

# Castlevania 2021

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## 1 Theme/Setting/Genre

- Its 2021 the world is a 1984'ish antiutopian society where those in power are vampires and the people are their source of sustenance and power.
- Entertainment is used to keep the people docile and a secret state police, the Wakstopo, keeps them in check.
- A government agency exists to keep the National Blood Bank (NBB) stocked with reserves of blood for those in power to feast on.
- A monthly tax is imposed on the people in the form of blood tariffs.
- Most of the people comply and move on. But a few resist and form a resistance called **Le Resistance**.
- This resistance has built a one-time time machine to bring back **Simon Belmont**, professional **VampKiller**.
- Simon/Sonia Belmont must lead the resistance in bringing down the autocratic government of Dracula and end taxation without representation.
- With the help of the Le Resistance, Simon/Sonia must sabotage NBB centers to prevent tax collection. Fight off Wakstopo agents and win the hearts and minds of the people to rally them to Le Resistance's cause.

## 2 Core Gameplay Mechanics

- Player sees the action in first-person mode. The world is in 3D rather than the classic 2D side-scroll we all fondly remember.
- Various projectile weapons will be used as well as a whip.

- Player will be able to jump, crouch, run, and walk through the world.
- Enemies will attack player if within a threshold distance

### 3 Targeted Platforms

- PC
- Android
- Apple iPhone

### 4 Monetization Model

- Free Alpha
- Paid Beta/Final
  - Access to beta will require per-order
- Micro-transactions (lootboxes a la EA)
  - Users will be able to access better weapons by purchasing through in-game store
  - In-game money can be purchased with real world money

### 5 Project Scope

- Cost to create the game
  - Nothing!!! Undergrad students will do all the work to create the game as part of their final project.
  - Time to complete will be approximately eight weeks.
- Team will consist of three developers
  - Program Manager: Hector Herrera
  - Lead Developer: Carson Bosko
  - Lead Artist: Joseph Drew
- Total cost to create game is \$0.00
  - Salary \$0.00
    - \* Student will develop for a grade
  - License \$0.00
    - \* We will be using free software and assets
  - Hardware \$0.00
    - \* Personal hardware will be used to develop the game.

## 6 Influences

- Film/Television
  - Every where you look styles from a generation ago are back in vogue. The film industry is bringing back classic Saturday morning cartoons and film's from the 80's and 90's, such as **Transformers**, **Blade Runner**, and **Ghost In The Shell**. Fashion trends from the same era are making a comeback as well and the youth are eating it all up. The return of the Nintendo Entertainment System and its successful sales are evidence of the popularity of all things **Retro** in the gaming market. Thus, the market is ripe for game reboots as well.
- Pop Culture
  - We propose a game that will ride on the current trend of Retro and bring back a beloved classic, **Castlevania**. Simon/Sonia Belmont one of the protagonist in the series wakes up in a world that is similar in vision to what futurist of the 80's envisioned. Think of a world that is in the same vain as **Blade Runner** and **Robocop**. This world contains all the fashions and looks that our target audience now finds popular. Our audience is the generation of people who flock to see the movie reboots of popular games and films of the 80's and 90's. This audience consists of people of the generation that would like to experience the nostalgia of their youth and those that find the pop culture of said generation alluring.

## 7 Elevator Pitch

Imagine a world that is ruled by vampires, where the people must pay a literal blood tax; a resistance has found a way to bring back the greatest Vampkiller to their time in the hope of bringing down Dracula and the terrible system of taxation without representation.

## 8 Story and Gameplay

### 8.0.1 Story(Brief)

Simon/Sonia Belmont are brought to the future by a resistance group to topple the tyrannical government of Dracula and his vampire minions.

### 8.0.2 Story (Detailed)

Simon/Sonia wakes up dazed and confused. S/He finds himself surrounded by a bunch of hipsters with way too much facial hair and gaudy garbs. The lead hipster briefs Simon/Sonia on the current situation and the reason for

the time-travel snatch. After some thought, Simon/Sonia questions whether the hipsters brought this world on themselves by taking Simon/Sonia away from his/her time. The hipsters brush aside his/her concern as Simon/Sonia knows nothing of time travel and the concept of Schrodinger's cat, and quantum entanglement. Just then, Wakstopo agents crash through the wall and start shooting the place up. The lead hipster grabs Simon/Sonia, hands him/her a weapon and pushes him/her down a chute. As Simon/Sonia reaches the bottom of the chute a loud explosion goes off from where s/he just left. Ahead of Simon/Sonia are Wakstopo agents. They turn to Simon/Sonia and immediately approach him/her with ill intent. With weapon in hand, Simon/Sonia plunges into battle.

Simon/Sonia must traverse the city of RadCity in order to get to City Hall, Dracula's seat of power. There, Simon/Sonia will do battle with Dracula for the future of mankind. Each level will be a progression from the underworld of the city, to the outer city, to downtown and eventually City Hall. Each new level will incorporate harder mobs and bosses. Throughout the world loot boxes will contain better weapons for Simon to prosecute his/her war on tyranny. Fighting will consist of up-front hand-to-hand combat, to shooting battles in the cramped alleys of RadCity.

### **8.0.3 Level 1 Sewers**

Starting off in the sewers of RadCity Simon/Sonia must battle through hordes of undead dregs and Wakstopo agents. The sewers will be a series of tunnels that eventually lead to an opening onto the surface.

### **8.0.4 Level 2 Alleyways**

This level will be a series of alleyways that Simon/Sonia must traverse. The alleyways will be full of more powerful Wakstopo agents and stray demon cats. Throughout this level the player will have opportunities to find hidden lootboxes.

