

Rod of Asclepius

Unleash the power of resurrection!

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Summary

Players will experience Rod of Asclepius through a top down 3-D view, where they control a young boy trying to resurrect his recently deceased mother and survive against a pursuing white council wizard and black court vampire trying to kill the player. While trying to survive the attacks of the wizard and vampire, the player can use traps and throwable magical items to fend them off while trying to complete the objective of obtaining various objects around the map required for the resurrection of his mother. After successfully acquiring all the objects for the resurrection ritual, completing the ritual, and staving off enemies, players must then lure the enemies away from the map exit and themselves while escorting their mother out of the map and into safety to win the game. Rod of Asclepius is a single-player survival strategy game intended for young adults (age 13 and above) of all genders, race, etc. and is designed to be entertaining and easily accessible for players who enjoy suspenseful experiences with mild violence and suggestive themes.

Lore

In Rod of Asclepius, players take control of a young boy whose mother recently passed away from cancer. After hearing about an ancient magical artifact that can bring people back from the dead, known as the Rod of Asclepius, through extensive online research, the boy learned that the White Council of wizards is in possession of the Rod of Asclepius and has set out on a mission to steal it from the White Council and use the artifact's power to restore his mother's life. After successfully stealing the Rod of Asclepius, the boy intends to travel to his mother's gravestone and resurrect her from the dead. The White Council has sent out a warden wizard to eliminate the boy and retrieve the rod, as they want to punish the child for attempting necromantic magic and to retrieve what was stolen to prevent people from using the forbidden magic of necromancy. However, the boy and the White Council are not the only ones who wish to obtain the Rod of Asclepius. The vampires of the Black Court have also taken an interest in the rod, as it is a powerful artifact capable of making someone essentially immortal. The Black Court wants to prevent humans from achieving immortality in order to maintain their own power and has had their eyes on the Rod of Asclepius for a long

time. Now that the Rod is in the hands of a young child rather than under the protection of a wizard, the Black Court has found their perfect chance to claim the Rod for themselves and has dispatched one of their vampires to kill the child and steal the Rod of Asclepius.

Gameplay

Flow:

The game is played from a top-down, third person perspective. The player controls the main character as he embarks on his quest to resurrect his mother from the Graceland Cemetery. The game opens up with the player entering the cemetery, and the player can wander around the cemetery before ultimately ending up next to his mother's gravestone (it will be obviously marked with some sort of obvious effect to draw the player's attention). Once he reaches the gravestone, the enemies (warden wizard and black court vampire) appear on the screen to start pursuing the player. A tutorial popup would appear that gives basic information on how to play the game, and the main game will begin.

The player must maneuver throughout the cemetery in order to complete specific objectives (collecting items for the resurrection ritual, completing the ritual, and escaping with his mother) while staying alive. The player's vision is limited to his immediate surroundings with a flashlight shining in the direction he is facing. While attempting to complete these objectives, the player will be hunted by the enemy characters. In order to survive enemy attacks, the player must set traps, use abilities, and evade enemies. The enemies cannot be killed however they can be trapped or slowed down by the player. Since the enemies cannot be defeated, the player must acquire all the items necessary for the ritual, complete the resurrection ritual, and escape the cemetery with his resurrected mother without getting killed by an enemy. Once the player has completed all of these tasks, they will win the game.

Game Screens:

- Start Menu
- Controls/Rules
- Lore
- Main Game (will contain necessary popups for onboarding the player)
- Game Over/Win

Obstacles:

There are two enemies that will be hunting down the player. Neither enemy type can be killed by the player at any point in the game. The Vampire will attack the player

by attempting to physically catch him and suck his blood while the Wizard enemy will use his magic to attack the player from a range. The player will have 2 health points where each hit from an enemy will deal 1 damage. The player will be able to find healing items (bandages, etc.) to heal back to full health.

The player will have to find the locations of the items required for the ritual and bring all the items to the ritual site (the mother's tombstone) without prior knowledge of where any of the items are while only having a limited field of vision (immediate surroundings, flashlight, and small light sources throughout the environment). The player will also have to survive potential enemy attacks while searching for the ritual items and while waiting for the resurrection ritual to complete.

Once the player has gathered the items required for the ritual and has completed the resurrection ritual, the player must then try to lure the enemies away from the exit of the map while keeping their mother safe as they try to escape the graveyard with their mother to win the game.

Mechanics:

The player has three main mechanics which are useful when trying to avoid being hunted down by the enemies. First, he has the ability to set traps in areas where he thinks the enemies might pass through. These traps will hinder the enemy from moving or attacking the player for the limited time while they are stuck. Traps can stay activated for the duration of the game or until triggered by an enemy. When the player deploys a trap, the player will have to spend a certain amount of time to set it up (ie. 5 seconds) and will be vulnerable during this time (will not be able to move). The player will have a limited amount of traps they can place (ie. 5), and the traps can be picked up once placed down to be redeployed. After an enemy gets caught in a trap, the trap will deactivate, and the player can pick up the deactivated trap to place down again.

The second mechanic is the player's throwable abilities. These abilities are not as long lasting as the traps but can be used as a defense when caught off guard by the enemies. The abilities will slow/limit the enemy's attack/movement, depending on which ability is used, for the limited time they are effective. These abilities will be throwable magical items that the player has at their disposal which will recharge after a certain amount of time. The player will only be able to use these magical throwable items when the respective ability fully recharges.

