Hell's Bells

Version First Playable
March 27, 2017

Version Control

Version	Date	Author	Description
1.0	Jan-12	MARIE Alexandre	Document Created
1.1	Jan-30	MARIE Alexandre	Update MockUps + characters

Table des matieres

I DESCRIPTIVE

Hell's Bells is a 3D cooperative shooter style game for PC. Up to 2 players control one of the four horsemen in different arenas and kill famous Hell demons extracted from the Holy Bible. It takes place in Hell.

I.1 Support

The game will be available on PC. We use Unity 5.4 for this project.

I.2 Rating

Our game is PEGI 12 rated.

I.3 The Team

I.3.I Graphic

Ilona Bresson : Lead Artist, concept artist, character design & texturing

Raoul Desouhant : 3D Modeler, concept artist & animator

Océane Rosell : concept artist, environment design & texturing

I.3.II Programmers

Alexandre Marie : Lead Programmer, UI & menu, SFX

Benjamin Bollet : IA & Enemy

Théo Cartégnie : Gameplay & controls

Remy Carivenc : Camera & sounds

I.4   Environment & Gameplay

You control one of the four Apocalypse horsemen, and you have to defeat a bunch of demons all extracted from the Oh My God Bible.

The Horsemen have to defeat several demons all chosen by Satan himself to prove there are still good enough in case of Apocalypse.

I.4.I   Victory Defeat conditions.

The game is a boss fight gameplay. The boss's life fall under 0, you win. Otherwise, if its your life fall under 0, you loose and have to restart the fight.

I.4.II   Gameplay

The gameplay articulate around a 3D shoot'them up mix with a boss fight. You are in an arena (there will be four arena in total). You have one demon and one or two horsemen. A shared life options will be available.

The boss have several bullet's patterns and 2 special attacks. Each quarter of life, the current pattern explode and update the next patterns.

I.4.III   Controls

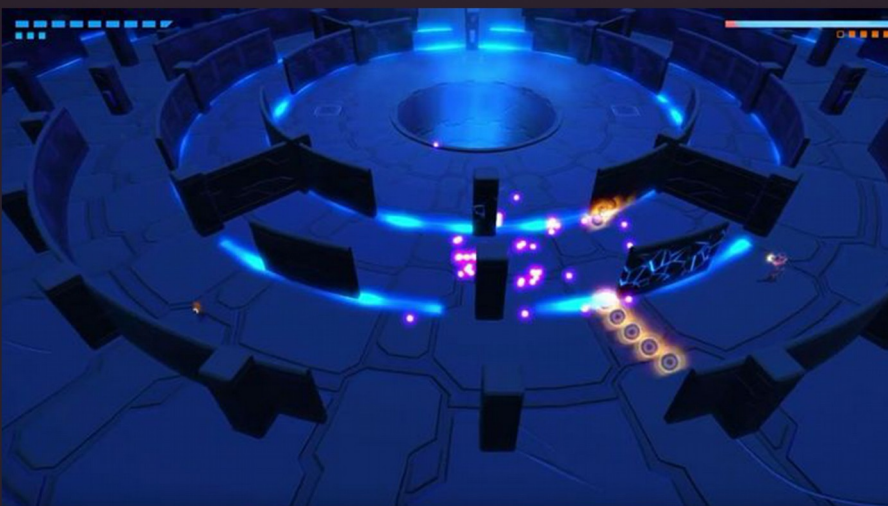The right trigger is for normal shooting.

The left bumper is for dashing.

A button special attack. (bullet storm)

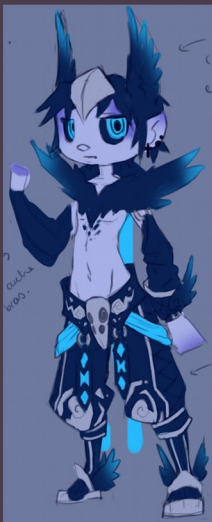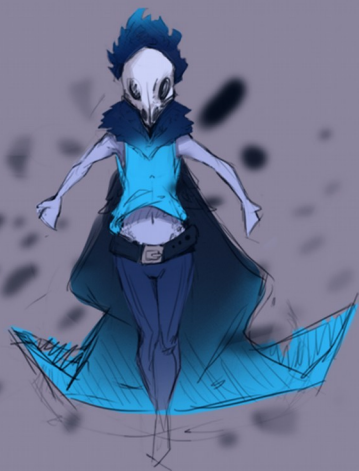Left stick to move

Right stick to aim

Furi

Disgaea

魔王に歯向かうとはいい度胸だ。
力づくで捻じ伏せて魔王ラハールの名を
恐怖とともに、その身に刻み付けてやる！

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I.6   Scope

Our project scope include the following :

- Designing and develop a game with Unity (no joking)

- Game has to be a bossfight with DoDonPachi experience

- Two Players handled

- Two characters playable

- One boss included

- One Arenas included

- Full Set of Menus