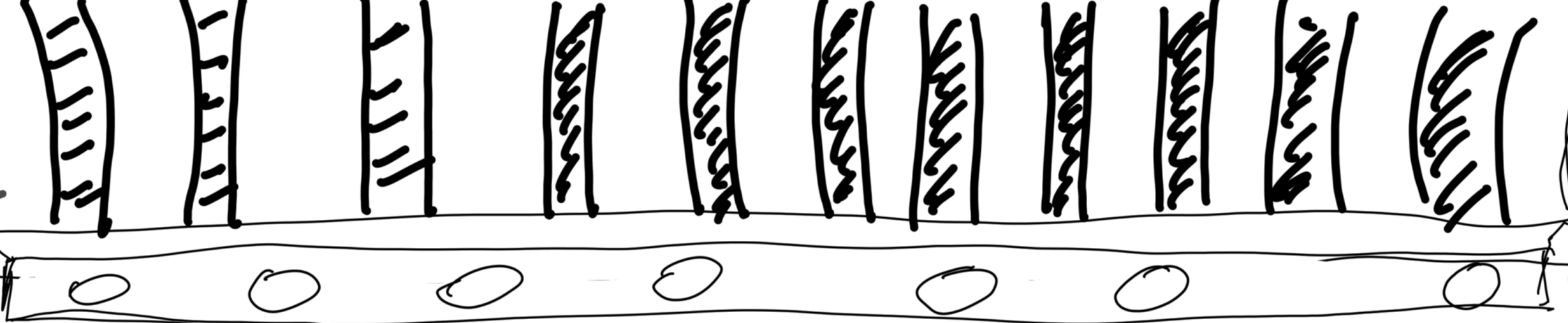
Zombie skin

default skin





Plates
Start
Point



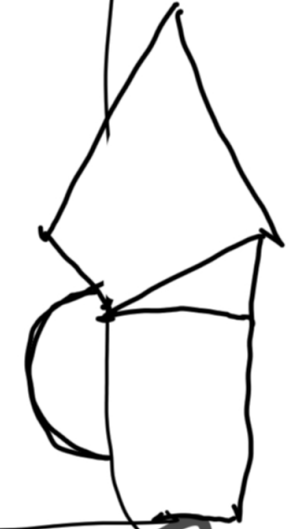
