

# Alesium:Holy Death

## Overview

### Elevator Pitch

Alesium Holy Death is a Survival horror video game, the story begins with our main character who has arrived new to a town called Ansarn and gets a job as a gravedigger in the central cemetery and must fulfill a series of missions, where he must make a tour in night hours by the three basements of the cemetery

taking care that the people of the community do not make bad practices such as rituals, voodoo, animal sacrifice and sometimes human sacrifice. He must be careful not to be attacked by enemies and must also fulfill the missions that will be placed in each basement in order to get out alive.



### Design Pillars



Use of lights as a way to survive

Use of the flashlight constantly so that our character does not go into dementia because the place is quite negative energies and besides that if the light is off it attracts more ghosts.

A town with very strange people and black magic customs. (Ansarn)

Ansarn lived an ugly confrontation with a coven and was cursed

for all eternity, people were left with habits of practicing rituals, voodoo, animal sacrifices and human sacrifices,

They are very strange people and do not talk to anyone, live immersed in their own world and it is rumored that in their minds wanders a witch who asks them to do the practices she wants so that they can continue to subsist in the small space of their minds.

However, the most terrifying place is the central cemetery where they do the practices and rituals so that the witches can feed on this energy.

# Survival horror

The player must make night tours through the three cellars of the cemetery, must have the lights of the flashlight always on, and apart from that must fulfill the missions that will be found in each basement. apart from that must escape from the enemies to get out alive in the morning of the next day.

Top down 3D

This is how the game will be presented to the player.



## Brief description

### Detailed description

You are Mark you have arrived new to the town called Ansarn and you got a job as a gravedigger in the central cemetery, it's your first day of work and we will explain you the tasks, your main task may make you a little nervous. The player must go through the three basements of the cemetery making nightly rounds, escape from enemies and complete the missions that will be placed in each basement, to survive and reach the surface safe and sound. us but don't worry just follow the instructions and you will be fine.

You must go make rounds in the cellars of the cemetery, which are: The vaults of cremated remains, tombs under ground, and corridors of niches, these tours will have to do them at night time because the people of the community like to do rituals, voodoo practices, sacrifice and sometimes human sacrifice,



Since the tour is at night we remind you that you have a flashlight and if you notice that during the course you are running out of lighting(to unlock the first step), do not forget to look around you for 1° collect batteries with which you can recharge it. 2° The first task is to find the keys to the underground tombs, which disappeared along with the last gravedigger; 3° When you find the keys you must go through the corridor that takes you to the underground tombs, here 4° you must find the code before the ghosts notice your presence, Once you manage to find the code, the door will open automatically that will take you to the last route that is in the niche corridors, where the tension of the human remains is felt, be careful because the floor has traps that drag you to limbo where you can not go back out or see the light of day; 5° your objective is simple you must find the objects required to complete the pentagram so that the spirits are trapped and you can escape.

## Brief description

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The three games gave us the idea that the game should have a horror atmosphere and that we would encounter spirits in the course of the game.

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Outlast



Five night at Freddy's



Phasmophobia



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## What sets this game apart?

You should always have the lights on so that you do not go into dementia and that you will not always have enemies attacking them but it is at certain times of the game, and that you must complete a series of missions a little normal, as puzzles or coas so you get a little out of the atmosphere of terror.

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## Theme/Setting/Genre

On the surface we will have a cemetery, it will be illuminated and in the center we will have some constructions that when entering will have to go down and will be already underground and here inside you will find the three dark basements and with very heavy energy, negative that you will feel the sensation that there are corpses and ghosts walking around the place.

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## Main Objective

complete the missions that will be placed in each basement, run away from enemies and collect batteries so that the flashlight never goes out.

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## Aesthetics/Dynamics/Mechanics

This survival game, the idea is that you feel a lot of fear will be in first person must make the full tour the scene will be completely dark the only thing you can see is what you reach to illuminate with the flashlight, in some moments you will see people running and in others you will meet with ghost and you must flee from them so that the ghosts do not possess you.

We will have stealth mechanics to pass unnoticed from the ghosts at times, you will have the mechanics of collecting batteries.

### Targeting and Monetization

**Target:** The target population of our video game will be T-Teen, which corresponds to a group of people between 13 and 35 years old with an affinity for horror games.

**Monetization:** Our main objectives for monetization are: Integrated ads, Buy the game, Donations on Itch.io

## Gameplay summary

The player must go through the three basements of the cemetery making nightly rounds, escape from enemies and complete the missions that will be placed in each basement, to survive and reach the surface safe and sound.

**Detailed description**  
3D game. You are Mark you have arrived new to the town called Ansarn and you got a job as a gravedigger in the central cemetery, it's your first day of work and we will explain you the tasks, your main task may make you a little nervous. The player must go through the three basements of the cemetery making nightly rounds, escape from

enemies and complete the missions that will be placed in each basement, to survive and reach the surface safe and sound. us but don't worry just follow the instructions and you will be fine. You must go make rounds in the cellars of the cemetery, which are: The vaults of cremated remains, tombs underground, and corridors of niches, these tours will have to do them at night time because the people of the community like to do rituals, voodoo practices, animal sacrifice and sometimes human sacrifice, Since the tour is at night we remind you that you have a flashlight and if you notice that during the course you are running out of lighting(to unlock the first step), do not forget to look around you for 1° collect batteries with which you can recharge it.