The third mechanic is the player's ability to move. This is not an effective strategy for evading enemies but it is helpful in setting up traps, finding items for the ritual, and leaving the cemetery after completing the resurrection. This mechanic is somewhat handicapped by the player's limited vision.

Win Condition:

The game is won when: the player has obtained all the objects for the resurrection ritual, the player has completed the resurrection ritual, and the player has escaped from the cemetery with his resurrected mother all without being killed by the enemies.

Sources

Audio Sources:

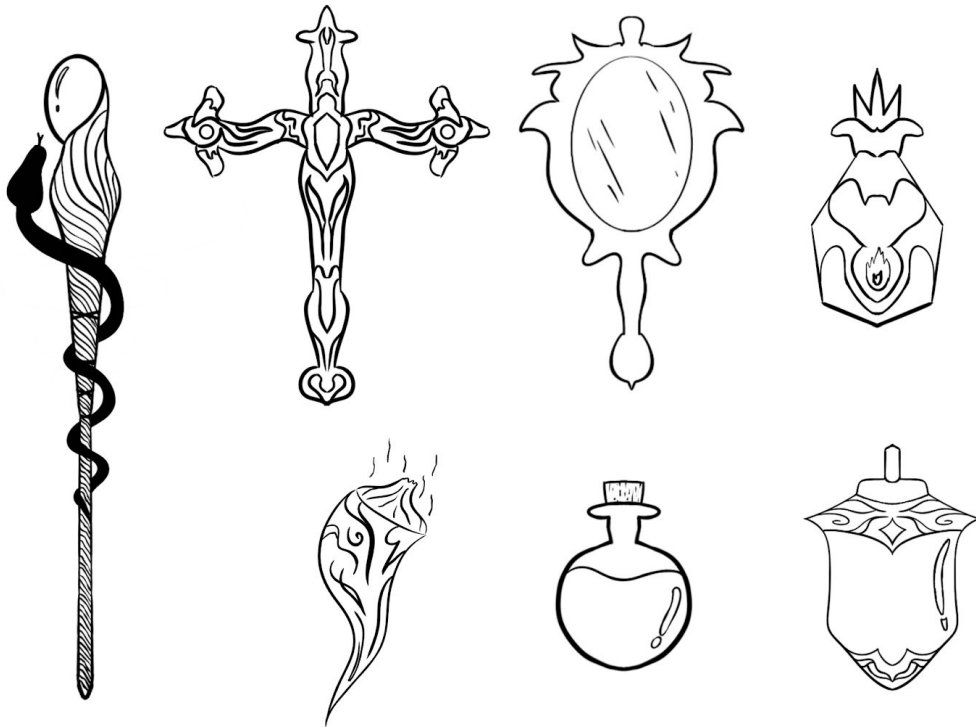
As we continue to develop the game, we will update the sources we use.

Model Sources:

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Visuals

Concept Art:



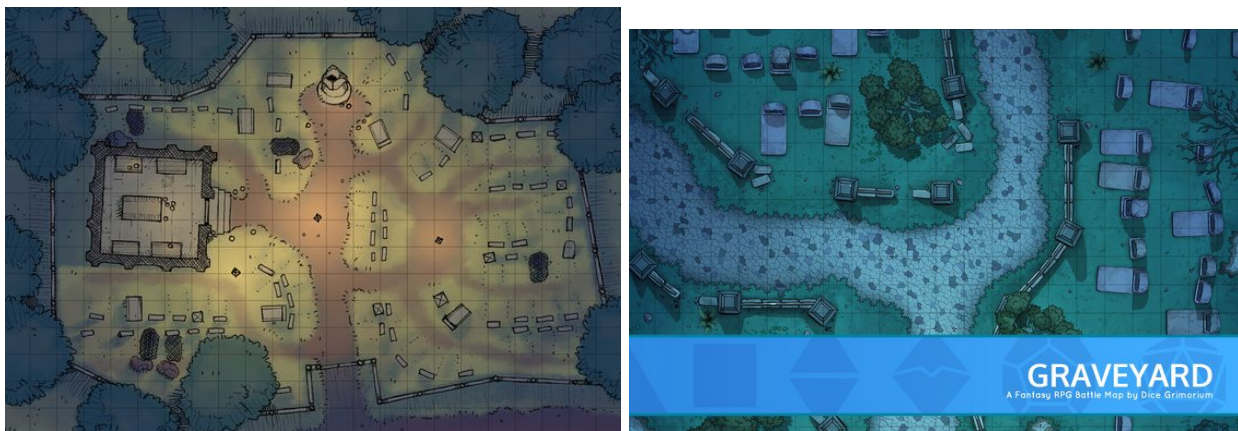
Mood Board:



References:



The game will be played from a similar camera perspective as the one shown in the image above (top down). Additionally, the image above shows the restricted vision we plan to implement into the game, where the player will have a small circular light around them and cone light that comes from the player's direction to illuminate surroundings and reveal where enemies and objects are. Enemies and objects outside the light will not be visible to the player. The image above uses 2-D assets, however our game will use 3-D assets.



The above reference images give a general feel as to what our level design will look like. We want clear paths that will let the player know where they can and should be going with multiple ways to maneuver around the map to place traps, run from enemies, and use their magical throwable items against enemies. There will also be places for the player to move off the paths to find places to hide. Again, the above images are 2-D while our game will use mostly 3-D assets for level design.