Pick up
Back
here

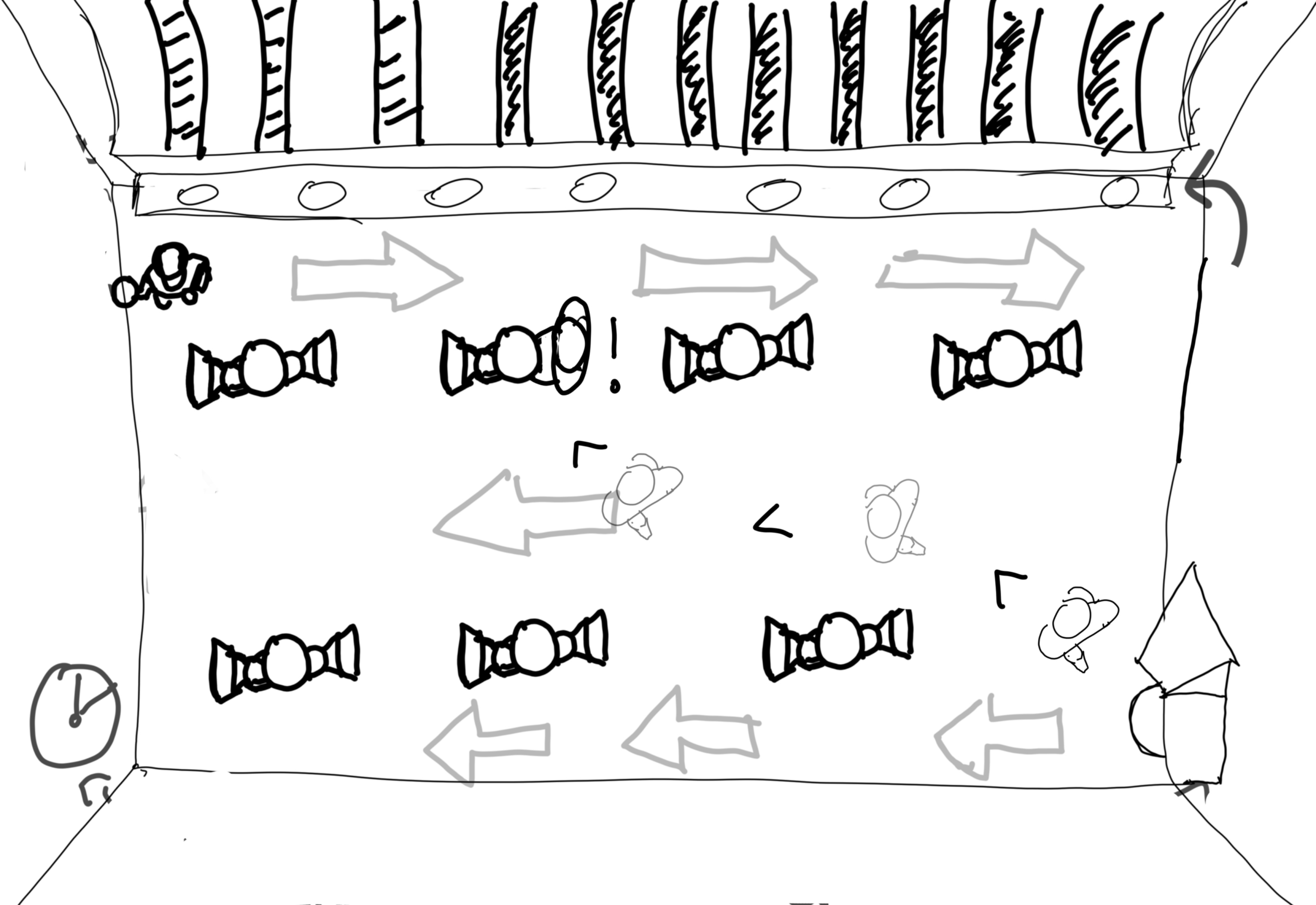
Customer
Sit here

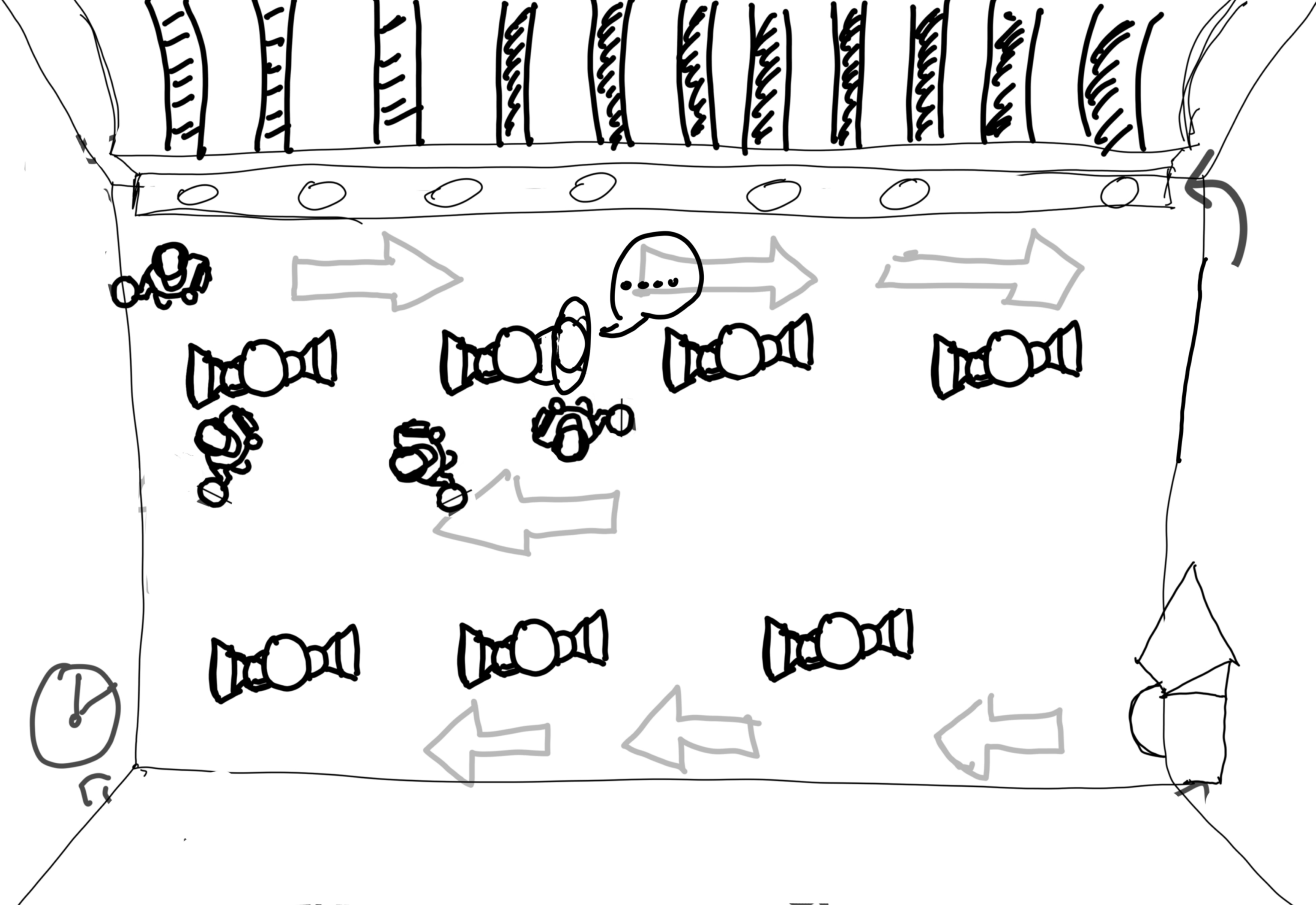


