An Aries final project

Preface

This project went on the second years of Aries school to create a prototype as final test.

The first phase of this project was to find one concept by game designer student and after a vote we selected 12 projects and added 1 game designer and 2 game artists.

During a Rush on two weeks, the second phase was to work on the mechanics and the Artistic Direction. A Jury (Bruno Marion, Sébastien Viannay and Pascal Casolari) choose, after a speech, 8 projects who had to product a prototype for the final test.

For this final test, we obtained another Game Designer. During this one month rush, we had to show how work our mechanics on a prototype made on Unity 3D.

Producing:

Our Team:

Léonard FAYOLLE:

Game Designer/Level Designer

Arthur NOWAK:

Game Designer/Programmer

Kévin MATEO:

Game Designer/Producer

Manon FORESTIER:

2D artist/3D artist/texturing/skinning

Brice VIARD:

3D artist/animation/rigging/texturing/Art director

Game Engine:

For this project, we used Unity 3D. NOWAK Arthur was our main Programmer but all Game Designer had to use and code on C# during this rush.

Our Programming teacher, Sébastien VIANNAY, was here to help all the work group. For us, He help with shaders on Unity.

In order to planned our project, we used the web site hhttp://hacknplan.com/
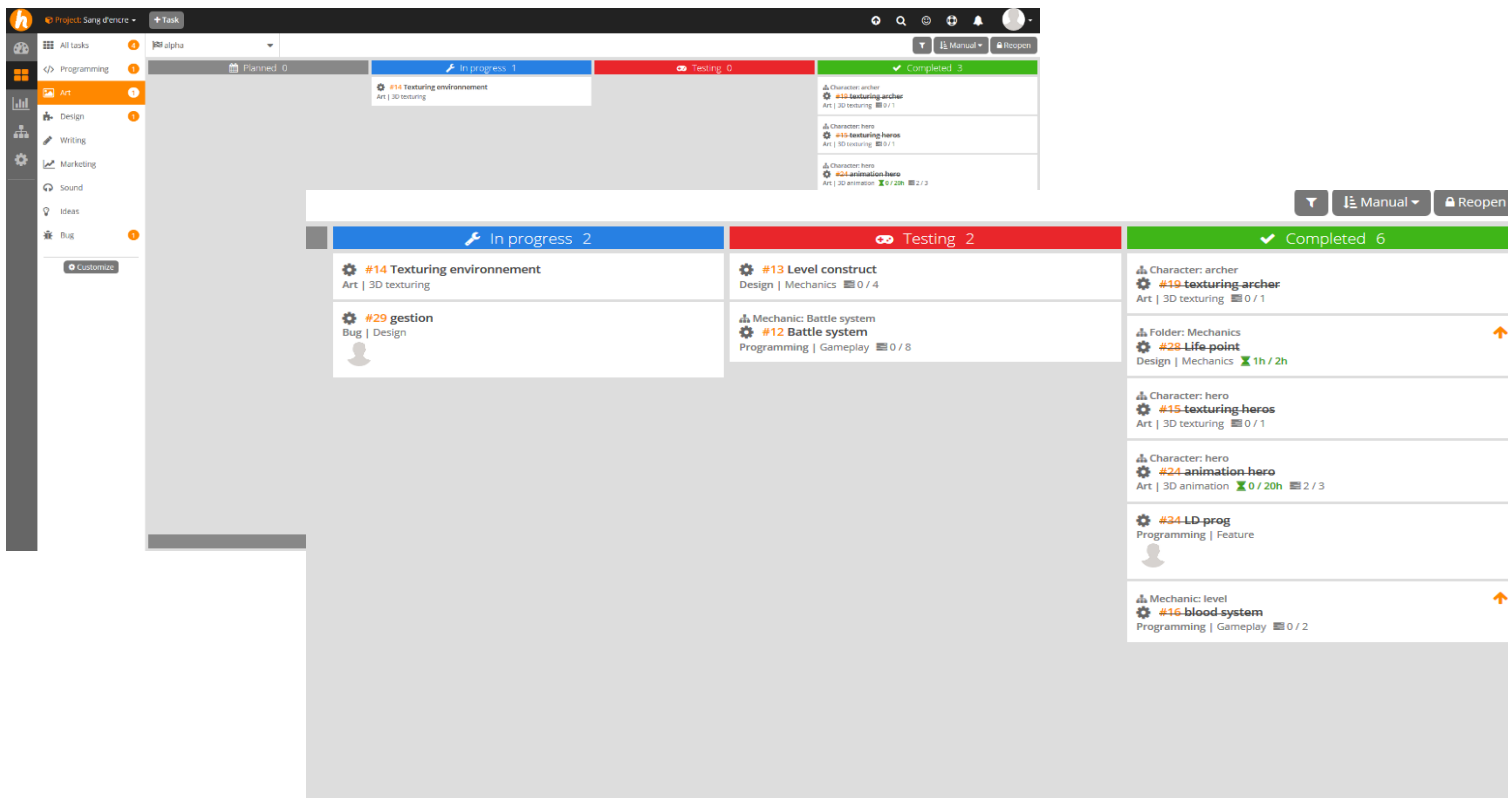
Executive Summary:

Title: Sang d'encre

Camera: 2D sidescroller

Type: platformer/action

Theme: comics

Number of player: 1

Platform: PC/PS4/Xbox One

Target: Players who search a challenge in dexterity, observation and reflection.

UNIVERS:

A barbarian

A comics drawer was one day a celebrity for his work. But **after many years**, he **lost his inspiration** and fall into the oblivion.

One day, he starts to draw a comic after few test, he can 't finds a good idea and **draw a character, a barbarian**. He surrounded when he thinks that this character is **nothing but a waste of time** and **go to sleep**.

When he wakes up and watch his work, he sees **his character moving and speaking**.

The barbarian insult and treat the drawer. If he doesn't finish this comic the character will exit the comic and hit his author.

