

Curse of the Castle

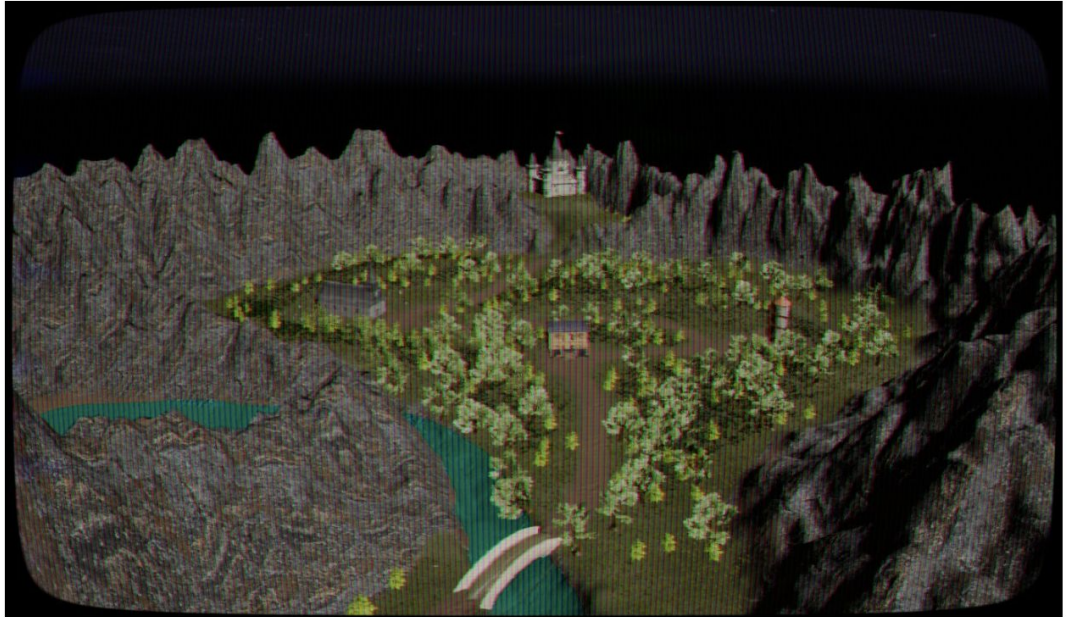
Group 6 Unreal Engine video game

Short introduction with a short summary of the game

Curse of the Castle is a shooter and horror game, set to an aesthetic reminiscent of the 90-s PlayStation 1 video-games. In the frame story, a cursed and abandoned video-game system from the 90-s forces you to play an unreleased game, *Curse of the Castle*. In the cursed game, you play Harker. Harker has set out on a business trip to sell property to Count Dracula, who lives in a castle in Transylvania. It is the late 1800's in the game. One can swap between third person shooting, and first person shooting. To open the castle gates, Harker has to bribe the guards with golden coins, found in the game world. The coins are protected by monsters, which the player fights with Harker's umbrella, Bartitsu style, and a crossbow found in an abandoned house. WASD moves the player, left click fights melee or, while holding right click, fires the crossbow.

Visuals

Top right is an early game concept. The game starts behind the bridge. Harker finds a crossbow in the house. Suddenly, demonic creatures start to appear all around, and Harker must fend them off with items dropped by the monsters. The player can interact with signs and guards.



Explanation of how the world works

This is the intended path for the player. A Crossbow is found in an abandoned house (2), picking up the crossbow makes enemies and a coin spawn at a silo (3). Picking up the coin spawns new tougher enemies and a new coin at the graveyard (4), finally a boss spawns holding the final coin (5) right at the gate at the base of Dracula's castle (6).



Main mechanics and features

Melee and shooting combat. The ability to injure or kill an opponent

Three types of bolts doing different amounts of damage

Camera switching (between FPS and 3PS mode)

NPC-s spawning and running to random locations around spawn point. Detect and run after player, attacking the player melee.

Waypoint support for the NPC-s (Can run between waypoints)

Pick Up Items: Collect item by walking over it. Instant use.

Win Lose: Go to Dracula's castle to win. Lose by being defeated by enemies.

Checkpoint support in adventure mode: Each coin is a checkpoint trigger

What is different in your game from other games?

The player has to collect special items (coins) to open the gate to Dracula's castle.

The player has to select the correct bolt (crossbow ammunition) to defeat the enemies.

The idea of being forced to play an unreleased game on a cursed system is a strong narrative hook that could engage players right from the start. The player's immersion in both the real and game worlds adds depth to the story.

- 90-s aesthetic, nostalgic for older gamers, cursed game system.