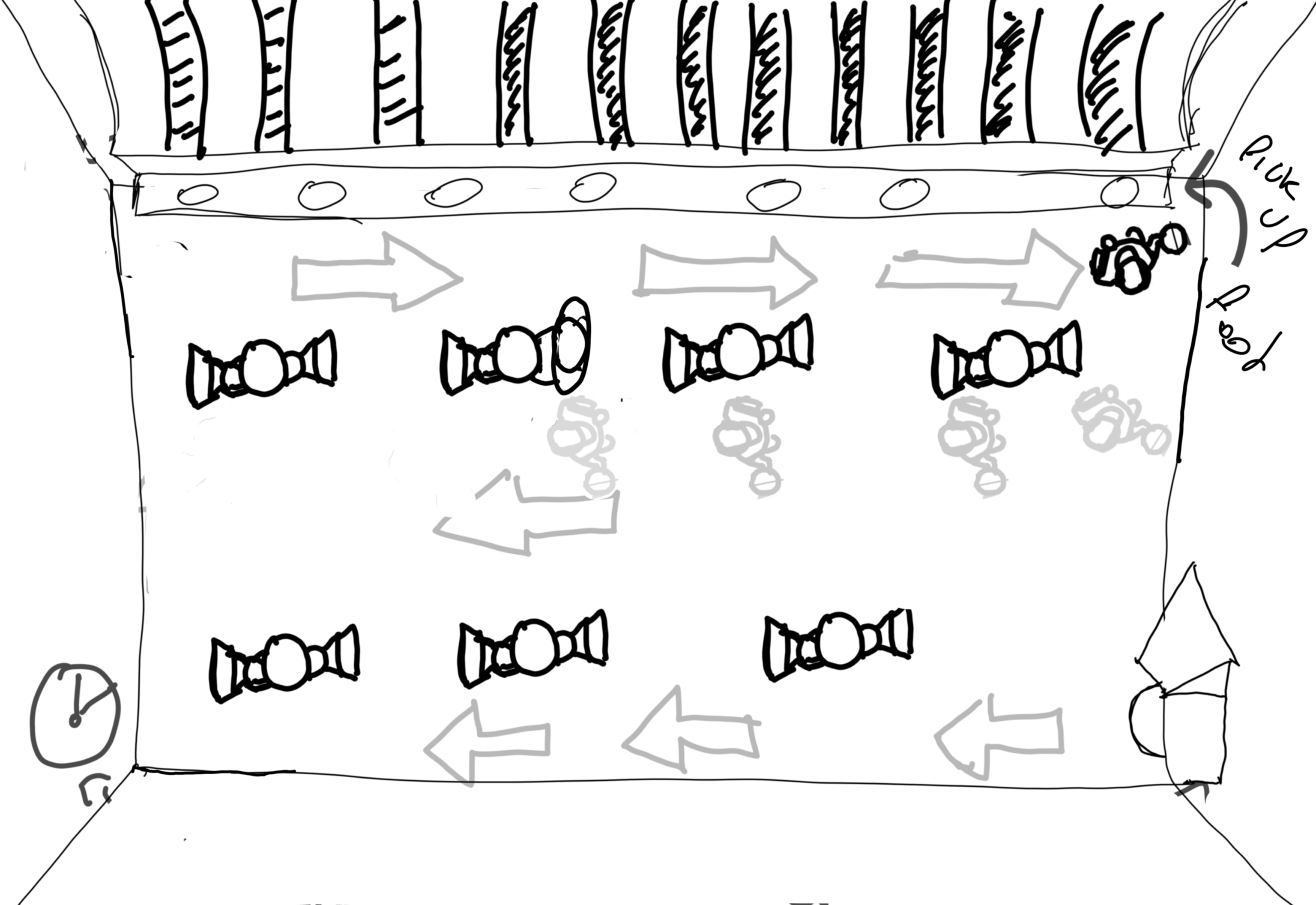
Time
Remaining
till end

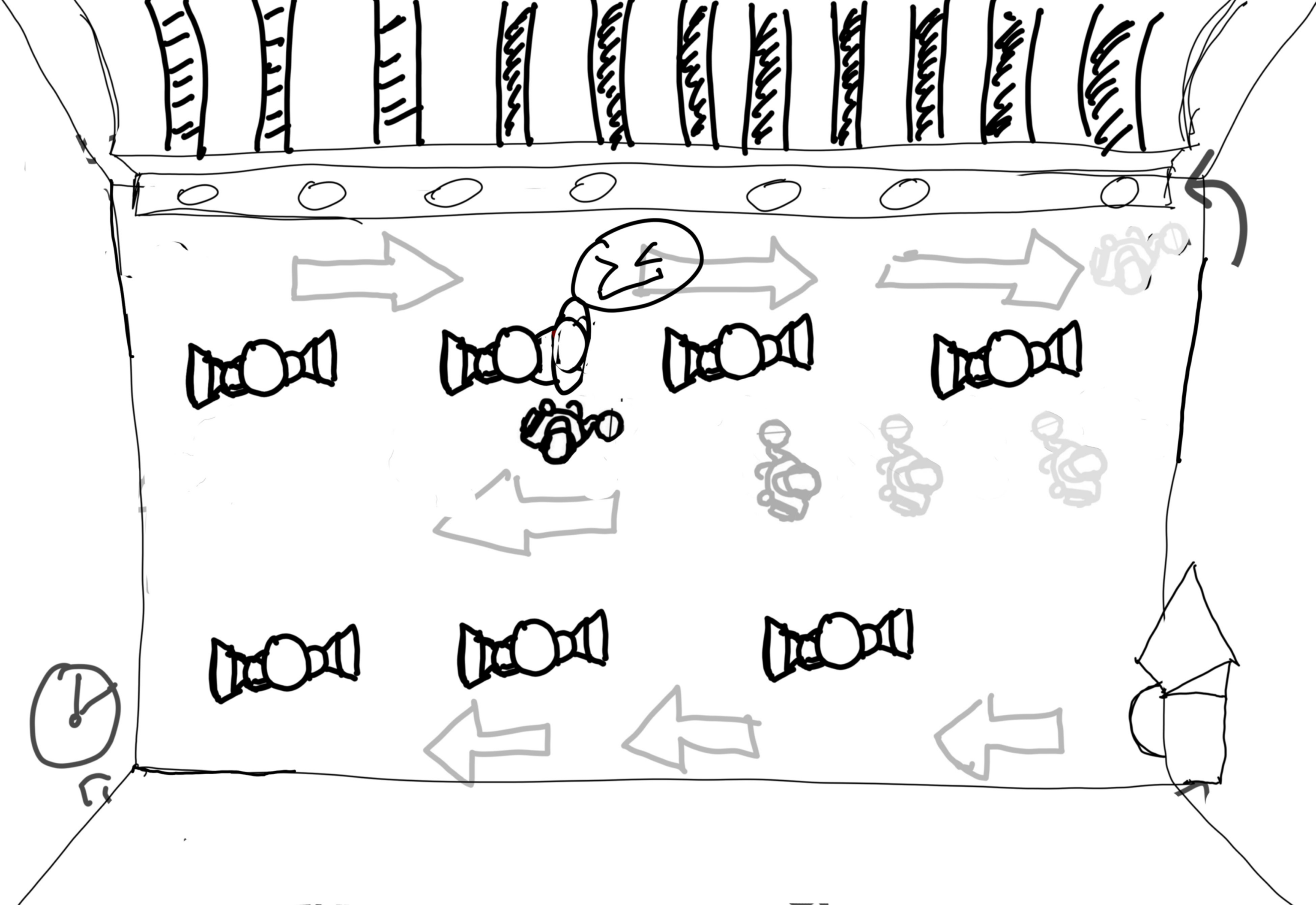
