Unity Group Project

Role:

**2D concept:** Karen, Gabi

* Characters (vampire, enemy ,6)
* 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:**

* 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.