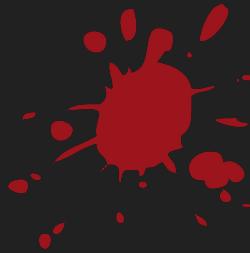


# Midnight Blood

STALK THE STREETS  
HUNTING UNWITTING VILLAGERS,  
BEFORE THE RISING SUN  
FOILS YOUR REIGN OF CARNAGE!





# Team - Hivemind Productions

## Art

- Jamie Appleby
- Sarah Hocking
- Mark Hanks

## Programming

- Fredrick Bancan
- Sam Nagy
- Andrew Osborn

## Production

- Grant Bailey





# Elevator Pitch

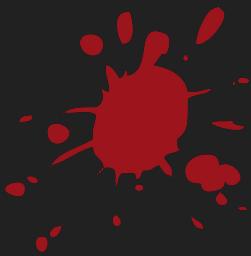
- You are a vampire, waking in the evening from your coffin in the mausoleum of the local abandoned church.
  - You are hungry for blood with a thirst that is displayed on screen as a depleting vitality meter that must be refilled by attacking villagers.
  - You must be stealthy, and only attack your victims from behind or they will run and alert the authorities.
  - If you are reached by the authorities, you will be killed!
  - When the bell tolls, race back to the safety of your crypt to complete the night.
  - Survive as many nights as you can.
- 



# Victorian Gothic Setting

- Small non-linear map
- Church (with a bell tower)
- 4-6 houses that will be copied over the map
- Cobble roads with street lamps
- Iron fence are the world barrier
- Some trees, bushes and rocks to the external forest
- Town center (with feature pieces eg. statues, fountain or market place)





# Game Mechanics

- **Player Character:**
  - First person Perspective
  - Move in 3D space
  - Cannot jump or run.
- **Player HUD**
  - Vitality %
  - Alerted authorities message
- **AI: Villager**
  - Walks around randomly
  - Alarmed state running away from player to authorities
- **AI: Enemy (Officer)**
  - Move in 3D space
  - Cannot jump
  - Is faster than the player
- **Level Timer**
  - Sun Rises
  - Bell Tolls
  - Player must return to church before timer runs out (sun has risen)
- **Scoreboards**
  - Pause / Level Complete Screen with Stats
  - Game Over screen

# Art bible



# Moodboard

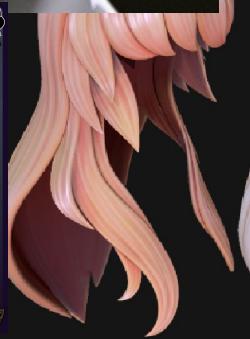


# Houses

- High pitched Roof (gabled roofs)
- Pointed Arches
- grouped colonettes
- Heavy Stonework
- Bay Windows
- Lots of height
- Gable Windows
- Roof tiles

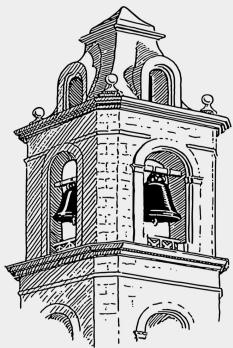


# character (npc)



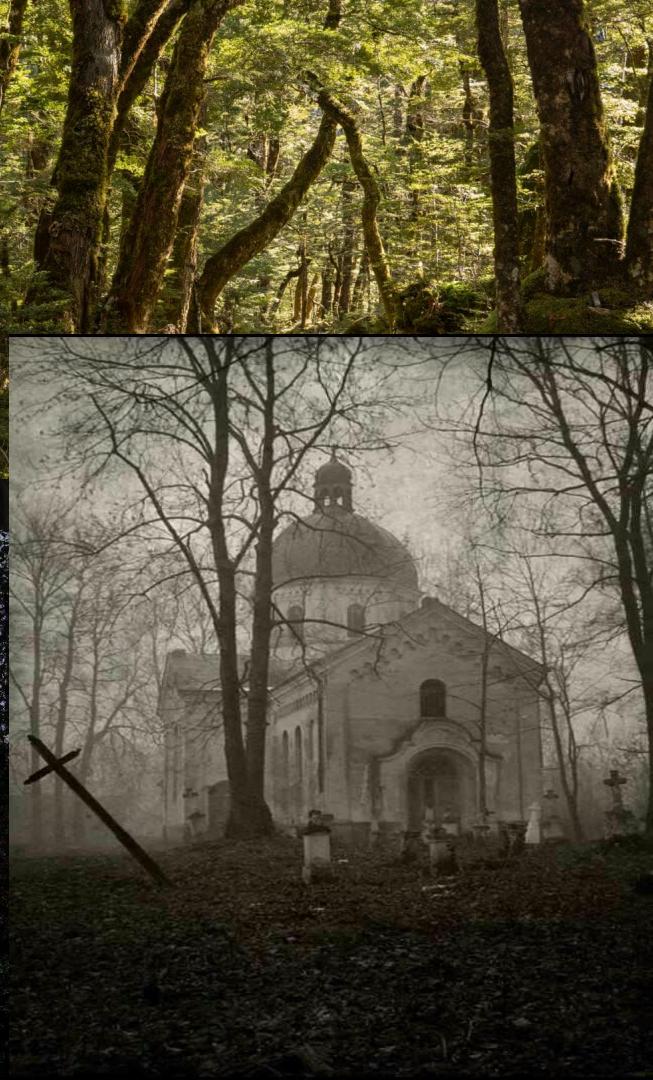
# church

- Stone brick work
- High bell tower
- Gabled roof
- Roof tiles
- Arche windows
- Arche door
- Offset bell tower Open Bell area