Customers
Come in



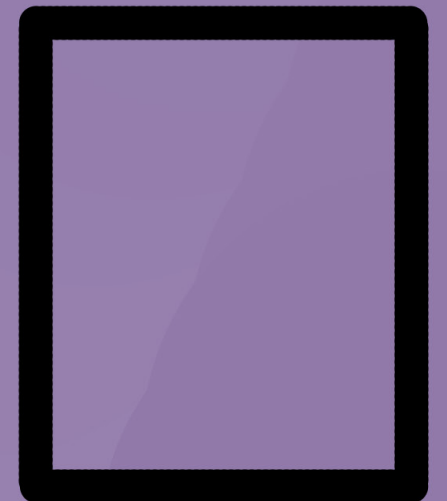
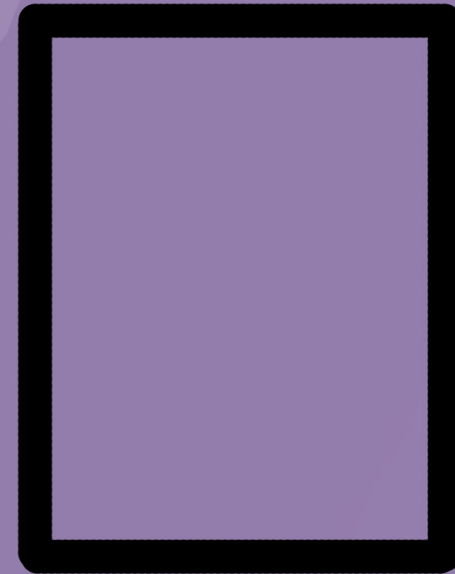
