Unity Group Project

Role:

**2D concept:** Karen, Gabi

* Characters (vampire, enemy)

1. Salt gun/Holy water gun
2. Garlic grenade
3. Torches
4. Vampire
5. Human
6. Ogres
7. Salt shard in different size
8. Sunlight shining from the gaps
9. Mirror
10. Bat
11. Sheep
12. Coffin

* UI
* Final version of image for UI

**Background art / BGM:** Helen

* 3 levels (dark forest village, salt mine & dungeon)

**3D character modeling:** Sean, Gabi, YiFan

* Characters (vampire, enemy)
* Platforms for 3 levels (dark forest village, salt mine & dungeon)

**Coding:** Jennifer, Sophie, Albert

* HP (healing, game over)
* Timer (clear/game over)
* Characters’ movement

**Level design:** Sophie, Albert

* 3 levels (dark forest village, salt mine & dungeon)

**Asset compiling:**

Stage & Story

* Game name: Fleet => Vampire: Vived
* Main character: Vincent the Vampire
* Goal: Trying to find him way to rest (coffin)
* HP: 100 (five blood bag)
* Damage: 10 HP per hit
* How to heal: Eating sheep to take their blood
* Special ability: Turn into bats
* Timer in each level
* Transfer to the nest stage: mirror

Stage 1:

**Place: A village in a forest**

**Time: Night**

**Enemy = Villagers holding weapons**

1. Salt gun/Holy water gun
2. Garlic grenade
3. Torches

**Timer: The villagers is closing the exit to capture the vampire**

Story: The vampire is escaping from village, because the villagers are afraid of monster, even though he did nothing.

Stage 2:

**Place: A salt mine**

**Time: Turning to day**

**Enemy = Salt shard falling from the mine**

1. Salt shard in different size
2. Sunlight shining from the gaps

**Timer: He have limited time for being a bat**

**(He is too tired to use his power)**

Story: The vampire escapes into a salt mine accidentally, in which he is regretting, because vampire is afraid of salt. To escape he changed himself to a bat.

Stage 3:

**Place: Dungeon**

**Time: Sunrise**

**Enemy =** Ogres

* Reuse the weapon in level 1

**Timer: He is too tired that he will faint**

Story: The vampire finally find him way home, but there are traps set up by his neighbor, ogres. So he need to escape to his coffin.