# World border

- Foggy
- Overrun by plants
- Dark





# town

- Cobble Roads
- Iron Street Lamps
- Dark and Moist
- Ambient light from buildings
- Foggy
- Empty

# Texture guide/ style guide (stylised)

Stone road ways



The texture will be based lots of 1850 stone work with bits of iron parts scattered around the map

Roof tiles



house stone work



Stylized art is a form that has moved away from natural forms and shapes. ... Therefore, the art appears similar to the natural state while also looking more dramatic or abstract.



# Concept art





## Sounds

- Church bell for timer
- Sound effects for Menu,
- Water feature?
- Wolves, crickets and other animals
- Player or NPC footsteps?
- Player catches NPC sound “Aargh!”
- NPC cry after foiled attack “Help, I’m being attacked”
- NPC authority shouting to Player, “Stop”, “Get him” etc
- Player dies Sound effect
- Player get to church in time Sound effect
- Player doesn’t get to church in time Sound effect





## Art team task

1. Fill out the mood board and art bible
2. Block out of models
3. House models (4-6 models )
4. Character models (villager, Officers)
5. Feature models (models to be place around the map to help identify where you are on map)
6. Forest models (some trees, bushes and rocks)
7. Floor tiles, fence and lamp

3D Tiles





## Programmer team

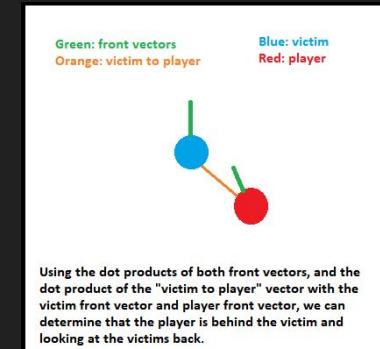
1. Make a first person controller
2. Make an attack system
3. Scoring system
4. NPC movement, logic and stat
5. Make and design a UI system
6. Game over screen
7. day/night cycle
8. If we have time each day gets harder
9. A progression state (if we have time)



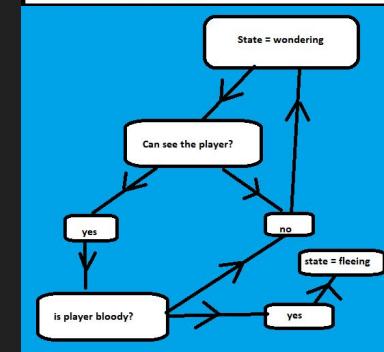


# Technical examples

- Attacking from behind is done using vector dot products.
- Simple state machine based civilian A.I.
- Manipulating global lighting levels and color to simulate sun rising and falling with overcast skybox.



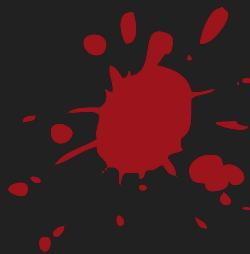
Using the dot products of both front vectors, and the dot product of the "victim to player" vector with the victim front vector and player front vector, we can determine that the player is behind the victim and looking at the victims back.





## Project scope

- Contained map - 200m x 200m
- 6 modular buildings, 1 church hero model, 1 fountain hero model?
- No player model
- 2 Types of NPCs - Villager & Authority
- Minimal NPC animations and states
- 3 Canvases: Menu, Level Complete, Game Over
- Minimal HUD with text, no animations / graphic widgets



# Risk Assessment

## Art

- Enough time for building models, ground textures, NPC modelling, canvas screens and HUD effects

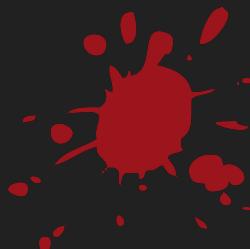
## Programming

- New to some aspects of Unity
- Bugs

## Production

- Time, Cost, Quality constraints
- Information Flows, Risk Mitigation





# Roadmap

- Pre-Production (2nd - 10th)
  - GDD, TDD & Art Bible
  - Individual + Group Presentation
- Greybox (11th -16th Nov)
  - Level greyboxed
  - Get a feel for the game space due 16th Nov
- Alpha Stage (17th - 27th Nov)
  - Level has all mechanics working
  - Feature complete build by 27th Nov
- Beta (27th Nov - 2nd Dec)
  - QA - bugs / user feedback etc
  - Level polish with textures, volumetric effects, high quality models etc if that is what is intended for the game
- Gold (2nd - 4th Dec)
  - Finish all deliverables, documentation, square off all project management tasks.
  - **Project Due 4th Dec**

