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Dai Makai-Mura

Game Techniques Assignment 1



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1. About Game

Dai Makai-Mura is a Japanese game (in English is translated as Ghouls 'n Ghosts) and it is classified as side-scrolling game. It was originally released as an Arcade Game in 1988. This game has a story about the Knight Arthur that needs to defeat the evil Lucifer and therefore restore the souls of 'Prin-Prin' and the ones from the people.

This game has a total of 6 levels, each level having a different theme and story. But in order to unlock the 5th level Arthur needs to play and win the levels from 1 to 5 twice because they have a different symbolic.

This game is similar to the Ghosts 'n Goblins which is another game from the same sequel.

2. Game Objectives

The game objective is to win the entire game, but even if it may seem that you need to play only 6 levels to win it has actually 11 because the player needs to play the levels from 1 to 5 twice. The main objective is to defeat the evil (Lucifer) and restore the souls of Prin-Prin and the people.

While jumping you can jump twice, this means that you have a chance to jump higher or to dodge an enemy. While jumping if you hit treasures of gold then it is going to rain with gold for a few seconds, gold that you can pick.

In order to be able to defeat Lucifer you need to pick up the special weapon that is appearing only the second time when you play the levels from 1 to 5. In this game there are different sets of equipment such as armor, and special weapon. The armor lets the player to release a powerful magical attack, while the weapons give the player the possibility to attack (use) a special attack.

3. Game Mechanics

The player can play only with one character which is Arthur, but this character is fully customizable with weapons and armors. Each weapon and/or armor has its specialties; overall the weapons and the armors give you different types of special attacks.

The enemies character are non-playable characters but they can affect your status such as giving damage and in the end if you don't manage to badge their attacks you will be defeated because you are out of health.

The playable character is the main character, Arthur. You can control his movements, attacks and even the equipment. By movements, I mean that you can jump or move left/right.

4. Screen flow diagrams, Characters, NPC, Background design

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