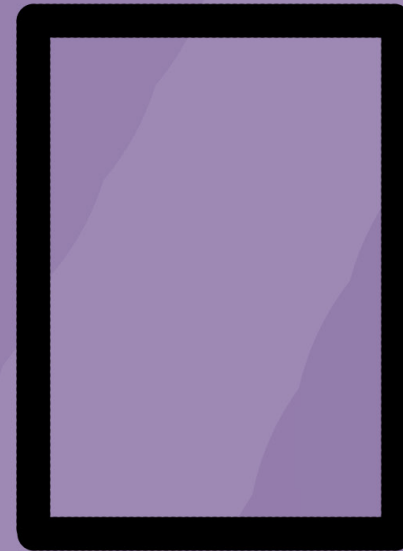
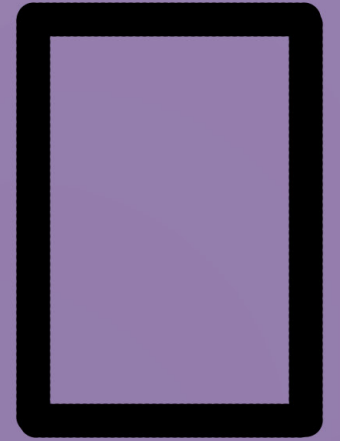
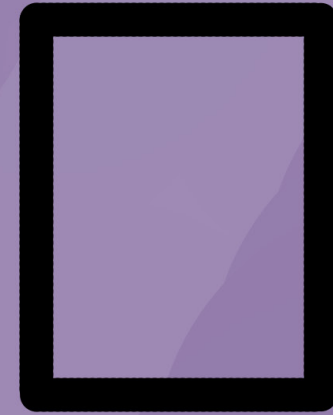








