

= MediEvil =

MediEvil is an action @-@ adventure hack and slash video game developed by SCE Cambridge Studio and published by Sony Computer Entertainment for the PlayStation . It was first released in Europe and North America on 1 October 1998 and in Japan on 17 June 1999 . It was followed by a sequel , MediEvil 2 , released in 2000 , and a PlayStation Portable remake released in 2005 titled MediEvil : Resurrection . It was also re @-@ released on the PlayStation Network in 2007 . The game is set in the medieval Kingdom of Gallowmere and centres around the charlatan protagonist , Sir Daniel Fortesque , as he makes an attempt to stop antagonist Zarok 's invasion of the kingdom whilst simultaneously redeeming himself .

Development began in 1995 at Millenium Interactive in Cambridge under the working title of " Dead Man Dan " . The game 's visuals are heavily influenced by Tim Burton 's The Nightmare Before Christmas . Originally conceived as an arcade @-@ style shooter for platforms such as Windows and the Sega Saturn , Sony 's purchase of SCE Cambridge Studio evolved the game into a PlayStation title . The game received mostly positive praise from critics upon release , with praise including its blend of Hallowe 'en themed visuals but was criticised for its controls and cumbersome camera work .

= = Gameplay = =

The game takes place across a variety of levels , many of which require certain objectives to be performed to progress . Sir Daniel Fortesque can use a variety of weapons , consisting of close range weapons such as swords and clubs to long range weapons such as crossbows . Many of these weapons can be charged for a powerful attack and some weapons , such as the club , can be used to access areas that are otherwise inaccessible . When not possessing any items , Dan is able to rip his own arm off and use it for both melee and ranged attacks . Dan can equip a shield alongside weapons to defend against attacks ; though they can only take several hits of damage before breaking . Throughout the game , Dan can visit gargoyle heads of two varieties ; green ones offer Dan information while blue ones allow Dan to buy services or ammunition by using the treasures he finds .

Dan 's health is determined by a single health bar , which reduces when Dan is hit . It will deplete completely if Dan drowns or falls from a great height . If Dan completely runs out of health , the game will end . Dan can extend his maximum health by collecting Life Bottles , which will automatically refill his health bar if it drops to zero . Also hidden throughout the game are Life Vials and Life Fountains that can replenish Dan 's health and fill up any empty Life Bottles Dan has . In each level , there is a hidden Chalice of Souls , which can be collected if the player fills it with enough souls from defeated enemies (some Chalices are awarded via other means) . If the player clears a level with a Chalice in hand , Dan is warped to the Hall of Heroes , where he can speak to a legendary hero who will give him rewards , such as weapons . If the player finishes the game with all the Chalices , the game 's true ending is revealed .

= = Plot = =

In the year 1286 , an evil sorcerer named Zarok plotted to take over the kingdom of Gallowmere with his undead army . It is told in legend that the King of Gallowmere 's champion , Sir Daniel Fortesque , led his army to victory and managed to kill Zarok before succumbing to his mortal wounds . In reality however , Dan was in fact struck down by the first arrow fired in the battle , with the king choosing to cover it up and declare Dan the " Hero of Gallowmere " . Zarok , meanwhile , was forced into hiding and was presumed dead . 100 years later , in 1386 , Zarok reappears , casting a spell over Gallowmere to awaken his undead army and steal the souls of the living . However , in the process , he unwittingly revives the corpse of Dan , who has over time become a skeletal corpse , missing his jaw and the eye he lost in the battle of Gallowmere . Having been unable to ascend to the Hall of Heroes due to his failures in life , Dan uses this opportunity to defeat

Zarok , save Gallowmere and earn his place as a true hero .

As Dan travels across Gallowmere , fighting his way through Zarok 's hordes and confronting all manners of beasts , he soon arrives at Zarok 's lair , fighting off Zarok 's skeletal warriors using the souls of his old allies retrieved by collecting the Chalice . After also managing to defeat Zarok 's champion , Lord Kardok , Zarok turns into a powerful monster , but Dan manages to defeat him . As Zarok uses his last breath to cause his lair to collapse , Dan escapes and Zarok 's magical influence over the land is thwarted , restoring the souls back to the living and putting the dead back to rest . With the magic cast on him also wearing off as a result , Dan returns to his burial chamber where he once again enters eternal slumber . If the player has managed to collect all the Chalice , Dan will ascend to the Hall of Heroes , where is hailed as the rightful Hero of Gallowmere .

= = Development = =

Development of MediEvil begun in 1995 at independent developer Millennium Interactive in Cambridge . Chris Sorrell , previously known for the James Pond series of games , created the original concept for MediEvil and served as the game 's creative director .

