

POSSESSION



A GAME BY TEAM CASPER

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STORY

LATE AT NIGHT, A TROUBLED YOUNG BOY TOSSES AND TURNS AS HE SLEEPS. ENTER HIS DREAMS AND MAKE YOUR WAY THROUGH THE PROBLEMS WITHIN THEM.

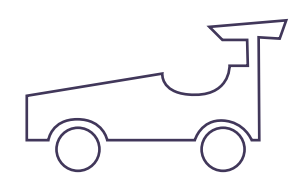
A BIRTHDAY PARTY...
AN ANCIENT TOMB...
AN AQUARIUM...
THE DEEP SEA...

THE GHOST



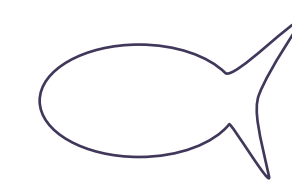
The "protagonist" of the game, the ghost is able to possess a variety of both living and inanimate objects to overcome the obstacles of each dream. An explorer of dreams, this ghost is an enigma and its motivations remain a mystery throughout the story.

CHARACTER CLASSES



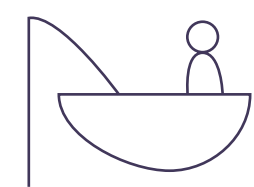
RACE CAR

The race car's small size allows it to move through passages impassable by other classes.



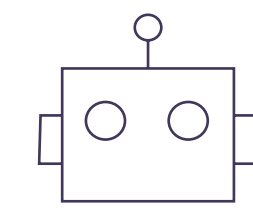
GOLDFISH

The goldfish is found in water and can move in all directions. It picks up objects by swimming near them and can drop them on switches.



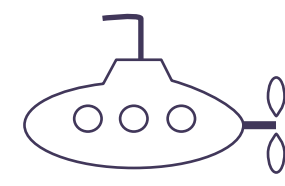
ROWBOAT

Like an actual rowboat, each paddle is controlled separately to move. The rowboat can also fish to pull up objects far below it.



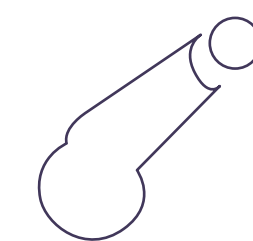
ROBOT

The robot is a versatile platformer. It can jump between platforms and carry objects.



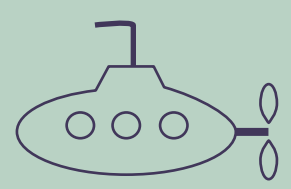
SUBMARINE

Using realistic controls, the submarine can change its elevation in the water. It can also shoot missiles.



CANNON

While the cannon is immobile, it can be carried by other classes. Once it has ammo, it can shoot enemies and switches.



