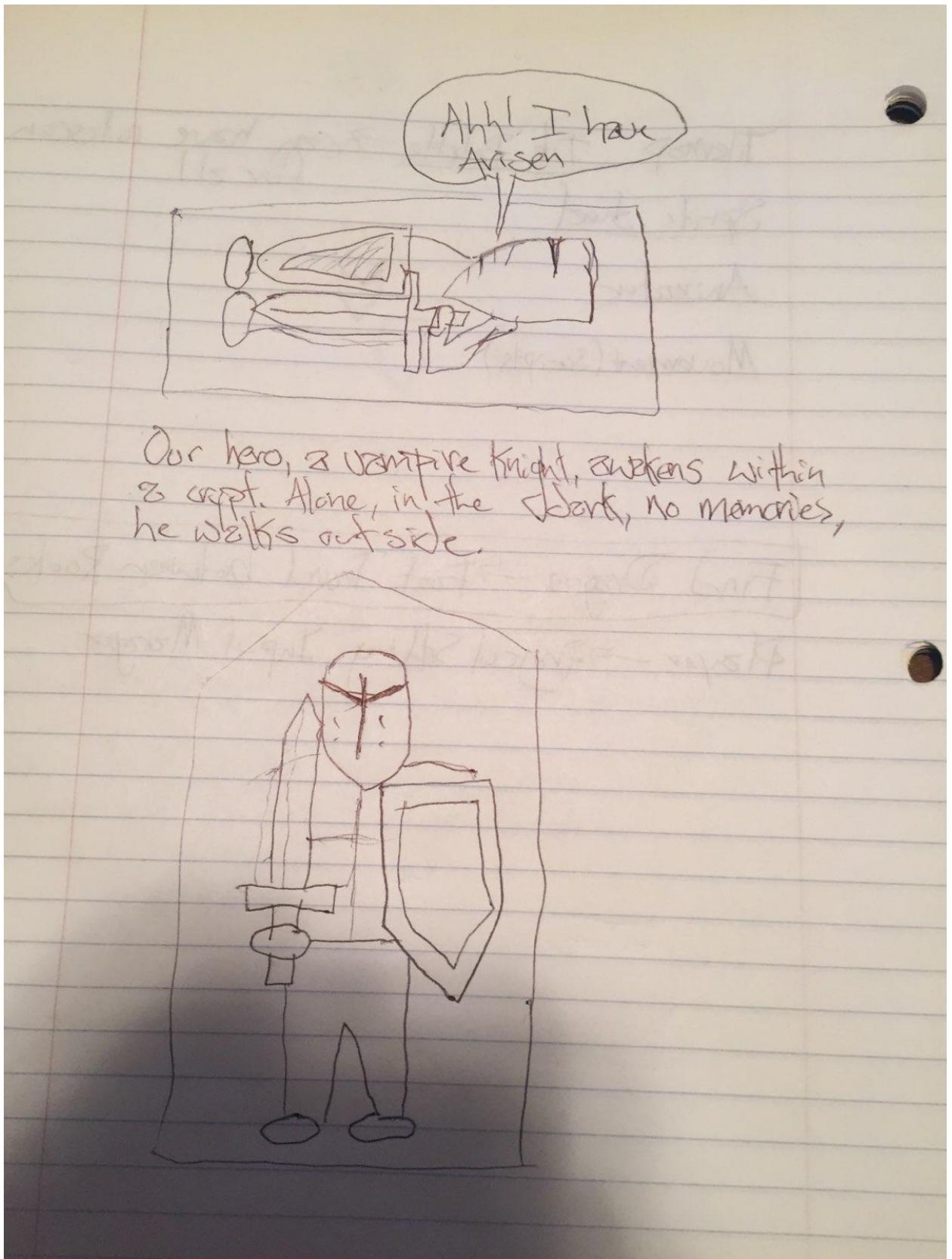


David Wilkinson

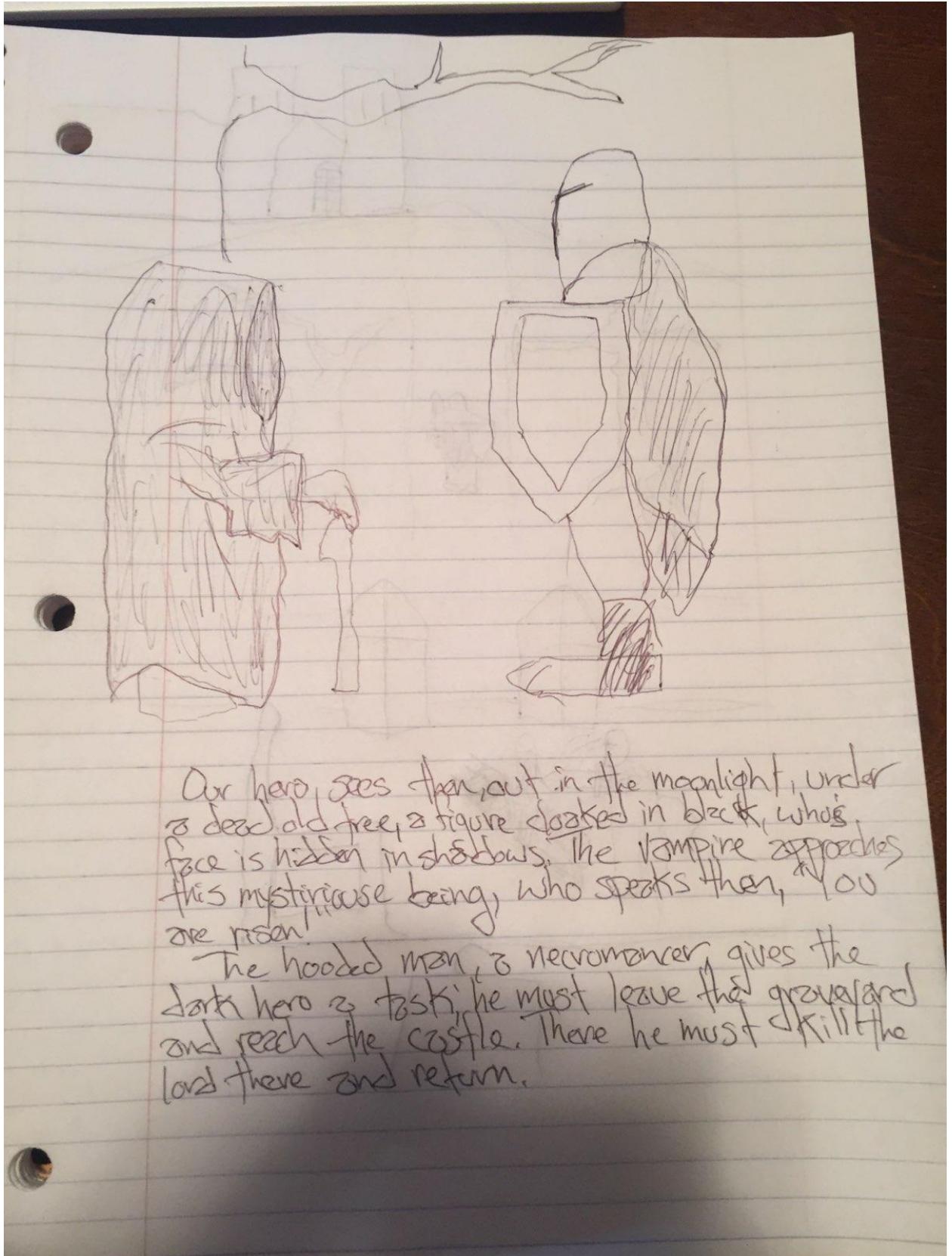
## Under the Old Tree

1. For my specifications, I am planning on using Unity because it seems to be the type of engine that can handle what I am planning on creating. I wanted to have a top down view, and use my own artstyle, so I am planning on doing the art for the game myself, although I am a poor artist, I still want to. I wanted to have it be like the old Zelda games. So, the Unity Engine will be able to do all of the things that I want too. I would like to explore Unreal, just to see if it makes this process easier.
2. For my main premise of the game, a vampire knight awakens with no memory of who he is, he is driven to find out who he is, fighting great and powerful beings, and all the while trying to discover who he is.
3. The hero is a vampire knight who awakens in a crypt, with no memory and walks outside to find a necromancer who tasks him to kill a lord within a castle nearby. After doing so, the necromancer attacks our hero, who must defeat him. After this victory, our hero finds a note on the necromancer with hints at who he might be, yet he has to travel far and wide in search of his identity, becoming more powerful as he does so.
4. For what the game will do/does is it will be a top down old school Zelda aspect as far as where the character is on the screen and how the player will move and fight as well. I want the game to be story driven, so the player is given bits of the story as the game progresses. I want there to be outside type maps, which end in a dungeon, at the end of the dungeon there will be a boss that the player must defeat. I would like those boss fights to be unique and challenging to the player. Players can swing the sword, block with the shield, and move about. I am trying to decide if more things unlock as the player progresses or if the gameplay will remain the same as the player continues. I would like a health bar as well. I want there to be enemies that the player can drain for health.
5. As for who I would like to target, I was thinking of the PC and console, because I think that this type of game would be playable on both of them. So for me having something that the game is playable on is why I am targeting them both, also Steam is a way to sell a game of this type.
6. Here are just some rough drawings of what I was thinking:



Our hero, a vampire knight, awakens within  
a crypt. Alone, in the dark, no memories,  
he walks outside.