To protect himself, the author starts to try to stop his creation and **draw a castle and his habitant** who **must stop the barbarian**.

But **during the process**, he starts **to create a world** and more **the barbarian advance** more this world take **visibility**.

Inspiration :
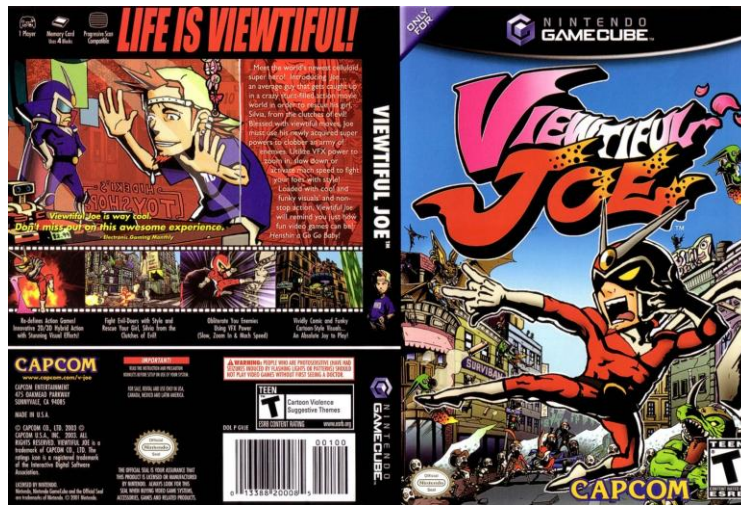
The universe and graphic are inspired by the game **Viewtiful Joe** where the story take place in a movie.

We want a monochrome panel, **black and white**, like the game **Mad world** where **just the blood is a color**.

Intention:

We want to create **a platformer** where the player **uses the blood of his opponent and his character as resources** to **reveal the level design** on a **blank page**.

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USP :

- **3D SIDE scroller**
- **A level design who appear with the player's action**
- **Comic's universe**

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Game Mechanics:

The **hero goes to evolve on a blank page** of comics where **just the hero, PNJ and important element appear**. To see is environment and level design, **the hero has one resources, the blood.**

