

Parasouls

Third-person souls-like boss rush

Credits

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Katja Bren | Designer/Audio

Marketing

Genre:

Third-person action RPG

Category:

Souls-like

Similar Games:

Mortal Shell, Lies of P, Elden Ring

Setting:

Infinite prison dimension (medieval dungeon-like architecture and props)

Look:

Third-person

High Concept:

Parasouls is a thrilling and high-stakes souls-like boss rush where players can battle countless challenging foes to increase in power and take on increasingly tougher enemies. Prove yourself against bosses, and equip yourself with upgrades from the market.

Parasouls sets the player character into an endless prison dimension where they must defeat insurmountable challenges to escape. They will fight against 2 bosses, while defeating smaller enemies on the way to the boss fights. They can also collect dropped currency from enemies to purchase upgrades at that shop, which will be essential for the final boss fight.

Plot:

A human has become trapped in a prison dimension with their only option being forward. In order to survive and escape, they must defeat the keepers of the prison, and open up the exit back home.

Technology:

Engine: Unreal Engine 5
Version Control: GitHub
Characters: Real-time 3D models
Creatures: Real-time 3D models
Setting: Real-time 3D models
Structures: Real-time 3D models
Interface: Unreal engine 2D graphics
Weapons: Real-time 3D assets

System Requirements:

- Able to run Unreal engine 5

Gameplay Overview

Boss Rush

Our game will be a very straightforward test of the players skills. Will they be able to overcome the boss and move onto the next one? Will they be able to itemize and buy the correct upgrades to make the last boss feasible? There is no complicated way to go about it- you just have to defeat the boss.

Competitive Push

While the game will be singleplayer, there is an element of being able to show off to friends based on how quickly and how easily the player clears each boss. One player may not be able to clear the boss as quickly, or gets stuck fighting the minions before the next boss. The possibility of showing off one's prowess shines here and the potential for bragging rights is always available.

Collaborating on Strategy

While there is a feeling of wanting to compete with fellow players, individual players might not be able to beat a boss on their own. This is where the aspect of sharing strategies comes in. A more veteran player might be able to step in and show the struggling player some attack patterns, where to dodge, or even what upgrades are most useful.

Game Flow

Unreal Templates:

[Fab link for minion assets](#) - basic enemy template

[Aurora character model](#) - boss template

Possible environmental assets -

[Modular Dungeon Collection - \\$70](#)

[Chambers of Pain - \\$40](#)

[Modular Dungeons Medieval Pack - Free](#)

Levels:

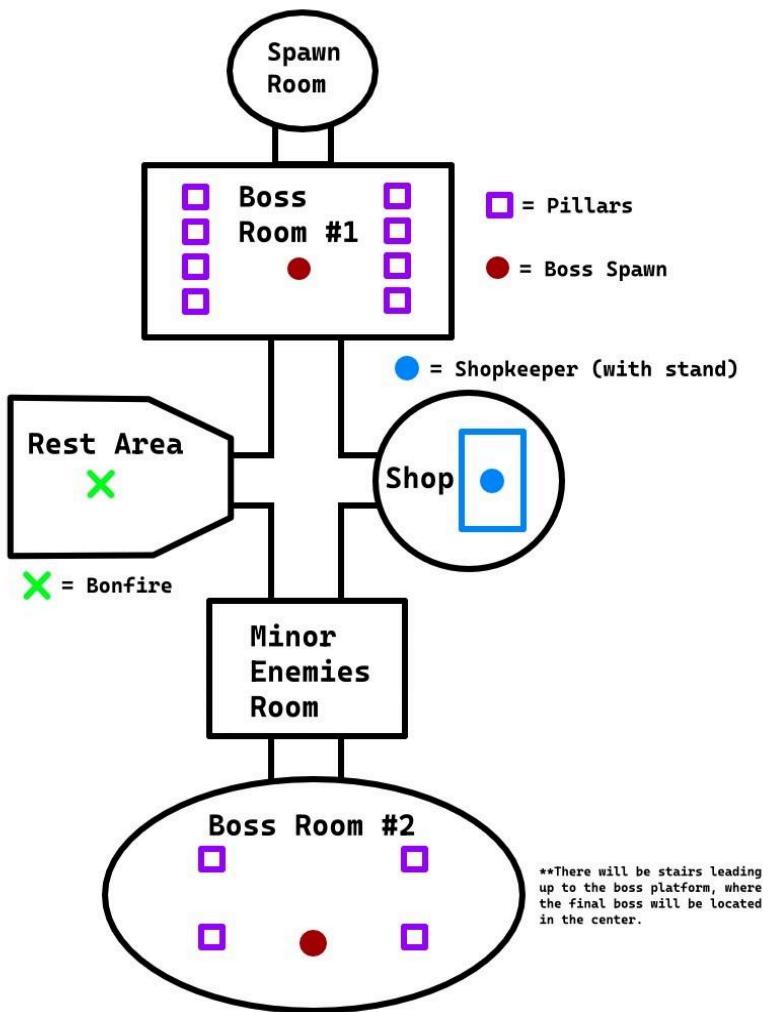
Boss 1:

