Hallow Way

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High Concept

You play as a rabbit on a rescue mission to free your cat friend from a ghost. Use your carrot sword to subdue it before it gets you first!

Features

- Three distinguished areas: the starting area, the hallway, and the final room.
- Menu screens including a Main Menu, About screen, Settings screen, a Pause screen, a Win screen, and a Lose screen. Buttons are used to navigate between menus.
- A sword pickup for the player to use.
- A ghost guard patrolling the hallway that chases the player while shooting projectiles. It can be temporarily neutralized by the player, allowing them to proceed to the next room.
- UI to indicate player health.
- Eight original and visible models including: box obstacle, sign, torch, pillar, ghost, cat, carrot sword, and the player character.
- Two original particle effects including a torch fire and magical enemy projectiles.

Player Motivation

The player must complete each of the three room's individual objectives without dying (depleting their health bar to 0) to successfully win the game. These are collecting the carrot sword pickup, defeating the ghost guard, and interacting with the cat, respectively.

Genre

Action/fighting.

Target Hardware

Windows PC.

Design Goals

The project's goal was to create an engaging game using the guard mechanic and a unique yet simple story. We focused on melee combat versus ranged projectiles and the concept of rooms being unlocked as objectives were completed.

Mechanics

Our game features three main mechanics: melee combat, enemy projectiles, and unlocking doors.

- Melee combat: The player uses the sword pick-up to attack the ghost guard by hitting it.
- Enemy projectiles: The ghost guard fires ranged projectiles at the player that damage their health. Losing all health results in the loss state.
- Unlocking doors: The player must complete objectives to unlock doors. These are collecting the carrot sword pickup and pushing a wall button after defeating the ghost.

Art Style

A muted color palette is used to set the scene as slightly ominous. The stone walls and prop objects such as the pillars and torches reflect a dungeon-type environment. We did not want the aesthetics to be too serious, however; we wanted to keep the style bubbly and friendly. Because of this, characters are rounded and have stylistically simple textures.

Models are relatively low-poly (under 5000 tris per model) for consistency. Organic shapes such as the characters were sculpted then retopologized to maintain a more natural feeling as opposed to the quad modeled environment objects like the torch, boxes, and pillars. Both particle effects and animations are original. All materials and textures besides the ones listed below are original and were hand-painted onto the objects except for the walls and flooring.

Texture Credits:
Walls and Flooring - Nice Materials Pack Vol. 2 by Çağlayan Karagözler on the Unity Asset Store.
Wood base material - Substance Painter.
Pillar base material - Substance Painter.