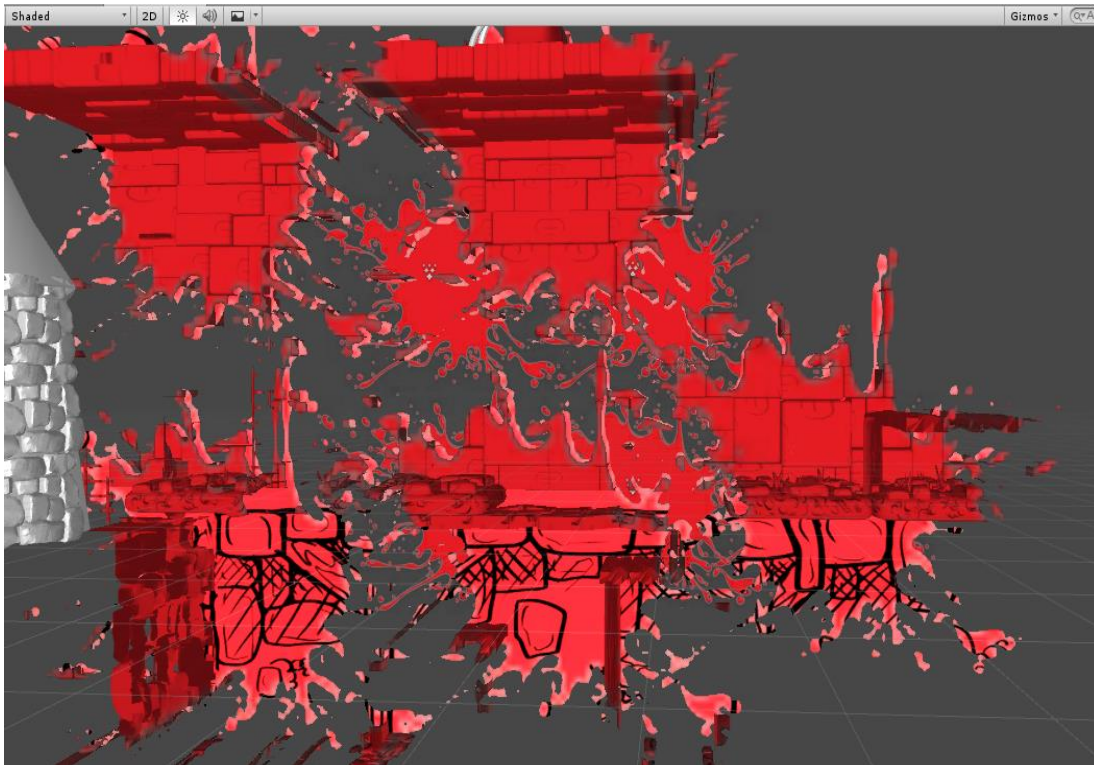**To use it**, the hero **must slash his enemy** to **project a stain of blood** whom **reveal by transparence the level**.
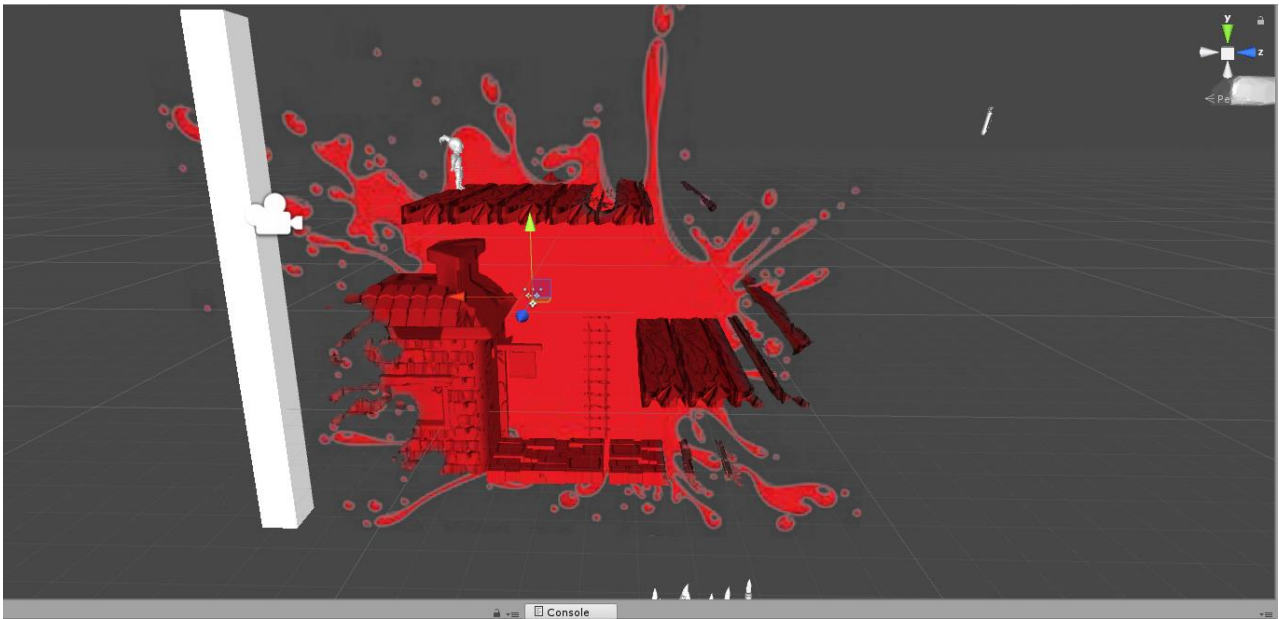
Blood reveal element of LD on Unity 3D (stain was bigger for the example)
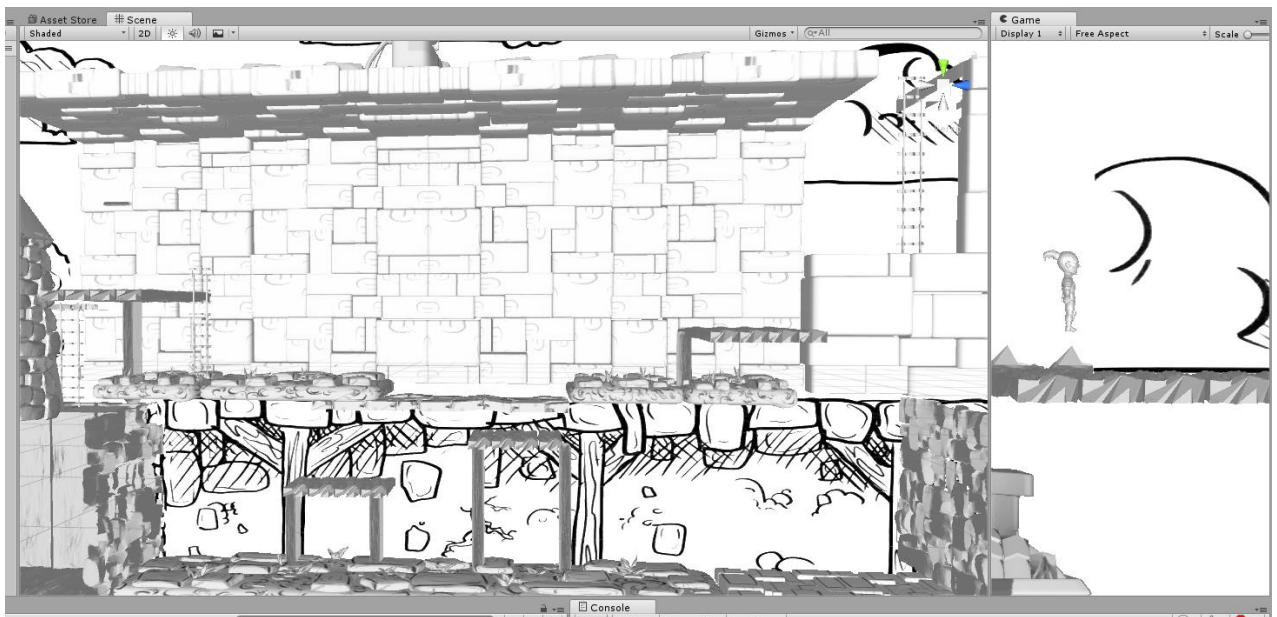
Visible Level without the hide effect

Same Level with the hide effect and blood

With this the hero **can progress in the level**. On his way, he can find **obstacle who need more that the possibility of seeing to be pass**. So, the hero can use **many color of blood** to help himself.

Each blood has a **specific effect** plus reveal the level. And some of them **can be mixed to obtain a new color**.
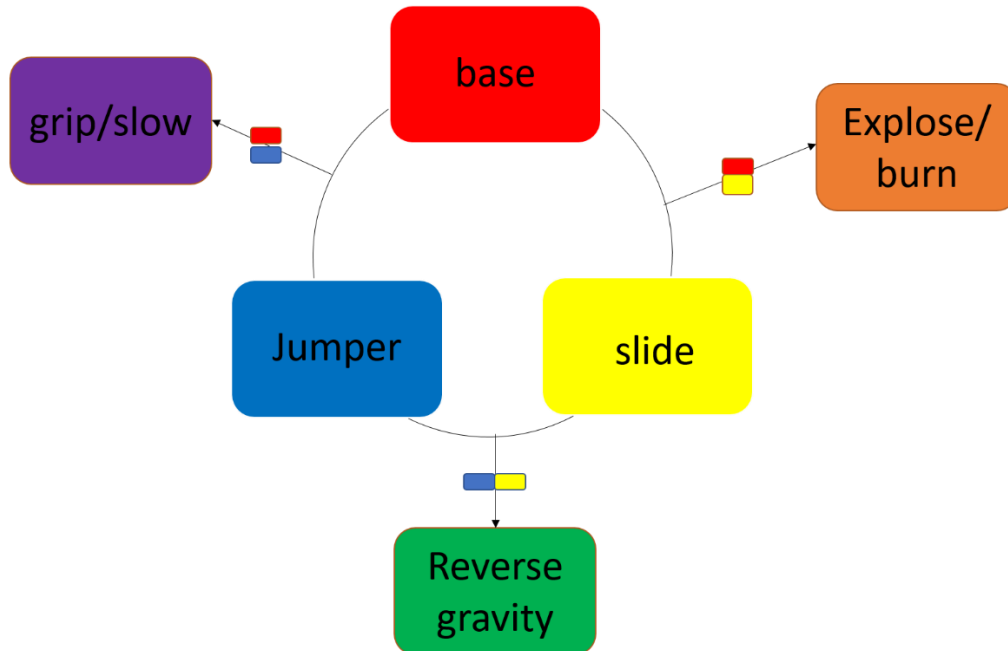