2° The first task is to find the keys to the underground tombs, which disappeared along with the last gravedigger; 3° When you find the keys you must go through the corridor that takes you to the underground tombs, here 4° you must find the code before the ghosts notice your presence, Once you manage to find the code, the door will open automatically that will take you to the last route that is in the niche corridors, where the tension of the human remains is felt, be careful because the floor has traps that drag you to limbo where you can not go back out or see the light of day; 5° your objective is simple you must find the objects required to complete the pentagram so that the spirits are trapped and you can escape.

## Gameplay

**Victory Conditions.** The player must escape from the enemies, collect batteries to avoid going into insanity, and fulfill the series of myths that will be placed in each cellar.

## Core Game loop

- Start the game.
- Complete the missions in each basement.
- Escape from enemies.
- Collect batteries



## Gameplay

Core Gameplay mechanics reduce light visibility in exchange for a smaller detection area

Details: The mugaro must always keep the light on from the flashlight so as not to die, collect the batteries and fulfill the tasks Implementation speed modifier, and the battery bar of the flashlight with the passage of time this is running out and you must look for a battery to avoid dying.

## Looting

Details: The player must collect battery, complete missions implementation The battery has a collider that allows the player to take it.

## Player controller

Details: allows you to perform movements, walking, running, jumping, stealth in 3D

## Story

### Brief Summary

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### Detailed Outline

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## Characters

**Marcos** is the main character of our story, his neck due to difficulties he went through in his previous town, he could not get a job and so he decided to migrate to a new town where he found a stable job with which he could survive the world crisis. Having said that, our character is a migrant who decided to face the challenge of Alesium: Holy Death because of his human need.



## Death's minions (vessels of fallen souls)

the ghosts that inhabit the cemetery and the demons that can destroy and drag yourself to the gates of hell where you can never see the light of day again.

**Graveyard**  
Cemetery and underground caves, avoid enemies, don't let the batteries run out so as not to go into madness



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## Conveyance Mechanics

Flashlight loading bar. the one that tells us every time it's time to go looking for batteries.

### Accomplish the missions.

1° you collect batteries with which you can recharge it. 2° The first task is to find the keys to the underground tombs, which disappeared together with the last gravedigger; 3° When you find the keys you must go through the corridor that takes you to the entrances of the underground tombs, here 4° you must find the code before the ghosts notice your presence, Once you manage to find the code, the door will open automatically door that will take you to the last route that is in the niche corridors, where the tension of the human remains is felt, be careful since the floor has traps that drag you to limbo where you will not be able to go out again or see the light of day day; 5 ° your objective is simple you must find the objects that are required to complete the pentagram so that the spirits are trapped and you can escape.

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### Additional scripts:

Flashlight battery. (Useful life)

Condition to die

(Collider.other.CompareTag(Enemy))

Triggers and colliders (collect items or heal or etc...)

1 Baterias: Nos recargan % de bateria. ((72)

Linterna que se gasta y pilas para recargar - tutorial en Unity - YouTube)

2 Coleccionables: Mision por nivel de recolectar cierto # de objetos para escapar. ((72) Unity Tutorial - Como crear un sistema de misiones - YouTube)

3 Llaves: (72) SISTEMA DE PUERTAS, CANDADOS Y LLAVES [#3 Escuela de Videojuegos] - YouTube

Objetos interactivos: Abrir cajones. (72) Como INTERACTUAR con objetos ¡RAPIDO Y SENCILLO! Unity 2021 - YouTube

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### Tipo de escenario

3D

### Assets

Roof Top Safe House | 3D Environments | Unity Asset Store

Environmental Asset Pack | 3D Environments | Unity Asset Store

Chinese Modular House HDRP Free - Erbeilo 3D | 3D Fantasy | Unity Asset Store

Obelisk - void | 3D Fantasy | Unity Asset Store

Autolevel | Level Design | Unity Asset Store

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Old Sea Port - Environment | 3D Environments | Unity Asset Store

Crypt Dungeon Environment | 3D Dungeons | Unity Asset Store

Stylize Modular House Demo Free - Erbeilo 3D | 3D Environments | Unity Asset Store

Deep Tunnel Set | 3D Environments | Unity Asset Store

Hospital Horror Pack | 3D Environments | Unity Asset Store

Halloween Cemetery Set | 3D Fantasy | Unity Asset Store

Shelter - House | 3D Environments | Unity Asset Store

Free Medieval Room | 3D Environments | Unity Asset Store

Free Open Building | 3D Environments | Unity Asset Store

Mega Fantasy Props Pack | 3D Fantasy | Unity Asset Store

Asset pack for horror game | 3D Environments | Unity Asset Store

Modular Fantasy Castle pack - demo | 3D Environments | Unity Asset Store

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# Level Design

Nivel de tutorial.

Número de niveles

Posición de objetivos.

Punto de inicio

Objetivos en el nivel (Recolectar ítems o mecánica establecida)

puntos importantes. (Checkpoint, siguiente nivel o condición de victoria)

Punto final.

User Interface

Main menu

Opciones (?)

## Target Audiences

Our target audience are people between the ages of 12 and 32, where Horror games have users of approximately 30,000 people, we can divide that number by the number of potential users and we will reach a market share of 3% ( $30,000 / 10,000 = 0.03 = 3\%$ ). Being a little more objective, counting on the possibility of launching it on the itch.io platform and investing in advertising on our social networks, let's get about 100 views and divide it among the potential players, which are approximately 20. We will obtain the target market share of 0.05% ( $100/20=0.05\%$ )

