# OFFICIAL OGPC PLANING SHEET

Ideas:
- Pittock mansion
  - Big storm, grandsons of Pittock clear out ghosts of dead Georgina, spooky game
- Portland
- Beautiful scratch game by maro
- Rain World knock off
- The Legend of Portland: Breath of the Rain
- Chill Guy Goes to Portland
- 2d side scroll but like cool and water rises and background building movey

Goal of game: Escape Pittock Mansion without getting haunted by those spooktacular ghouls!

The Fate of Pittock Mansion 👻 Grandson goes in mansion, hurricane hits and water starts to flood in, ghosts lock him in, has to escape up the floors before flood kills him or ghosts haunt him
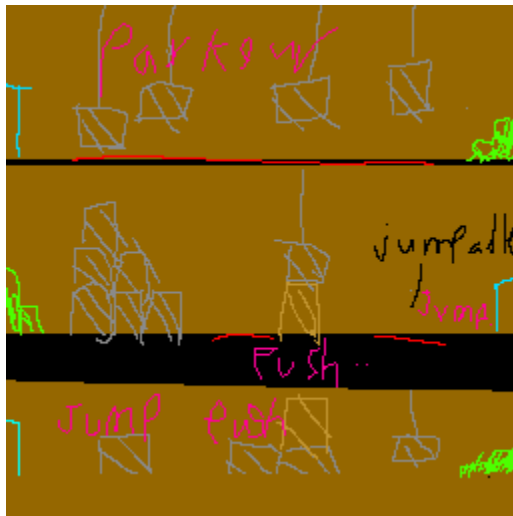
 conceptual artistics

Red = hole(dont fall or else die)
Grey = immovable crate(might be hanging)
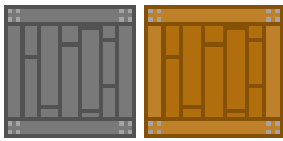Brown = movable crate(pushie)
Green = exit of floor(staircase)
Blue = beginning of floor
Pink = what the player needs to do

<--- Theres a picture there

- save/load levels
- Crates

- Dies
- Stairs
- Ghosts
- Jumpscares
- Floodwater
- Raining
- Lightning flashes

Art
- Crate
- Push crate
- Dude
- Background
- Border
- Stairs
- Ghosts
- Jumpscare
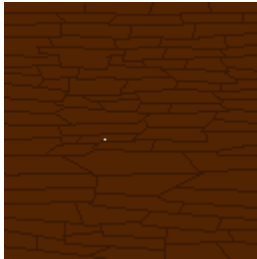

Color remember water #53a5eb

Flood
Draw line image at waterY
Fill beneath with semi-trans color
If waterY < some number dude dies
Maybe bubbles or smth if im feelin fancy

Backstory:
In 1914, Henry Pittock finished the construction on his 46 room mansion, only for it to get hit by a hurricane. The Columbus Day Hurricane ruined the mansion and flooded it. 100 years later, the ghosts of him and his wife Gorgiana still haunt the place, hoping for revenge on anyone who messes with their house by resummoning the hurricane from a century ago. You, Peter Gantenbein, grandson of Henry and Georgiana, heard of the rumor about your grandparents. You decide to see if you can ask your grandparents to leave the mansion, so it can be restored. You walk in and hear the door lock behind you during a flash of lightning… and the first rain drops start to fall…

Story line of game:
After you enters, you must escape the rising flood cause by your ghost grandparents. The ghosts seem to have forgotten that you are there grandson, and there is no hope of you convincing them to leave the house like you had hoped.
The doors are locked, so you must exit through the roof. There are three floors, and the house is so worn down the only way up is parkouring on the once beautiful pieces of art, and the crates, some too heavy for you to move. There is no time to waste, as the water is already collecting.

Theme Research

Sources:
- https://pittockmansion.org/our-story/history/
- https://www.findagrave.com/memorial/123537955/robert-pittock-gantenbein

The Mansion:
- Was built in 1914 with 3 floors, which is why there are 3 levels in game
- Was wrecked by the Columbus day storm on October 12th, 1964, in halloween month…
- The Columbus Day Storm is considered the worst windstorm in the recorded History of the Pacific Northwest
- The house was later restored, although in real life it only took 15 months, not after 100 years like in game because in real life there were no ghosts to stop the reconstruction process(or were there?)

The Characters:
- All characters were real people who actually did own Pittock Mansion
- All character design was based on photos of them in real life

Henry Pittock

Georgiana Pittock

Peter Gantenberg

Monthly Meeting Goals:

November
Goals: decide story and gameplay
Progress at end of month: characters decided and story basic idea

December
Goals: animate main character, make a song, theme research
Progress at end of month: song and a sfx made, peter animated, background made

January
Goals: make title, animate the ghosts, make border, rest of the sound effects, set up tms
Progress made: grandma ghost and grandpa ghost sprites made,title made, border, jump sound made

February
Goals: make paintings, easter eggs from past games, finish animation ghosts
Progress: half paintings made, ghost animated

March
Goals: remake missing sprites that was lost, make another song
Progress: all missing sprites remade except ghosts, one song changed, and made new song

April
Goals: remake ghosts, animate ghost jump scare, make jumpscare sound, fix bug error
Progress: remade grandpa and grandpa ghost, bug fixed, jumpscare sound made(and then remade to be better)

May
Goals: animate jumpscare, make trifold, finish tms, finish coding
Progress: game complete!