Archer with red blood

Noble with blue blood

Succubus with yellow blood

We define **three base color** and **three mixed color**.

Red blood:

- base blood
- more expend
- reveal LD

Blue blood:

- few PNJ have this blood
- create a jumper who be activate when PJ or PNJ walk on.
- Can be used as a trap
- reveal LD

Yellow blood:

- few PNJ have this blood
- create a stain who can use to slide and increase speed in few time.
- Can be used as a trap
- reveal LD

Purple blood:

- Can be obtain with red and blue blood
- Slow down PNJ and PJ
- Create a ladder or a platform
- Can be used as a trap
- reveal LD

Orange blood:

- Can be obtain with red and yellow blood
- Explode and cause damage on a zone (stain)
- Don't generate stain of blood
- Can destroy element of level
- reveal LD

Green blood:

- Can be obtain with blue and yellow blood
- Reverse the gravity of the character who walk on (double Level Design)
- The character fall on his new floor (ceiling)
- The character die if it has no ceiling
- Can be used as a trap
- reveal LD

To mix two colors, the hero must **reveal a place with two stains.** The players **must place PNJ** to when the hero slash them **the second stain cover the first one**.

To help the player to generate a viable view, **each hit generates a stain** and they can take many form. **The direction of the hit affects the stain**. If the

barbarian **hit on the top**, the stain can change direction to **go up instead of going to forward**.

The stain **change with the type of weapon** that the hero use. She can be long and fine, large on low range and more.
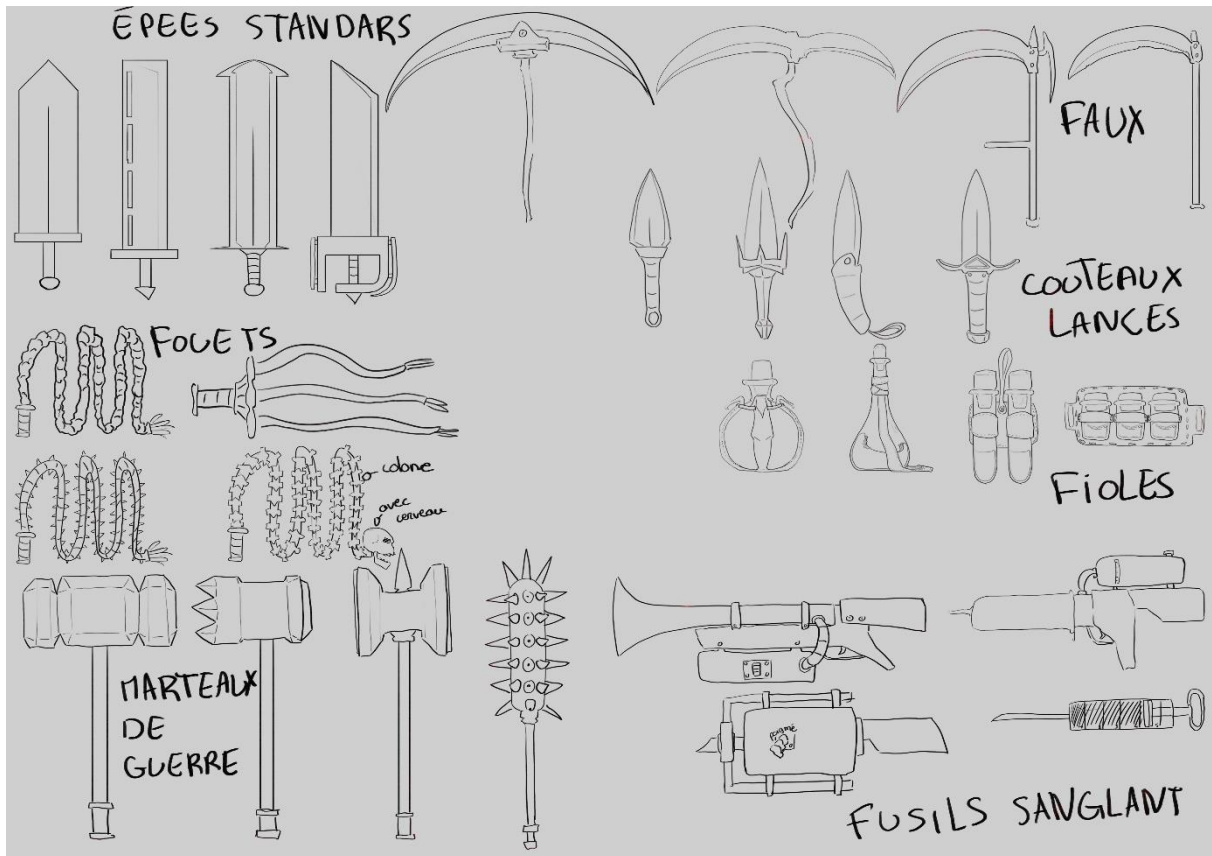
Weapon's concept

If the player need PNJ to show his way, **his blood can be used to**. When the player takes a hit, like all the PNJ**, he bleeds a stain** who follow the **same effect as the others**.