- Right in front of the spawn room
- Large room where player will fight first boss
- Short cutscene with the boss before the battle starts
- Exit into the next room will be in a straight line from the entryway
- Exit will unlock once the boss has been defeated
- Boss will drop souls, that can be picked up by the player

Boss 2:

- Can enter after defeating minions in the room right before
- Door will lock behind the player
- This boss fight will be near impossible without buying upgrades from the shopkeeper
- This boss will also have some dialogue
- Different attack patterns from the first boss
- Boss will begin attacking the player after their dialogue
- After defeating the boss, the exit will open
- Entering the exit door will complete the game

Map:



***The map will have the layout of a typical dungeon-style encounter, with closed-off rooms and underground passageways.*

Combat System:

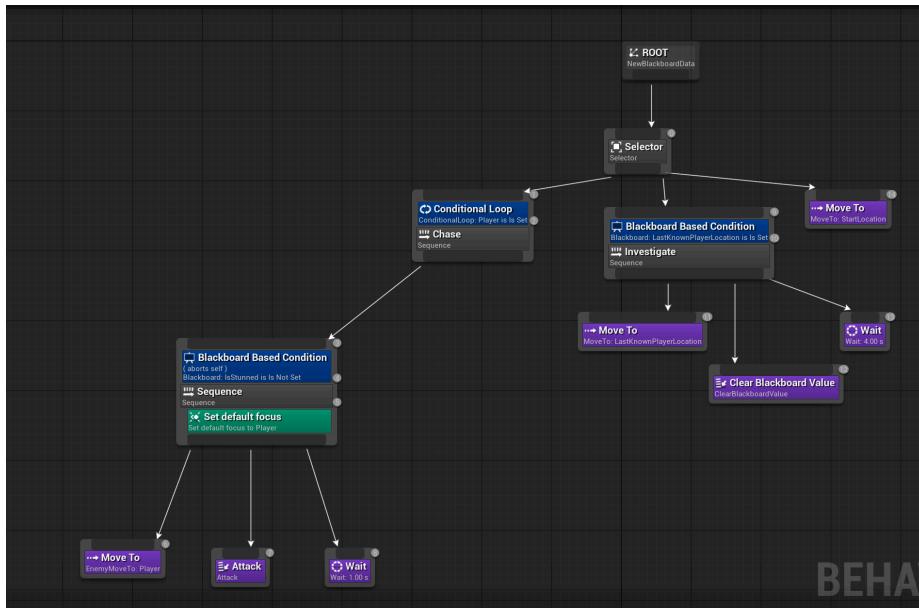
- The combat system will work by checking if an enemy ever overlaps with a collision box attached to the player's weapon, when the player does a melee attack (left click)
- The player will be able to roll which would make the player invulnerable for however long necessary by forcing the enemy to check whether or not the player is rolling when attacking them. Rolling affects the player's stamina.
- The player will be able to parry the enemy by blocking(pressing right click) right when the enemy would deal damage to you. We would be able to track this by casting to the enemy from the player when the player presses the block button, and if a bool called isAttacking is true then the player successfully parries the enemy causing the enemy to take damage, while the player is unharmed.

- The player can block enemy attacks by holding the block button. This will be tracked the opposite of parrying by the enemy casting to the player and asking if the player is blocking or not, and if they are the player takes no damage but instead takes a massive hit to his stamina instead of his health.

