

# Game Concept Document

## Title: Blood Light (Working Title)

Genre: 5v5 Tactical Vampire Shooter

Target Platform: PC

Engine: Unreal Engine 5

Mode: Multiplayer Competitive PvP

Art Style: Gothic Dark Fantasy / Modern Stylized Realism

Perspective: First-Person Shooter (FPS)

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## Core Concept

Bloodlight is a fast-paced 5v5 competitive tactical shooter set in a gothic vampire world. Two rival vampire factions fight across dark themed battlegrounds to plant a sacred light source, a deadly weapon against their own kind. Each player assumes the role of a unique vampire character drawn from six specialized classes, engaging in tight, high stakes rounds where movement, team composition, and ability synergy are critical.

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## Game Objective

1. Two teams of 5 face off across up to 17 rounds.
  2. The primary objective: plant and defend the light source (Attacker) or Prevent and defuse it (Defender).
  3. The first team to win 9 rounds takes the match.
  4. At 8-8, the game enters Overtime:
    - a. Teams must win 2 consecutive rounds to win.
    - b. If still tied: 1v1 Face Off among all players in a random order.
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## Core Gameplay Loop

1. Pre-Round Phase
    - a. Select characters from six available classes (one unique character per player).
    - b. Buy phase: Equip Weapons based on the amount points earned in the previous round. In the case of the first round, choices between pistols will be given.
  2. Action Phase
    - a. Attackers aim to plant the Light Source at designated zones.
    - b. Defenders must prevent the plant or defuse it post-plant.
    - c. Players use character specific abilities to fight, evade or support.
  3. Post-Round Phase
    - a. Points awarded based on win/loss and performance.
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## Character Classes

Each class plays a distinct role in the team. All classes have 150 points of protection (shield/barrier) with varying base HP.

1. Dominators
  - Role: Aggressive Frontline Fighters
  - HP: 100
  - Playstyle: Disruption and entry fragging
2. Resasors
  - Role: Sacrificial Support Units
  - HP: 80
  - Playstyle: Risk-reward zone control and indirect aggression
3. Lovers
  - Role: Team Healers
  - HP: 80
  - Playstyle: Sustain focused backline support
4. Leaders
  - Role: Tactical Commanders
  - HP: 100
  - Playstyle: Orchestration and adaptive response
  - Playstyle: Risk-reward zone control and indirect aggression

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## 5. Initiators

- Role: First Engagement Disruptors
- HP: 100
- Playstyle: Space makers for coordinated attacks

## 6. Assassins

- Role: Stealthy Eliminators
  - HP: 60
  - Playstyle: Flank, eliminate and escape
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## Vision & Closing Notes

*Bloodlight* blends fast-paced tactical shooting with dark vampire lore, offering a unique team-based experience built around mobility, abilities, and strategic roles.

With distinct character classes, intense round-based gameplay, and a competitive edge, it's designed to stand out in the modern PvP shooter space.

END OF THE CONCEPT DOCUMENT