But this is not enough to reveal his path, so the player can **choose to sacrifice the hero's blood** to and use all the color propriety.

To do this **can equip the three-base color** and when he will be hit, he will bleed the color that the player chooses.

So, he can **craft a temporary weapon with is blood**. And when **he swings his weapon, he generates a stain** and reveal the level. This method is a **sacrifice** so the player does **not abuse** of it.

To pass the obstacle, the hero **can need a color specific mixed color** but he found a one blood type PNJ, he drives a PNJ where he wants and **hit him with his blood weapon. The two colors will mix**.

In order to have a screen **without HUD**, we choose to implement **the Life Gauge on the character**. **His air has this role** and more their grow up more blood the hero can have. **Each tangle** the character has in pony tail **represent a segment of blood**. (**tangle** is colorizing in the **same color of equip blood**.)

To manage his blood, the hero can equip **armor who give him more blood**.

ARMURE CUIR   ARMURE DE FER   ARMURE LÉGENDAIRE   ARMURE DE PLAQUE

Core Gameplay:

A level:

In this game, **the level** design is present like **a comic**. With case on page. **A level** can be **made of multiple page or just one**.

A **page can contain many case**, each case **can be different**. Some of them **can be a large** case with a **level in multiple scenery**. Like a rampart walk of a castle with his watch tower exterior and interior.
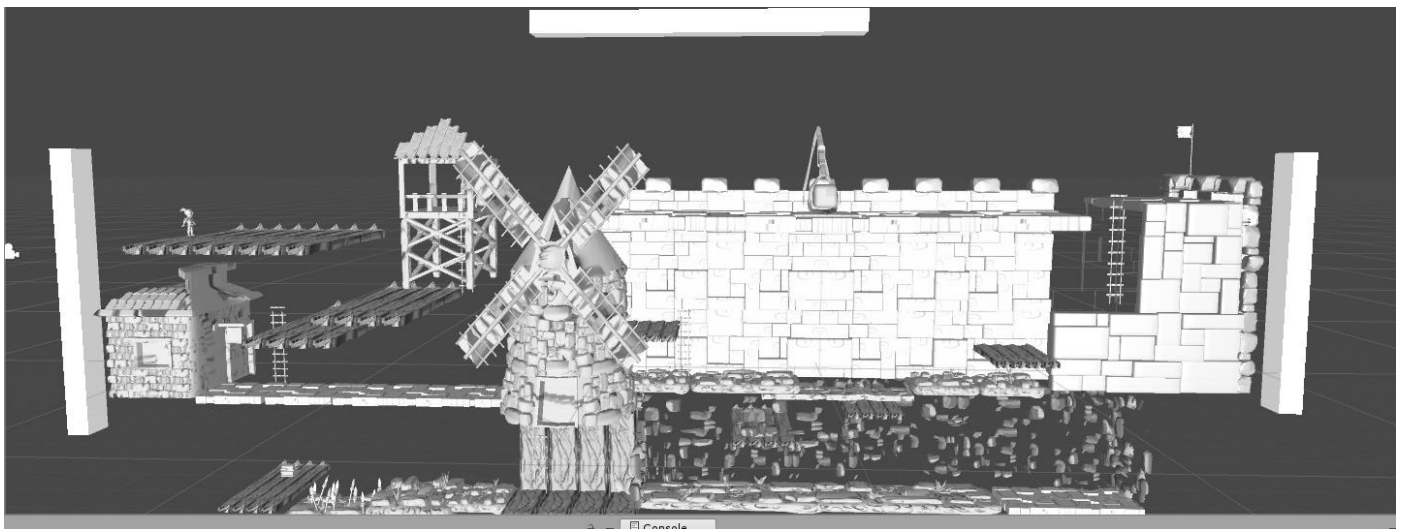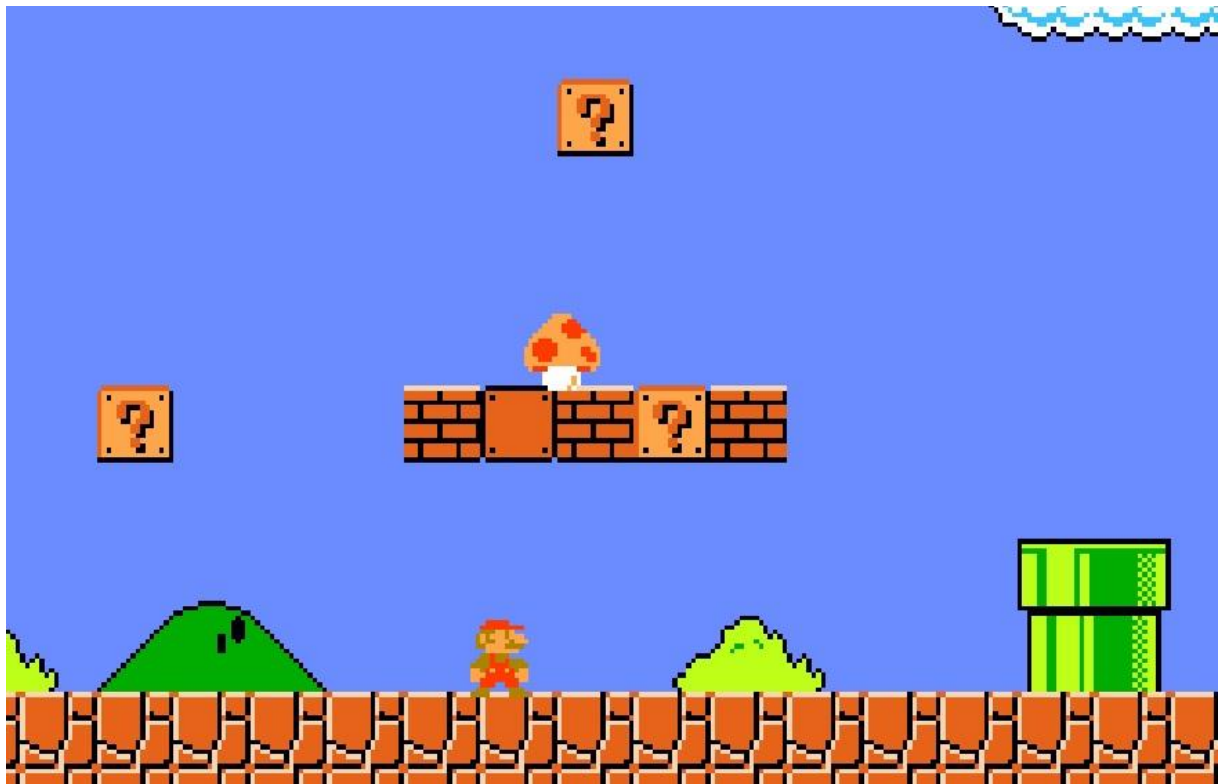