<https://www.fab.com/listings/0c19880e-21bd-42ba-8287-1caccc3951b1> - great example for souls like movement (Rolls, Dodges etc)

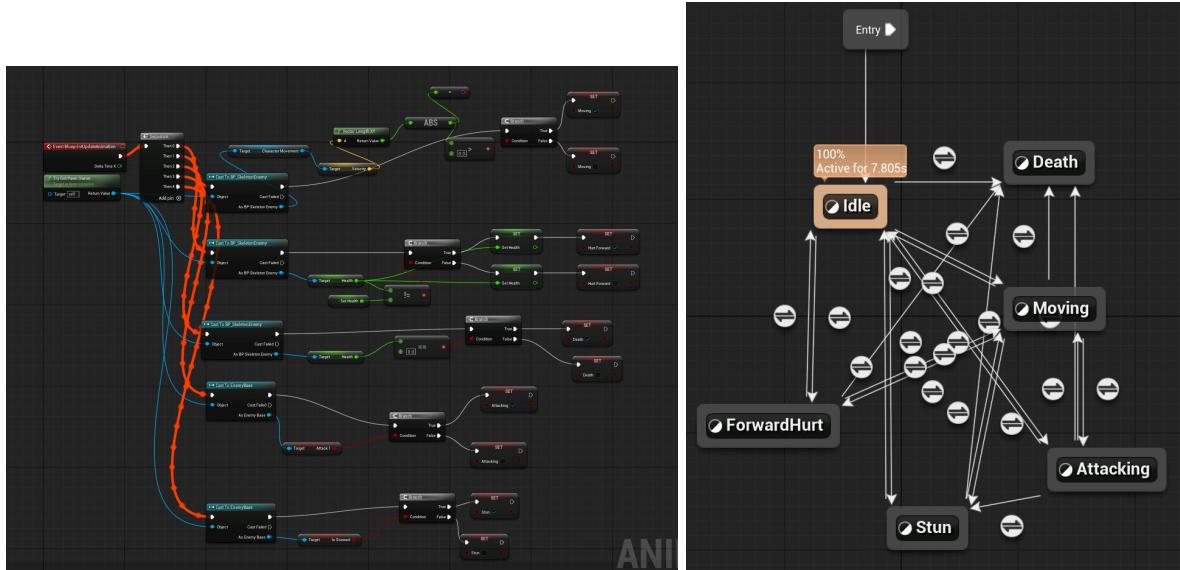
Enemy AI:

- Enemy will be in a BP Character class
- Uses AI behavior trees
 - Will make the boss track the player by using blackboard values, and the move to node.
- Will make my own BP Behavior task for attacking/dealing damage
- Depending on how the enemy attacks, and how cool downs work I could make a sequence that runs all child tasks at the same time, and doesn't restart on failure.
- Will use selectors to differentiate between phases based on the bosses health at the moment



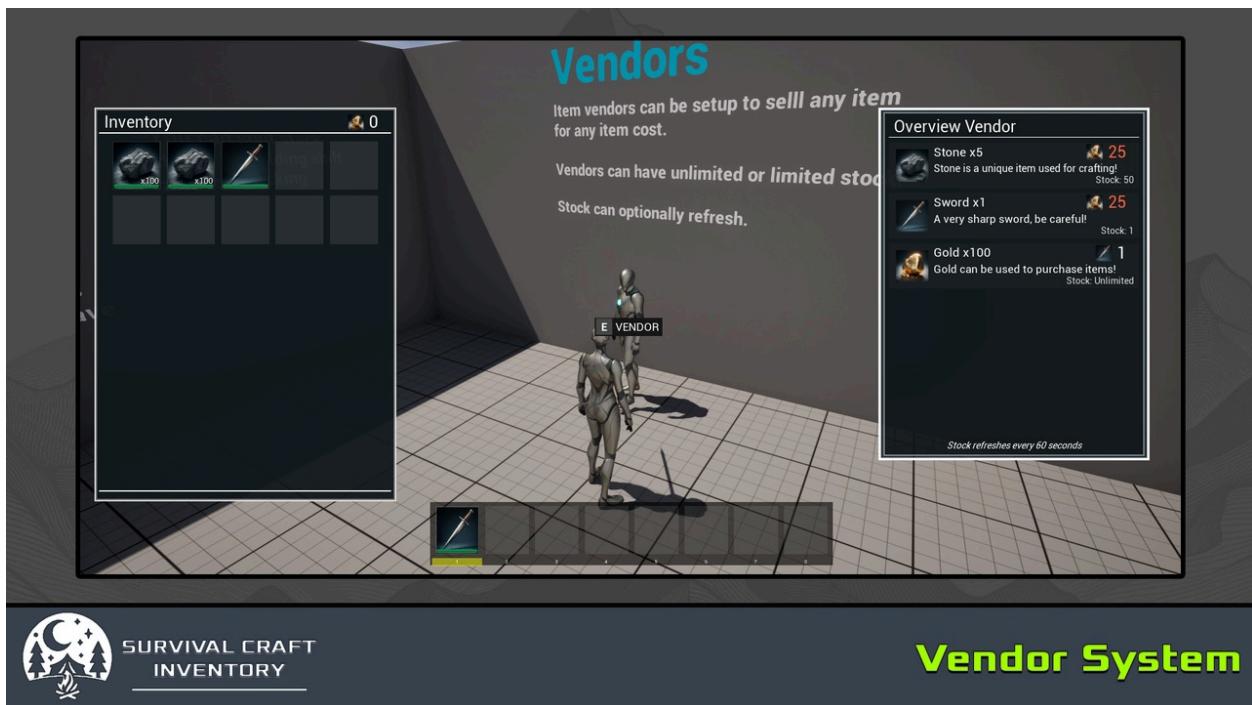
Example from another project I worked on