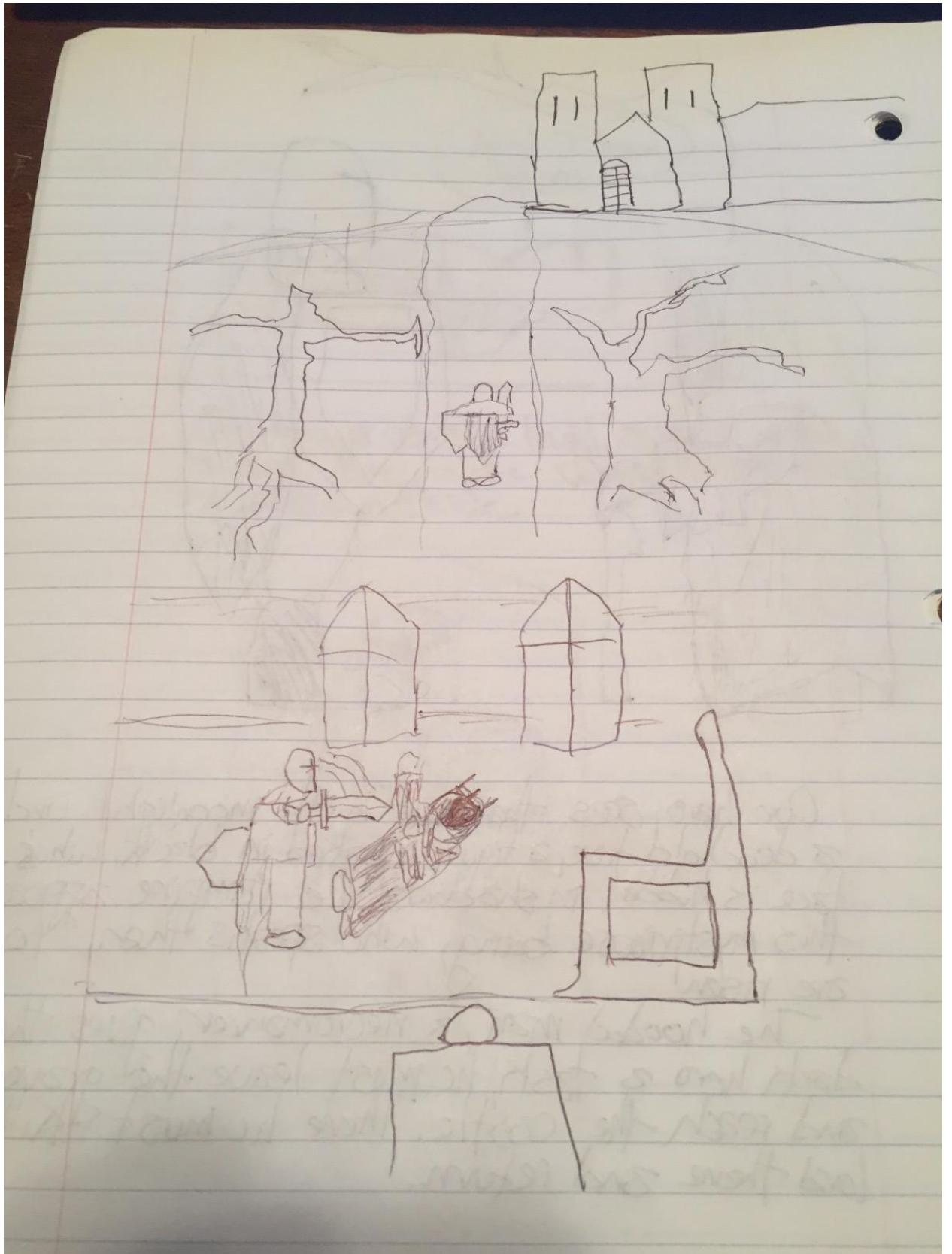
The game will have a basic art style, I am not a great artist, but I can do that



Our hero sees then, out in the moonlight, under  
a dead old tree, a figure cloaked in black, whose  
face is hidden in shadows. The vampire approaches  
this mysterious being, who speaks then, "You  
are risen!"

The hooded man, a necromancer, gives the  
dark hero a task; he must leave the graveyard  
and reach the castle. There he must kill the  
lord there and return.

Here is what I imagine the game itself will look like:



Some of the inspiration for this is from things that I have created on midjourney, here are some of them. I see them as boss types or helper characters along the way. Although the level of detail here is far beyond what I can do, there might be some way for me to take the time to make characters that are similar but with pixel art.