A case with multiple scenery.

And some of them **can be just one scenery like an arena**.

On the begin, the level is just **a blank page**. The players reveal it with the blood.

For the view, the **camera is on side and scroll** when the hero moves forward.

*Super Mario bros: an example of sidescrolling camera*

The hero can move forward, go back, jump and fall like many platformers. The player has a **gravity control on the jump** so he can **guide his fall**.

Fight:

In fight, the player must manage the blood like a resource to reveal the hero's environment. To do that, the player has **three choices** when he **attends a hit**. The choices are a **direction of the sword swing** that generate a **stain in the same direction**. A **rising hit** to see on the top, a **downward hit** to see more on ground or hole and a **standard hit** to see in front of the player.

When the hero **meets strong opponent**, he can need to hit **more than one hit**. He can **deal more damage and generate specific blood's stain** if he follows a sequence of attack to make **a combo.**

To encourage the player to make a **combo**, these **generate an aura around the hero**. This aura **reveals the level** for a moment. More the player use combo more the aura is big. **It's disappear gradually** in the time or when the player **takes an attack**.

Combo

After Few time

Aura of apparence
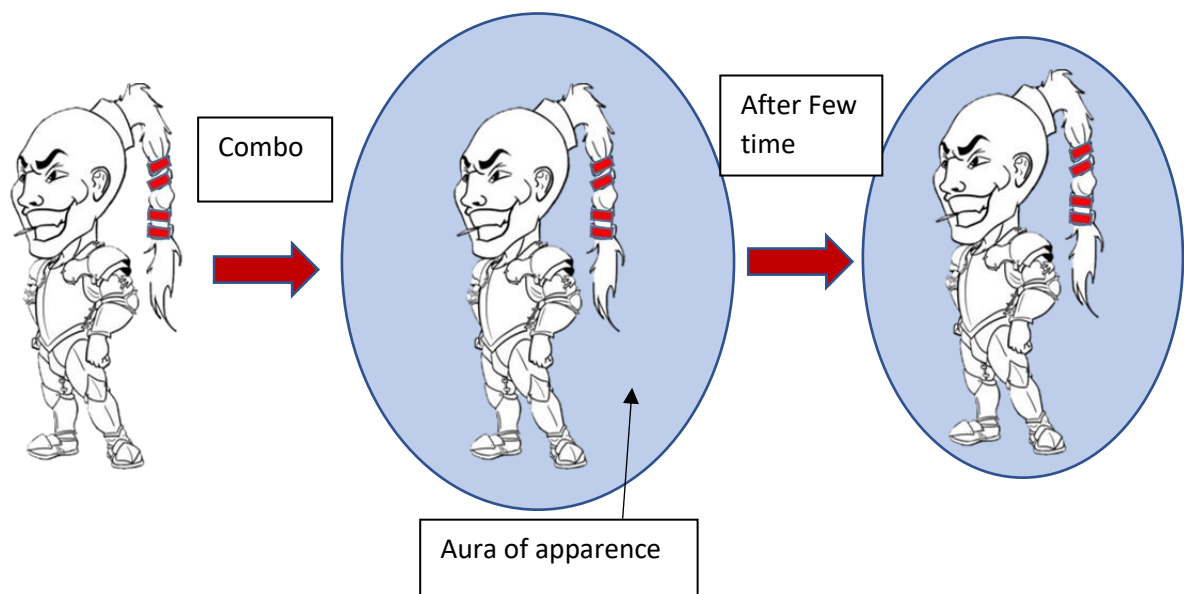
The death:

The death is **not a game over**. When the hero dies he **spread his blood** on an area around his body and disappear to **restart at the begin of the current case**. **All PNJ reappear** but all stain and all complete puzzle/enigma are **still apparent**. In that case the death is not the end of game.

But **to not let** the player **abuse this mechanics**, the level has a **time limit** that put an end of the game when it reaches 0 and when **the hero dies the counter time decrease**.

Graphic chart:

To **set against the violence** that **result from this game**, we choose to **add a comical issue** by **the universe and the graphic**.

By the universe we can **lower the violence** by **the story** that we want to tell and adding some **effect that we find in comics** like **onomatopoeia and visual effect**.

Violent action put down by the stars and the onomatopoeia "BLING!"