Will use the Animation state system with bools in order to switch the animations properly, ex: Walking to attacking by checking if an attacking bool is met, which is true when the custom attacking task is played.



Example from another project I worked on

Shop keep:

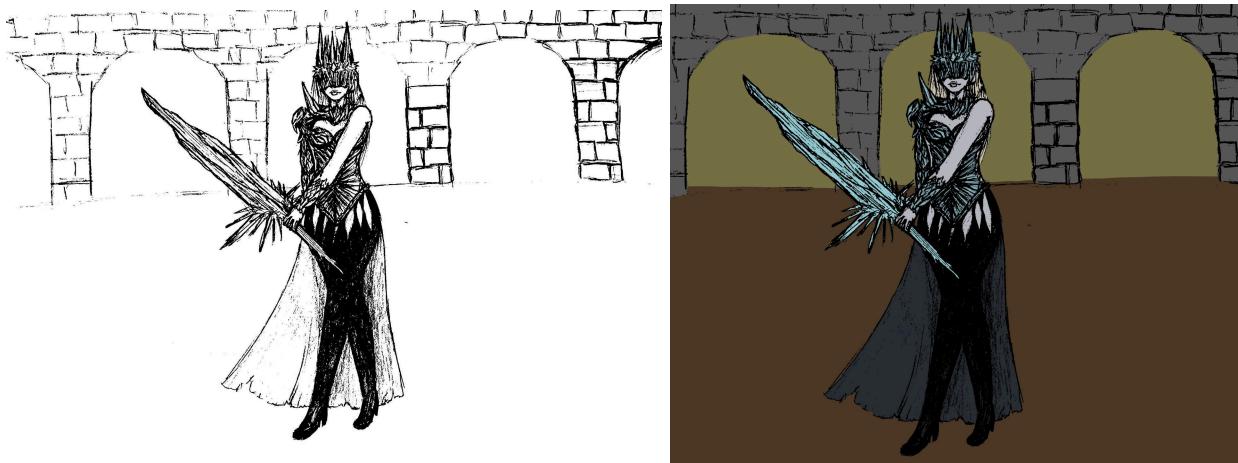


<https://www.fab.com/listings/57e429e3-3a31-4950-ab18-37cc3bea4de1> - the vendor part out of this inventory unreal template pretty much encapsulates what we want out of our shop. This can be done by using a collision area around the shop to detect if the player is in range of the shop

and if it is a widget prompting you to press E on the vendor will pop up. Then the shop widget will pop up and you can use your souls to buy whatever you want.

