



# HELL'S BELLS

Version 1.0

January 12, 2016

Version Control

Version	Date	Author	Description
1.0	Jan-12	MARIE Alexandre	Document Created

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# I GAME DESCRIPTION

SAMPLE GAME 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 Design Goals

The game aims to achieve the following goals :

- 1 . Acknowledge the player to our lord, and other famous creatures extracted from Hell as defined in the Holy Bible
- 2 . Using different artifacts from the whole Bible and not just Hell ( exple : Using Moise's stick to cut an arena in half )
- 3 . Develop a fun gameplay, based on :
  - a . Two bricks : a CQC (Close Quarter Combat) and a shooting one
  - b . Power : you know you are a powerful horseman... Prove it.
- 4 . Successfully combine chibi style and design with Hell's violence.

## I.2 Influences & Sources

Obviously the Holy Bible and Christian religion in general

Darksiders 1 & 2

Furi (gameplay part)

DoDonPachi (Boss Pattern)

Cartoon colors (think Blizzard Entertainment) (TBC)

We want to recreate a cooperation-style game like there was before the emergence of online

Disgaea (Dialog Scenes)

## I.3 Target Market

Our ideal user has the following characteristics :

- 1 . Human
- 2 . 16 to 30 years old
- 3 . Core Gamer, but accessible to casual
- 4 . Open minded about religions
- 5 . Already played a local multiplayer game

## II FUNCTIONAL SPECIFICATIONS

### II.1 Core Gameplay

The player moves in a 3D arena. The arena doesn't have to be a circle : it can be square or even separated by bridges or interactive elements. Enemies will be coming from the top of the arena outside the screen (if there is basic enemies **TBC**). The levels end after a boss fight. There will be little dialogs between levels.

### II.2 Game Flow

Actions which can be performed:

1. Move all around the arena
2. CQC attacks
3. Shoot ! With power ups
4. Dash

### II.3 Characters:

Horsemen :

1. Death: Special : Death spell, every enemy has 50% chance to die
2. Conquest: Special :Launches an arrow that annihilates everything in its trajectory
3. War: Special : Big Sword Hit Big Damage (BFG as a reference ?)
4. Famine: Special : Damage over time.

Demons:

1. Lilith : Succubus' queen : Major influences by "Ben-Sirah's Alphabet" Latin : "Alphabetum Siracidis"

*« Le Saint – béni soit-il – avait créé une première femme, mais l'homme, la voyant **rebelle, pleine de sang et de sécrétions**, s'en était écarté. Aussi le Saint – béni soit-il – s'y est repris et lui en a créé une seconde. »* — Yehouda Bar Rabbi (Genèse Rabba 18:4)

Attacks : - Secretion, if player gets hit, his vision becomes troubled and makes Lilith invisible; or, trouble the player's vision and slow him down. (**TBC**)

- Snake's bite : Lilith launches her snake, if the player gets hit, he gets stunned for X seconds max and need to push every input of the gamepad to get away. Otherwise, Lilith gets stuck for X seconds.

- Snake's scavenging : Lilith positions herself at the arena's center. The snake scavenges all the arena and the player has to dash when the snake approaches.

-Earth's powder : Lilith is made of Earth's powder. The screen squeezes to announce the attack and half a second before the attack, the player has to dash away. Otherwise, a geyser appears under the player and throws him into the air.

## II.4 Gameplay Elements

The player can interact with these elements :

- Different interactive items that change between arenas.

Elements that communicate the player's game state :

- Dialog Scenes : small panels between arenas to explain a bit about the story (why the Horsemen are asked to fight) and make some little jokes, with dark humor and references about legends (ex : Make jokes about Lilith first boyfriend, "Adam", and tell she didn't open her mouth and she should be the mother of human kind) references the fact that Lilith was in conflict with Adam for equal rights between men and women. Problem : Adam wanted to be the leader of the family and Lilith wanted both of them to be leaders. (??)Could make a two reads about the old legends and the same situation now.