SUBMARINE

Q CLIMB C DIVE

F ROLL LEFT R ROLL RIGHT

Z BLOW BALLAST X FLOOD BALLAST

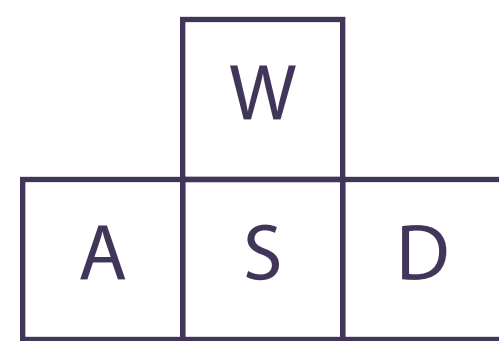


ROWBOAT

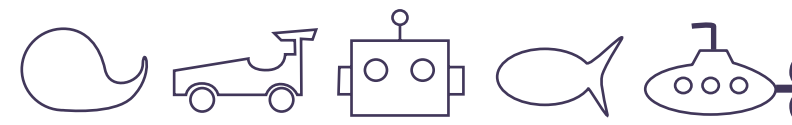
D PULL LEFT OAR A PULL RIGHT OAR

Z PUSH LEFT OAR X PUSH RIGHT OAR

CONTROLS



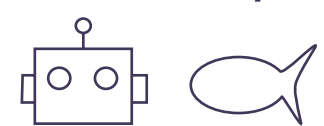
MOVEMENT



JUMP



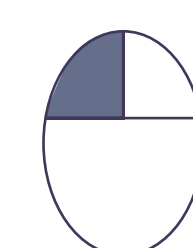
PICK UP / DROP OBJECT



HOLD E

POSSESS

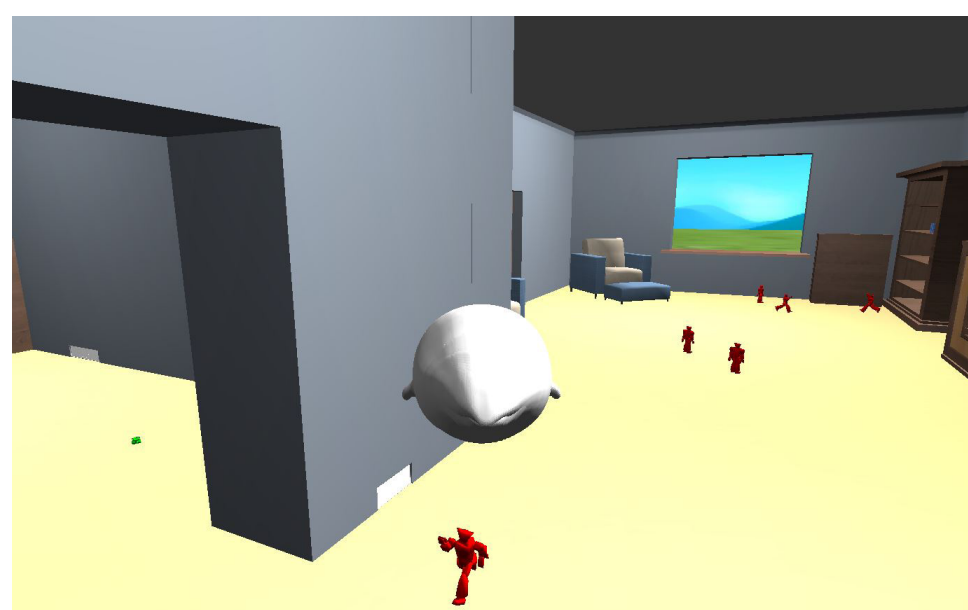
UNPOSSESS



FIRE

THROW SHELL (BOSS FIGHT ONLY)

BIRTHDAY PARTY



OBJECTIVE

Several presents are missing from this birthday party! Find the presents and bring them to the gift table!