Art:

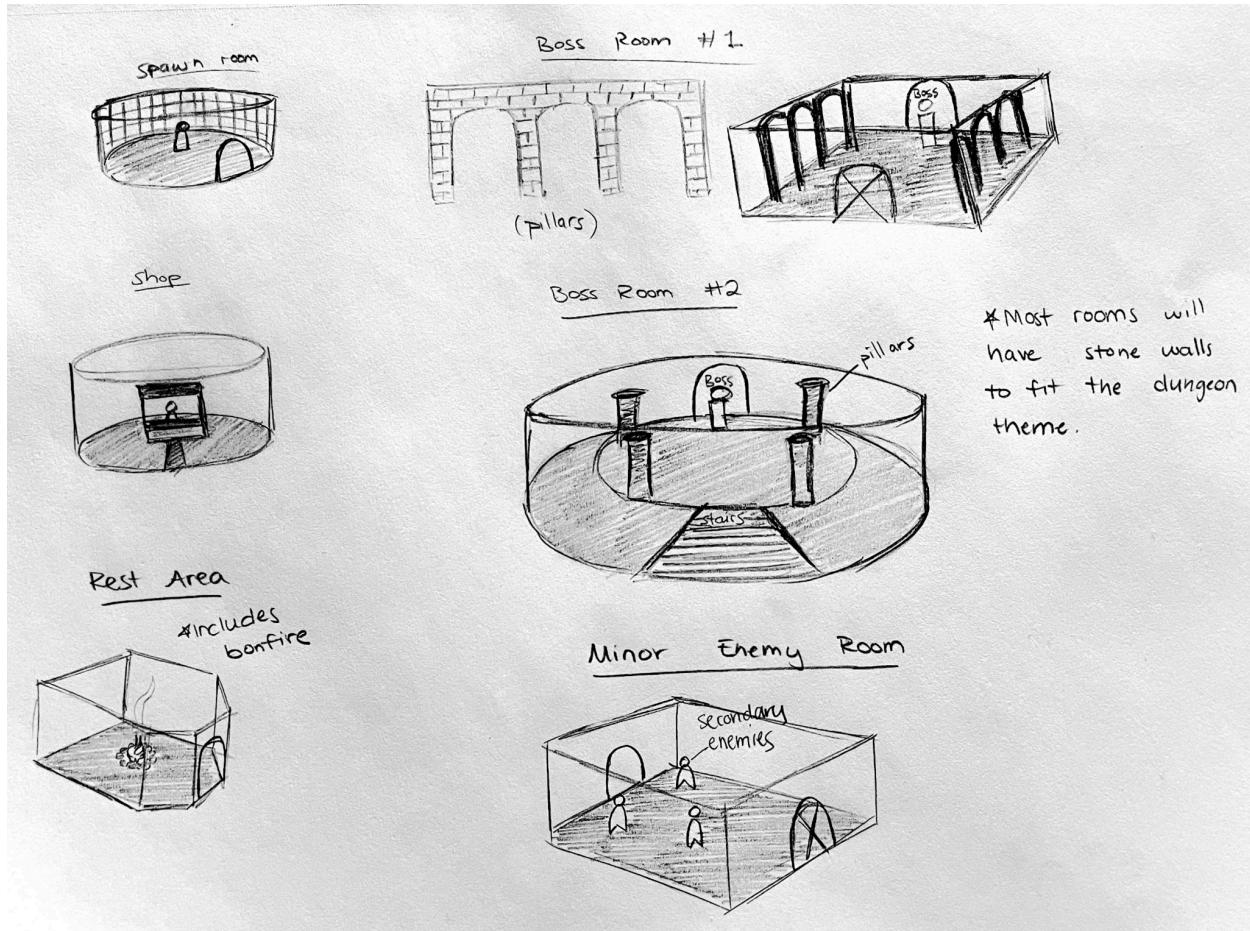
Boss cutscene sketch #1:



Shopkeeper icon:



Level Sketch:



Music & SFX:

We will have music for each boss, the shopkeeper, and ambient music. We will have sound effects for weapons, battles, and dialogue.

Milestone

First Playable

- Basic player animations (idle, run, attack, dodge)
- Enemy AI
- Prototype Level using Paragon Assets
- Basic UI elements
- Basic Item pickups

Alpha

- First Boss fight
- Quest System (Defeat Boss 1 to unlock Boss 2)
- Working ‘soul’ or currency system
- Shop system (buy/sell items)
- Interactions with NPCs (Dialogue)
- 2.0 level design, UI updates
- Full combat system

Beta

- Full AI behavior tree for all enemies/bosses
- Sound Design (weapons, environment, foot step)
- Music tracks for different areas
- Gameplay balance
- Final level design, UI updates(more details)