

# Vampire Hunter Hank

A game pitch by Zachary Wooten

# Story

The game is centered around hank, an average guy turned vampire hunter after his family disappeared due to the night hordes. You wield hank around through various levels as we attempts to wipe out the undead hordes of the night, and ultimately destroy the lords wreaking havoc on humanity.

# Genre

The game's genre would be a 2d dungeon platformer similar to games like indiana jones and castlevania. The main objective of the game is to navigate through various levels killing the enemies as you go in order to level up and unlock the exits.

# Target Audience

1. Age Groups
  - a. Late teens
  - b. Young adults
  - c. Mid-aged adults
2. Sex
  - a. Predominantly males but all genders as platformers aren't really gender specific.
  - b. Leans towards males due to fighting and storyline
3. Subgroups
  - a. Horror/mythological enjoyers
  - b. Platformer enthusiasts
  - c. Retro/Indie game fans (Indiana jones, castlevania, prince of persia)

# Game Information

1. Character
  - a. Vampire Hunter Hank. A middle - late middle aged man. Once a simple family man, now a terrorizer of the night hordes
2. Enemies
  - a. Vampire lords - Leaders of the night hordes, the main antagonist of the game
  - b. Ghouls - Reawoken victims of the lords, they fight tirelessly in their masters homesteads
  - c. Undead - various undead, reanimated by the vampire lords similar to the Ghouls.
3. Environments
  - a. Gothic Castle - Castle hosting various vampires, perhaps home to a more ancient evil
  - b. Dark forest - Thick, ominous forest crawling with the undead hordes
  - c. Cemetery - Various cemeteries, main location for the reanimation of the undead night hordes

# Game Information



# Game Mechanics

## 1. Game Description

- a. The game will operate similar to games such as prince of persia or mega man. It will consist of various level through which you traverse and erase the undead stain on humanity.

## 2. Character Mechanics

- a. The player will start with basic abilities stabbing enemies as well as being able to jump and move normally through the environments.
- b. The player will be able to unlock multiple upgrades such as casting fireball, dashing, double jumping, etc.

## 3. Enemy Mechanics

- a. Simple walking / player detection
- b. Simple normal melee attacks
- c. Some enemies will have ranged attacks ( only horizontal )

# Game Modules

1. Player module
  - a. Manages Hank's movement, health, inventory, abilities, and upgrades.
  - b. Handles player input for controls such as jumping, attacking, using abilities, and interacting with objects.
2. Enemy module
  - a. Manages AI behavior for different enemies, including vampires and supernatural creatures.
  - b. Includes pathfinding, attack patterns, and health systems for enemies.
3. Level module
  - a. Controls the level structure, including terrain, obstacles, collectibles, and enemy placements.
  - b. Can manage different environments (e.g., forests, castles, caves).
4. Combat module
  - a. Handles melee and ranged attacks, including hit detection, damage, and animations.
  - b. Manages Hank's weapons (e.g., Sword, fireball) and enemy abilities.
5. UI module
  - a. Displays HUD elements like health, stamina, experience points, and inventory.
  - b. Includes menus for pause, inventory management, and settings.
6. Sound/Music module
  - a. Manages background music, sound effects for actions (attacks, jumps, etc.), and environmental sounds.
  - b. Supports different audio layers depending on the player's location in the game.
7. Physics/Collision module
  - a. Handles the physical interactions between Hank, enemies, objects, and terrain.
  - b. Manages collisions, gravity, jump mechanics, and environmental physics (e.g., destructible objects).

# Levels

1. Dark Forest
  - a. The beginning level of the game
  - b. Contains only ghouls, as to scale the difficulty of the map
  - c. Multiple height levels to simulate fighting through the trees
2. Cemetery
  - a. Second level of the game
  - b. Contains undead hordes and ghouls
  - c. Not as many height differences
3. Castle
  - a. Final / main level of the game
  - b. Multiple enemy types as this is the home of the vampire scourge
  - c. Multiple height levels as the castle should have a few floors



# Levels



# Effects, Physics, Collision

1. Effects
  - a. Fireball effect when upgrade is unlocked
  - b. Slash effect for weapon
  - c. Hit collision effect for ranged projectiles
2. Physics
  - a. Gravity
  - b. Momentum/Inertia in movements
3. Collision
  - a. Player -> enemy collision
  - b. Player/enemy -> ground collision

# System Architecture