By the graphic, we **can ridicule** all **aspect** that we **can judge harsh**.
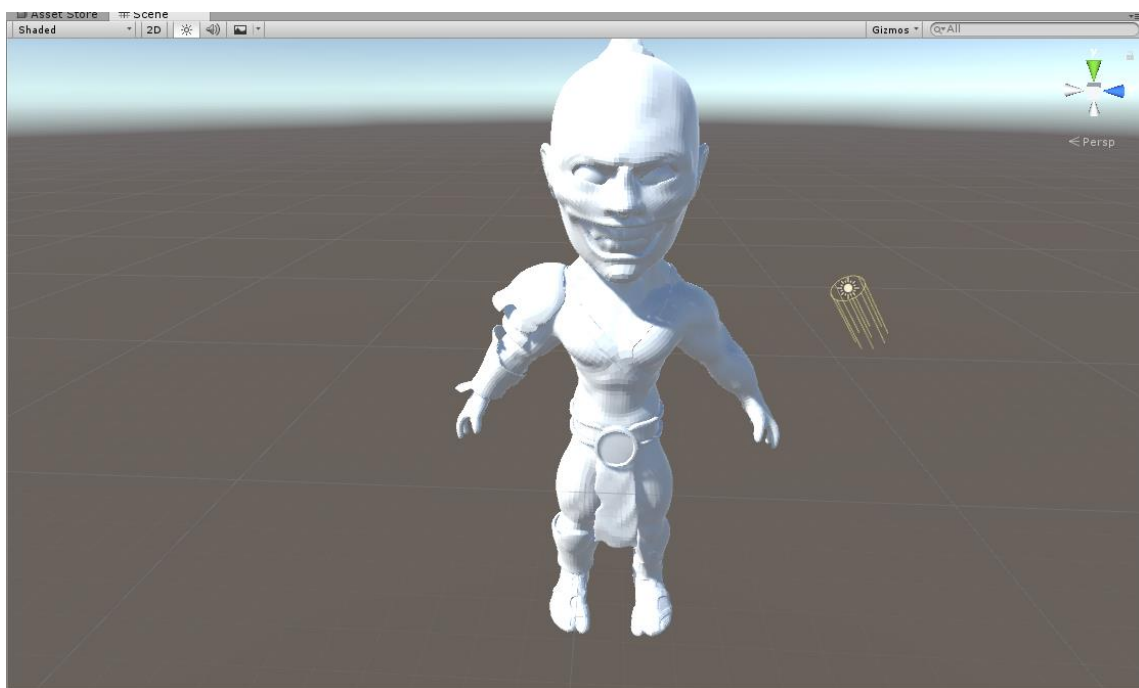

In the video game *Viewtiful Joe,* the **main character** is a hero but **his body aspect was made in such way** that we can **find him funny**.

This character can look harsh by his aspect but his big hear inverse this.

And **the barbar**ian is made **in the same way**, he **looks brutal** but **an aspect of his body change all it**.
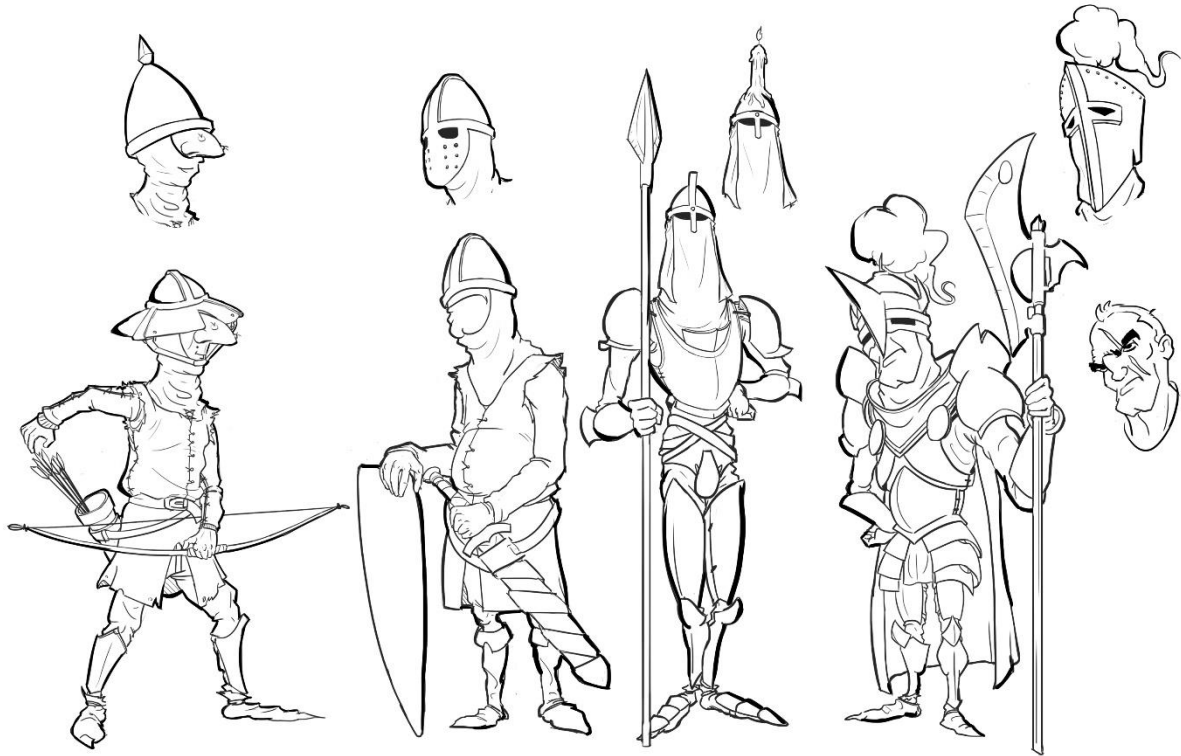

The barbarian during the creating process. Always a ridicule body.

Our main character in 3D and with his big head.

But it's **not enough** and a big head for each character will be not funny. So, **every character** can be having a **different comical aspect**.

Here our main opponent PNJ: Tiropiff, Senface, ciergent and Capichef.

It can be some of **common PNJ** or it can be **a boss** of this game.