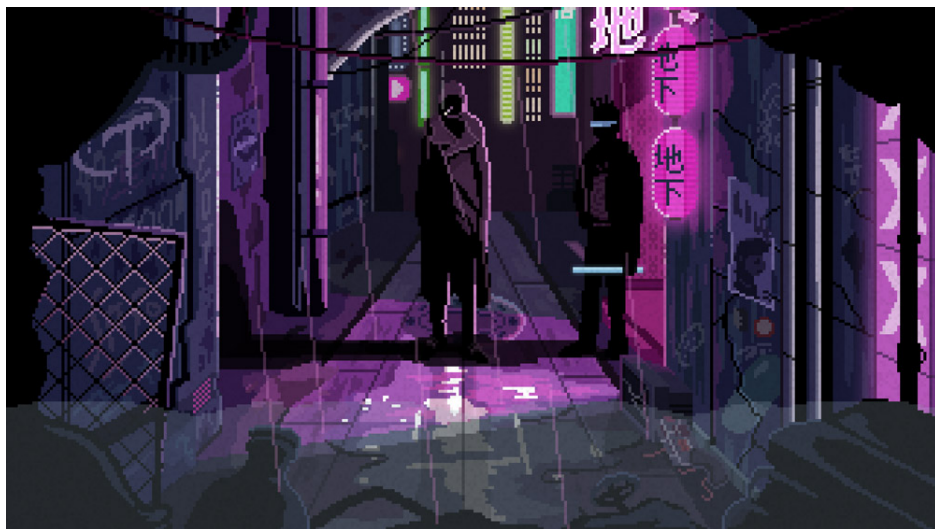
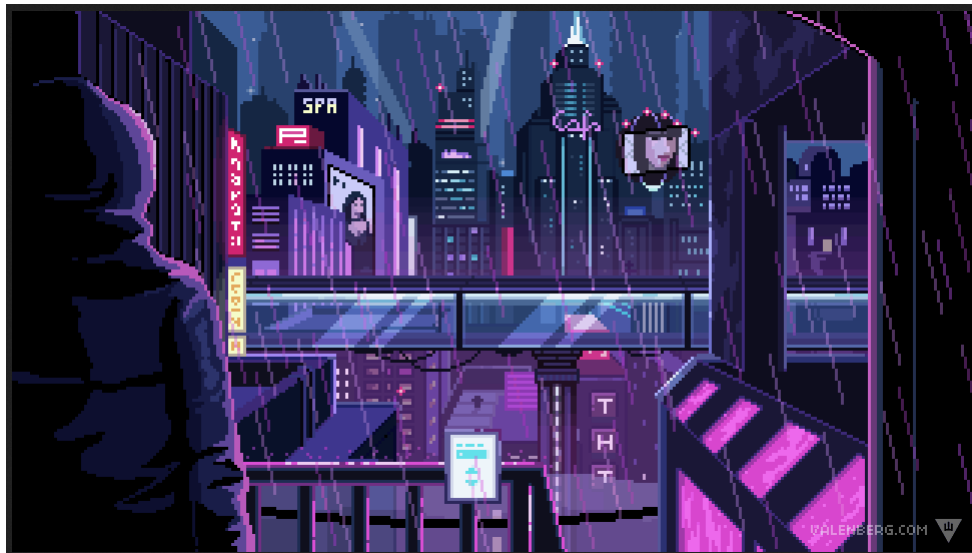
### **8.0.5 Level 3 City Hall**

In this level Simon/Sonia must go up four floors battling Wakstopo lieutenants. Once on the last floor Simon/Sonia will finally face Dracula.

## **9 Assets Needed**

- 2D
  - Textures
    - \* Sewers
      - Tile for the tunnels
      - Various garbage
      - Dilapidated cardboard, boxes, and cans

- \* Alleyways
    - Dirty walls
    - Graffiti
    - Glass
    - Posters
    - Columns
  - \* City Hall
    - Office furniture
    - Office plants
    - Office walls, doors, floor
- 3D
  - Character List
    - \* Simon Belmont
    - \* Sonia Belmont
    - \* Dracula
    - \* Wakstopo Lieutenants
    - \* Wakstopo agents
    - \* Sewer Dregs
    - \* Wakstopo Captains
- Environmental Art
  - See images below



- Sound
  - Sewers
    - \* Rats scurrying
    - \* Water drops
    - \* Wakstopo agents
  - Alleyways
    - \* Rain drops

- \* Thunder
- \* Neon light buzz
- \* People talking at a distance
- City Hall
  - \* Copy machines
  - \* Printers
  - \* Phone ring
- Player/Enemies
  - \* Player (Male/Female)
    - Swinging the whip
    - Jumping
    - Landing
    - Getting hit
    - Killed
  - \* Enemies
    - Swinging at player
    - Getting hit
    - Killed

## 10 Code

- Character Scripts
  - Player Controller
  - Enemy controller
  - Dracula controller

## 11 Animation

- Environment Animations
  - Water drops in the sewers
  - Rats scurrying
  - Thunder
  - Neon lights
- Character Animations
  - Swinging the whip
  - Shooting



- Jumping
- Landing
- Running
- Dying

## 12 Schedule

- Level 1
  - Complete this level by September 27, 2018
- Level 2
  - Complete this level by October 13, 2018
- Level 3
  - Complete this level by October 31, 2018
- Character Animation and Scripts
  - Complete this by November 15, 2018