## II.5 Game Physics and Stats

Physics in the game work as such :

- Players move in 3D plane, there is no jump and they can go anywhere inside the arena
- Players can avoid enemy attack with a dash.
- There is gravity

## II.6 Artificial Intelligence

- Boss has several patterns and can move all around the arena
- Boss shots just like DoDonPachi's

## II.7 Multiplayer

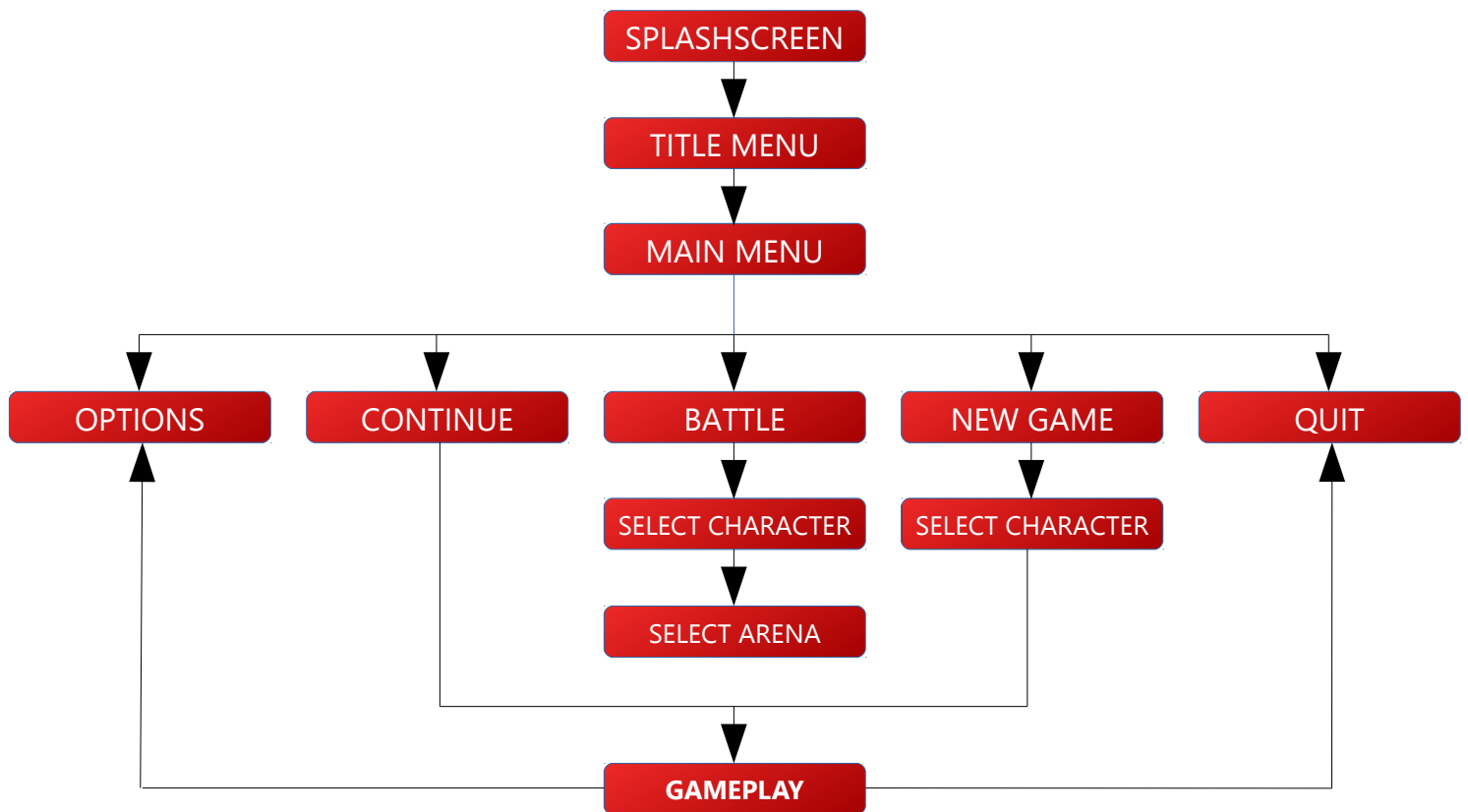
The game's goal is to two players on the same screen. They both have to kill the boss. The players will have to :

- Select between the four horsemen
- Select arenas
- Select the enemy



# III USER INTERFACE

## III.1 Flowchart



## III.2 Functional Requirements

Splashscreen : Introduce the Unity Logo and the Studio's name

Title menu : Display the game's name with « Push start button » blinking

Main menu : Presents all the possible choices to the player

Continue : Only if a save is present on the system

Battle : Make one battle with selected horsemen and unlocked arena

New Game : select your horsemen and fight !

