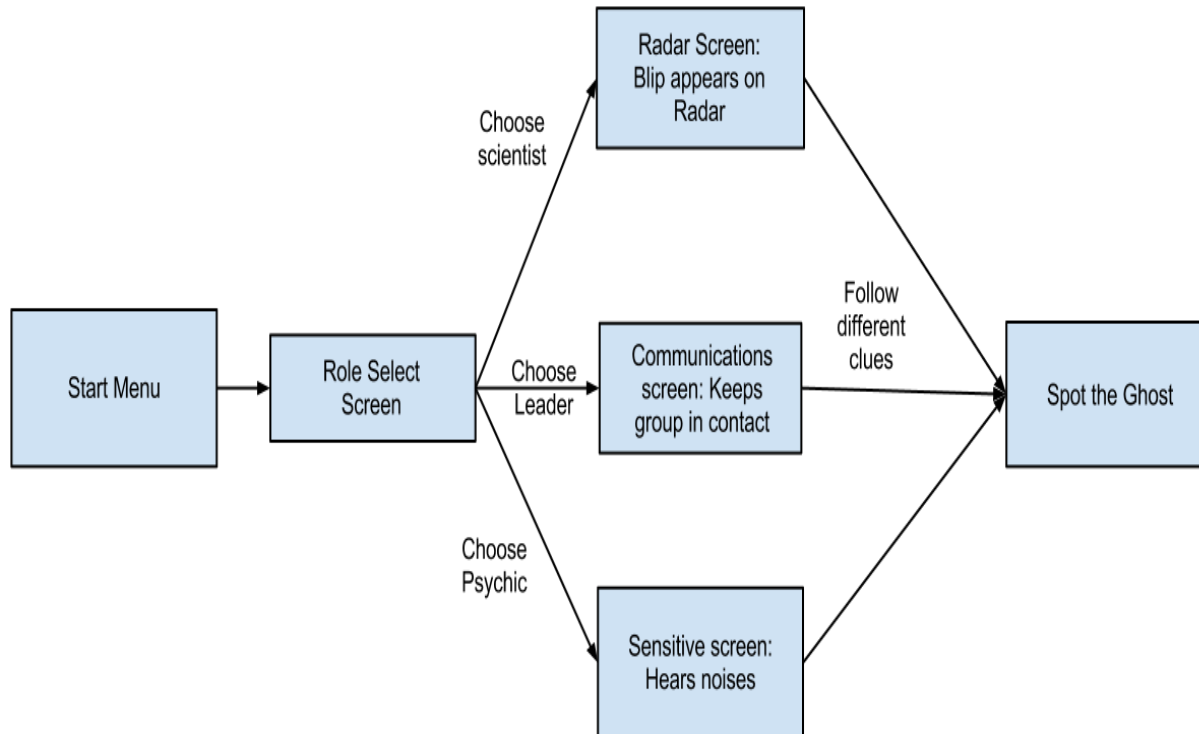


Ghost Club Multiplayer Design



The beginning of the storyline would follow a path similar to the above graph. After booting up the app, a player will select a case file (after conferring with his/her friends, of course) and then a role to play. The role selected will determine how the story progresses. For example:

- The leader will be more observant and will pay attention to more subtle clues. As a result, he/she might come across more visual cues, noticing things the other roles wouldn't.
- The psychic is more in-tune with the spirits and is more capable of communing with them. This bond enables the psychic to hear things that are beyond the capacity of the other roles.
- The scientist uses technology to his/her advantage to become potentially the greatest asset on the team. The scientist is able to use the built-in radar to track

down astral entities more easily than other roles. The challenge in playing the scientist is that the radar will only remain active for a short period of time (a result of a recharge period, perhaps), so the scientist must choose when to activate the radar.

After roles are selected, the game will progress similarly to the single player version, as graphed below. However, the case will vary from role to role, encouraging players to bring friends along to enjoy the entirety of the story.