Le NAZNUL

Second Boss a affronter avec deux phases de combats, donc deux formes differentes
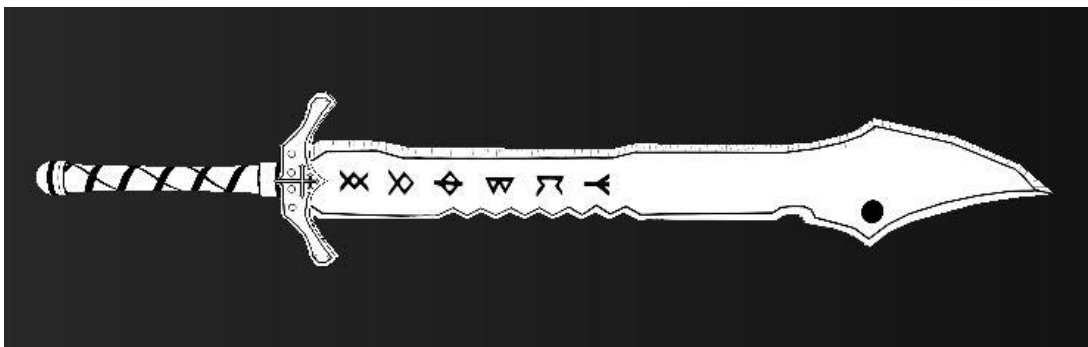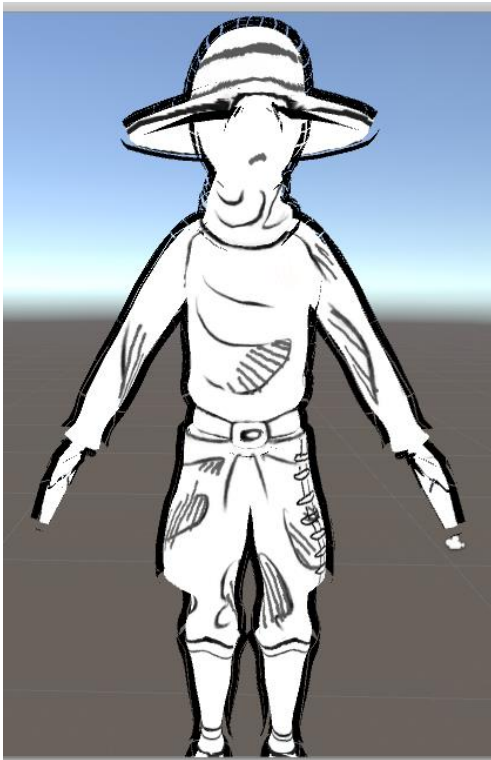
Luj, the castle 's butcher/singer

Naznul, king of the castle

In the end:

In the end of this project, we had a prototype to show at our judge. We develop in priority the blood reveal system and a Level Design with some graphic asset
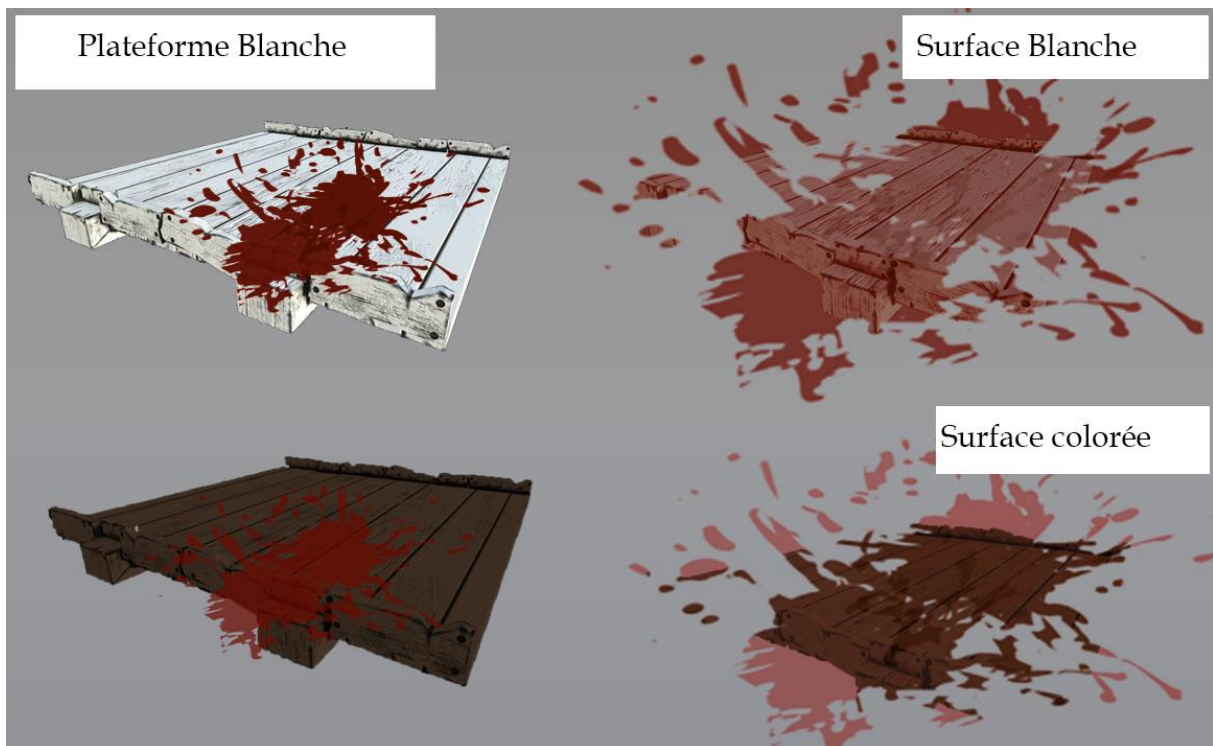
In programming, we use **layer** to apply a **transparence texture**. It disappears when a **blood stain made in particle** touch this layer.

(See demo's video)

After we reached our goal, we found **some problem**.

The blood reveals the scenery but the view is **not comfortable for the eyes**. We **thought about some solution** for the next part of this project.

We decided to **test the color in the game** and **to abandon the monochrome color**.

Also, we will work to **integrate the blood color system and combo system** and **go further away**.