Options : Set main Volume and FX Volume

Quit : Exit the game with a « Are you sure ? » popup

Gameplay : One or Two players, one boss, many bullets...

### III.3 Mockups

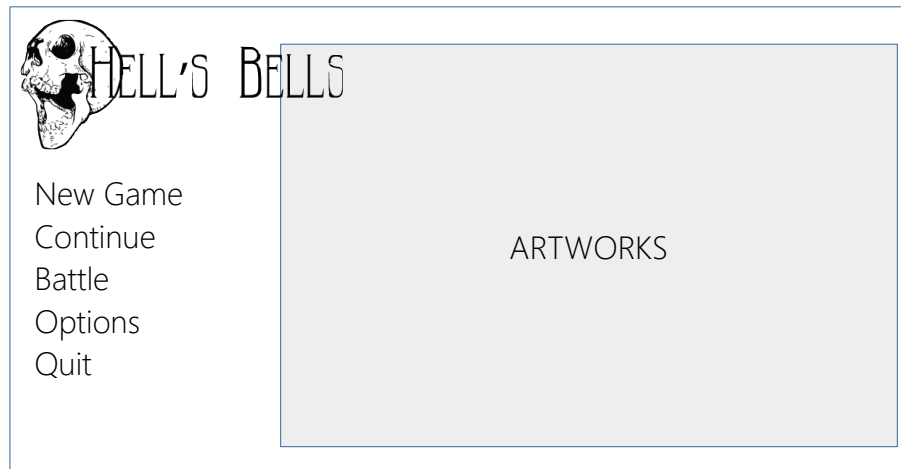
#### III.3.I Splashscreen



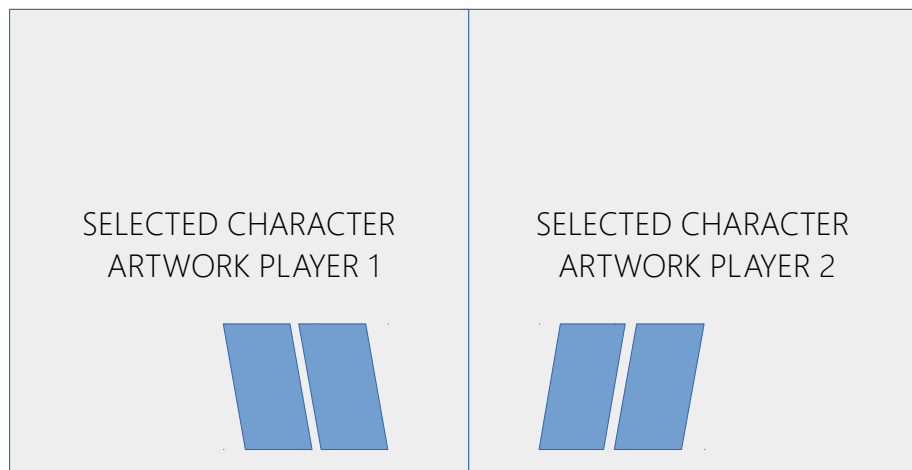
#### III.3.II Title screen



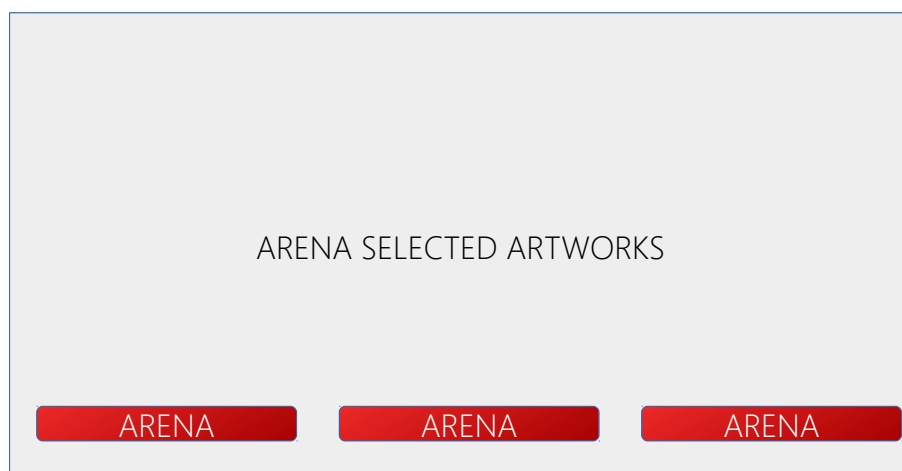
### III.3.III Main Menu



### III.3.IV Character Selection



### III.3.V Arena Selection



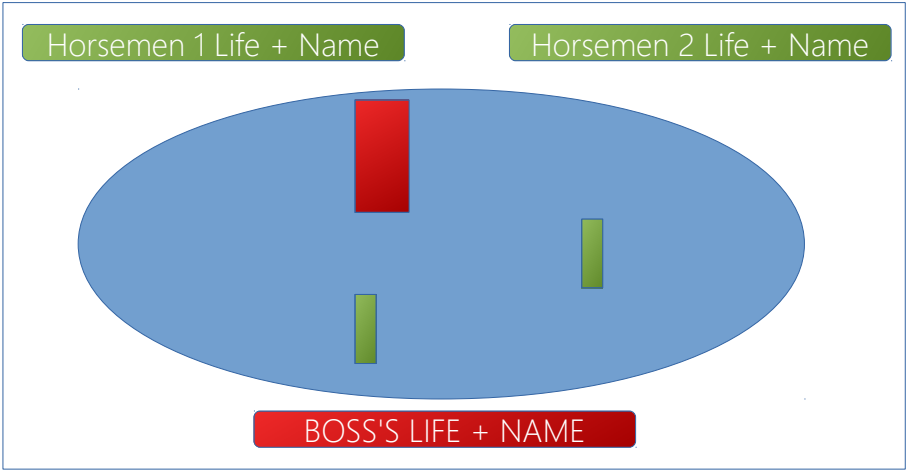
III.3.VI Options



III.3.VII Dialog Screen



III.3.VIII Gameplay



## IV ART AND VIDEO

### IV.1 Overall Goals

The main objective is to conciliate the chibi/cute aspect with the violent Hell's aspect described in the bible. The Characters design is extracted from famous old paintings. The chibi aspect allows us to put an humoristic aspect too with the dialogs.

### IV.2 Marketing & packaging

#### IV.2.I Cover (front & back)

TO DETERMINATE

#### IV.2.II Icon

TO DETERMINATE

#### IV.2.III 3D Art and Animation

The team is in charge of all the conception and animation of all characters in this project

## V SOUND AND MUSIC

### V.1 Overall Goals

The music has to enhanced violence and to be violent with the boss. To incitate to fight. But it has also to remain Hell. The game is nervous but have DoDonpachis parts so it has to be fast.