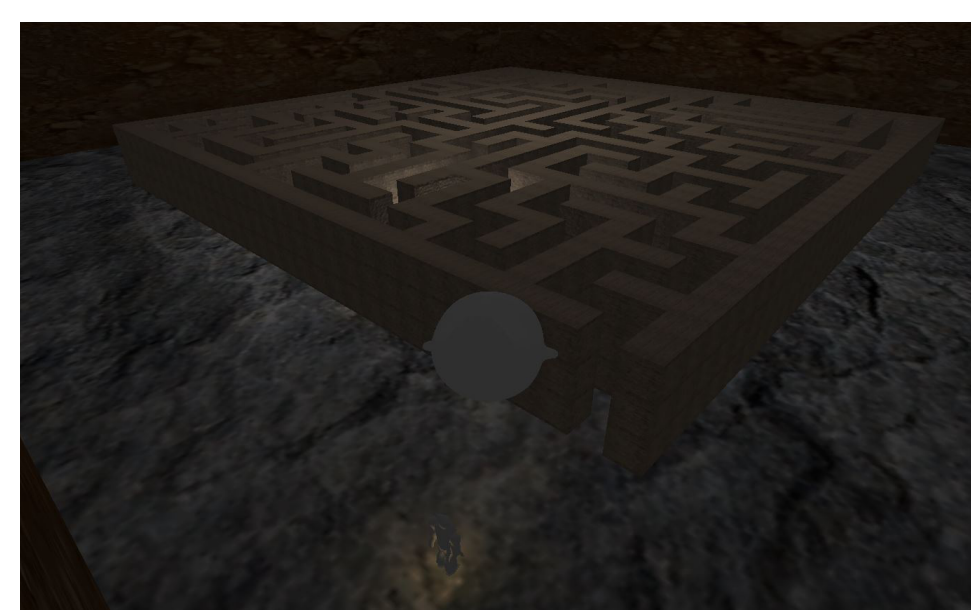
ENEMIES

Red enemy robots roam the floor and will destroy the green robot. Use the cannons to temporarily stun them.

DIFFICULTY

By increasing the difficulty in the pause menu, the number of robots, their speed, and revive rates will also increase.

ANCIENT TOMB



OBJECTIVE

This multi-levelled tomb including a maze, moving platforms, puzzles, and a boss fight. Make your way through the levels to the treasure!

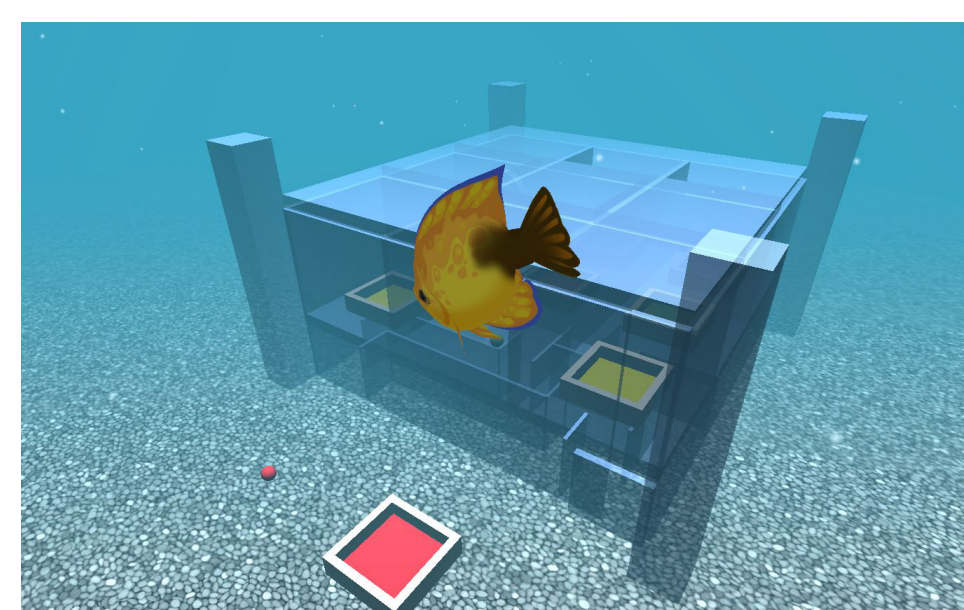
BOSS

His minions will attack, but you might be able to use them to your advantage. The rocks hanging from the ceiling seems pretty dangerous.

HINTS

The boss can be stunned with shells and will turn yellow. The rocks can be possessed and fall with a little nudge.

AQUARIUM



OBJECTIVE

The new goldfish needs to be trained - use the colored balls and make your way to the red switch in the center of the castle!

ENEMIES

Blue enemy fish inhabit the aquarium. They'll chase you if you come too close.

HINTS

A couple of the switches don't work. There are 4 balls total - one for each color.

WATER WORLD



OBJECTIVE

Searching for sunken treasure, the fisherman needs pull up the treasure chest. Use the submarine to clear away the rocks and other debris.

ENEMIES

Avoid the mines!

HINTS

The submarine will take extreme damage if it makes contact with the ground.