According to Sorrell , the first design proposal for the game had the working title ? Dead Man Dan ? and described a game that was initially a fusion of Capcom 's Ghost 'n Goblins combined with the art style of Tim Burton 's The Nightmare Before Christmas . As development progressed , lead artist Jason Wilson pushed the game into more of a Zelda role playing game @-@ influenced direction as opposed to the original arcade @-@ style concept . Looking to attract a major publishing deal , Millennium Interactive initially began working on multiple platforms including Windows and the Sega Saturn before giving Sony of Europe a working demo of the game . Impressed by the progress , Sony signed MediEvil to be an exclusive PlayStation game and commissioned SCE Cambridge Studio as Sony 's second studio in the United Kingdom , after Psygnosis .

SCE Cambridge wanted the game to possess a unique lead character , thus Sorrell worked with script doctor Martin Pond whilst creating an expansive backstory for the lead protagonist , Sir Daniel Fortesque . Pond came up with the idea that Sir Daniel could have been a pompous failure in life whose reincarnation was his one shot at redemption . This idea , along with the player @-@ character 's unusual appearance , turned appealing to some sectors of the gaming community , as lead designer Jason Wilson later recalled that female gamers considered Sir Daniel to be endearing , and was considered a sex symbol in France .

Sony 's acquisition of SCE Cambridge helped ease financial strain on the project , but did not assist the studio 's inexperience with making 3D games . Sorrell admitted in a retrospective interview that MediEvil presented " a mountain of challenges " due to the fact that , like many other developers at the time , were new to 3D gaming . He also admitted that some members of the team spent long nights without sleeping in order to finish the game on time . During development , the Cambridge team played beta versions of successful platformers such as Super Mario 64 and Crash Bandicoot which helped them understand how they might solve some challenges in building a 3D action game for the first time .

Sony requested that MediEvil should support the (then) new PlayStation analogue controller , which Sorrell described as a " particularly fortuitous event " as it allowed them to capture much more fluidity and intuitiveness within the game . New concepts such as camera and character control presented many drawbacks and required the team to try out a number of approaches before settling on solutions that seemed to work . The team finally settled on the concept that MediEvil would support both analogue and digital camera @-@ related controls for balance reasons . There were also many levels and ideas from the original concept that the team were forced to remove due to time or budget constraints . There was intended to be a platform @-@ oriented section of the game where the player would control the worm that lived in Daniel 's skull . Concept art and a separate level was created for this section , but it never materialised into the game .

= = = Music = = =

The original soundtrack of the game was composed by Paul Arnold and Andrew Barnabas , the musical duo more commonly known as " Bob & Barn " . SCE Cambridge instructed them to compose a Danny Elfman @-@ influenced score , similar to those of Beetlejuice , The Nightmare Before Christmas and Batman Returns . The music was created using electronic synthesizers to simulate an entire orchestra and organ . The 2005 PlayStation Portable re @-@ imagining MediEvil : Resurrection used parts of the MediEvil score , along with original elements composed by Bob & Barn that was performed by a live orchestra and choir . An album was made from this music and signed copies can be purchased from the artists ' website .

= = Reception = =

The game received positive reviews from critics upon release , later being re @-@ released as a PlayStation Platinum title . It received an aggregate score of 80 % from GameRankings and was mostly praised for its Halloween @-@ influenced atmosphere by many critics . IGN 's Chris Roper praised the game 's sense of humour and unique presentation , but was skeptical concerning the game 's " sloppy " controls , disjointed level designs and noted that the game 's graphics did not age well overtime considering the PSP remake which offered superior graphics and gameplay . Despite this , Roper heralded it as " a fun game and one of PlayStation 's classics " . Game Revolution similarly praised the humour but criticised the game for being too straightforward and " easy to master " , noting that the graphics and gameplay were slightly inferior to that of Banjo @-@ Kazooie .

The music and atmosphere were the mostly praised aspects of the game . Many reviewers compared the visuals to be similar to Tim Burton 's The Nightmare Before Christmas . Joe Fielder of GameSpot credited MediEvil for its original look and number of unique puzzles , but criticised the camera work , summarising that a " tighter camera control " would have been a necessity . Randy Nelson of IGN considered the game to be a homage to Capcom 's Ghosts & Goblins , stating that the game took too many inspirations from others and not enough innovation was put into it to make it " unique " . Nelson praised the environment of the game but considered the gameplay to be best suited for " a mindless hack- ' n @-@ slash romp " .