

A 2D top-down shooter where you play as an exorcist to exterminate ghosts from a dungeon. But first, you gotta find out where they lurk in...

# GHOSTBUST HOTLINE.

## × GAME EXPERIENCE

The game features **handmade textures** and **original soundtracks** without any AIGC to ensure a vivid, immersive experience.



The addition of a **particle system**, which is used literally everywhere in this game, brings game elements into life and guarantees a vivid and dynamic experience.



## × LEVEL DESIGN

The game features a dungeon with **3 levels**, **3 types of ghosts** with unique abilities and **2 bosses**.

## × DEVELOPER NOTES

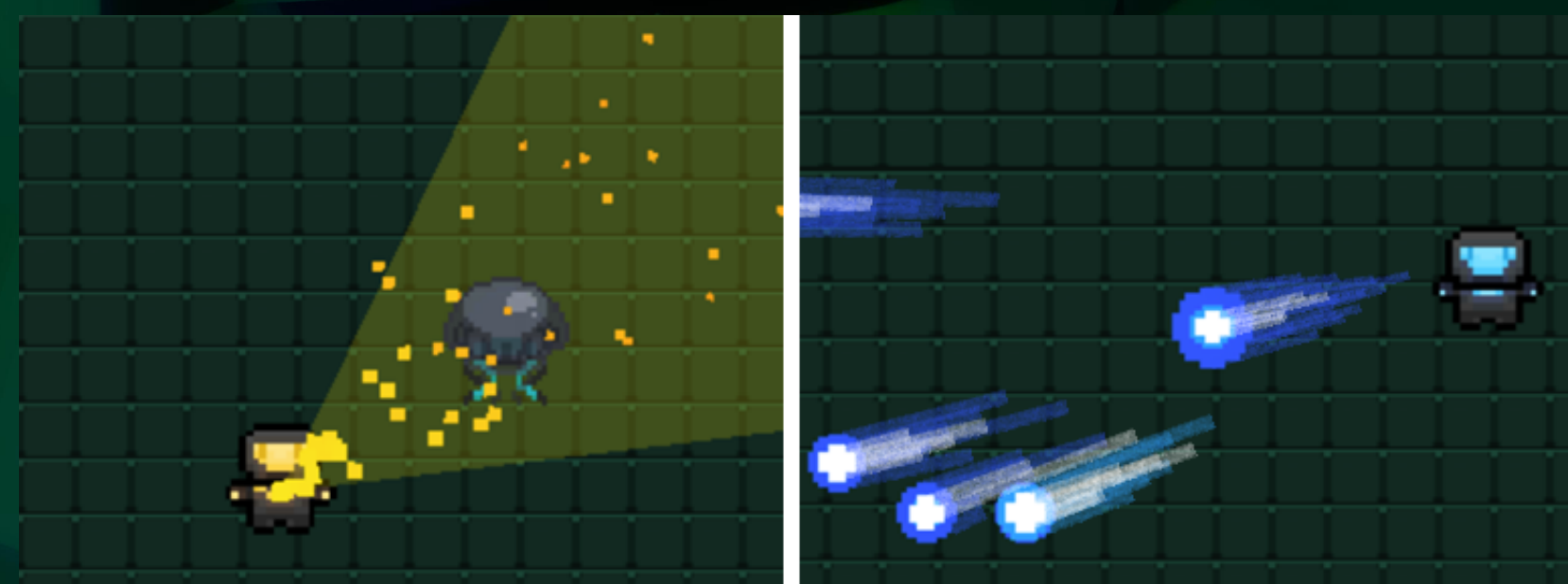
The particle system sacrifices some performance but delivers a **flashy game experience** in return. A worthy trade-off.

Each type of ghost features their own unique appearance and ability, and requires **different strategies** to be dealt with.

Developed in Elm, Powered by Gitea.  
Engineered by Lolipop Studios.

## × STORY AND GAMEPLAY

You are an intern at a exorcist enterprise. As your final mission of the internship, you are employed by a customer to clear the ghosts out of a haunted dungeon...



The player is equipped with a **Ghostmarker Spray** which can reveal ghosts into reality, and a Ghostbuster Blaster which exterminates the ghosts revealed by the **Ghost-marker**.



## × GAME PHILOSOPHY

For a small three-person team with limited time, prioritizing a **refined, polished experience** is our design philosophy. By focusing on handcrafted vibrant visuals including flashy particle effects, original assets and electronic music, our game captures attention through sensory feedback to keep players highly focused on this game. We also feature simple mechanics with depth that are deeply incorporated with the visual assets.

Team leader  
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