Customize
Employee

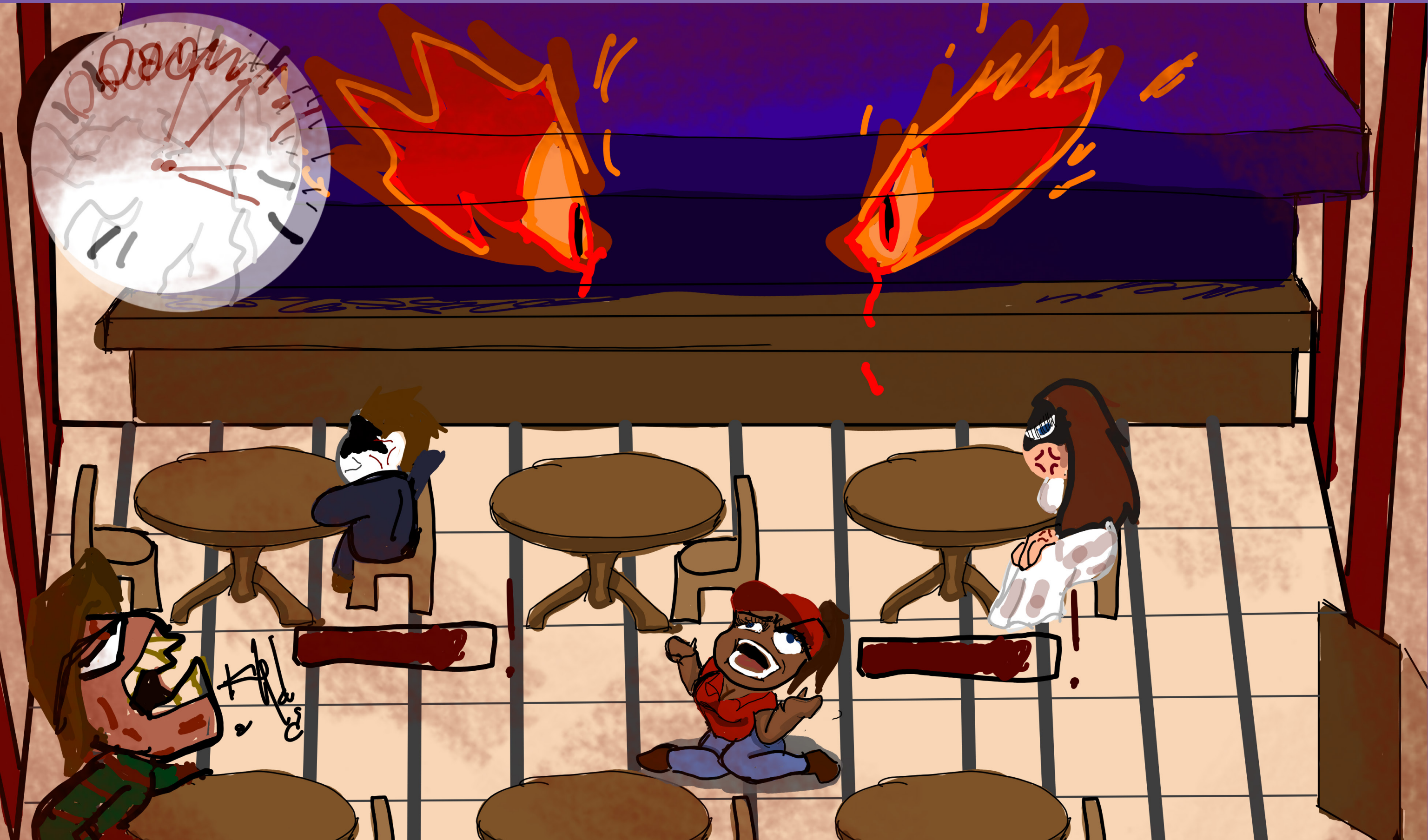


The mechanics were very simple: one map, one board, and time limit, but of course there's a twist as the player continues there will be different things happening such as unfortunate accidents that will cause the player to try to serve to customers a different way than usual. There will also be big important customers that you must serve first for bonus points but also failing to serve them within the time frame will also result in double negative points. The player will also have to Choose Wisely of which plate to pick up first if they deliver the wrong order to the wrong customer will also result in negative points.

By the end of the shift, the player has to have served a certain amount of plates in order to live to see the next day and proceed to the next board.



Of course failure to do so such as reach the amount of plates served by the end of the shift or if time limit Runs Out or if too many customers left in anger. will result in a game over where the players character will go insane and Breakdown.



GAME

OVER