Different music styles can be added for dialogs scene and cinematics to enhance the humoristic aspect.

### V.2 SFX

The SFX are separated in two parts : Gameplay and UI. The UI has smooth click sound to navigate menus and a big bell sound when a battle is launched or New Game and Continue are selected.

During gameplay, there is a sound every bullet shots. The boss can talk and the player talk when a special attack is launch. Both have hurts and basic attacks voices sounds. There can be also sounds when the boss use a special attack.

## VI STORY

### VI.1 Horsemen

### VI.2 Demons

## VII TECHNICAL SPECIFICATIONS

### VII.1 Game Engine

### VII.2 Platform and OS

### VII.3 External Code

If we are using external plugins or scripts

### VII.4 Code Objects

Organisation of scripts

PLAYER :

CAMERA :

BOSS :

BULLETS :

GAME MANAGER :

### VII.5 Data Flow

What datas we will be in the save

### VII.6 Artificial Intelligence

A basic summary (Flowcharts) of how a boss will be acting recording to players movements and his health or boss's health



## VIII PRODUCTION SCHEDULE

### VIII.1 Scope

Our project scope include the following :

- Designing and develop a game with Unity
- Game has to be a bossfight with DoDonPachi experience
- Two Players handled
- Four characters playable
- One boss included
- Three Arenas included
- Full Set of Menus