

# DEMON IN HEAVENLAND

A3: ENDLESS RUNNER GAME

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# DEMON IN HEAVENLAND

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**Abstract**

The game is about a Demon lost in Heavenland just like “Alice in Wonderland”. The mission of the demon is to find its way back to Hell without getting caught by the Angels.

**Keywords**

Grain Textures  
Red, Black and White  
Paper Cut

## RELATED WORKS

The series Neon Genesis Evangelion inspired me about the concept of transforming angels as antagonist. It inspired me a lot.

The game Hollow Knight helped me a lot to create the Demon as the protagonist of the game.

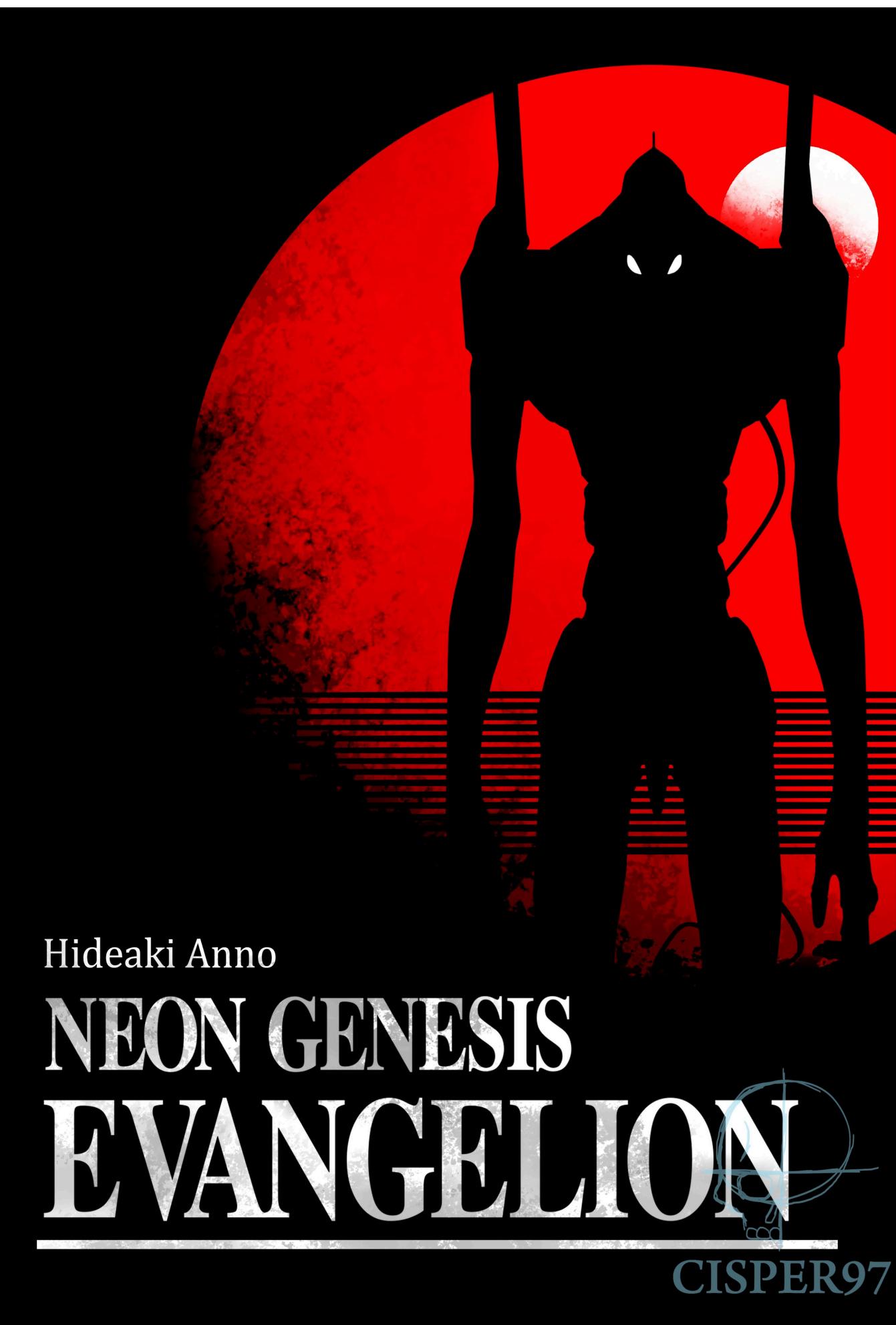


Figure 1: Neon Genesis Evangelion

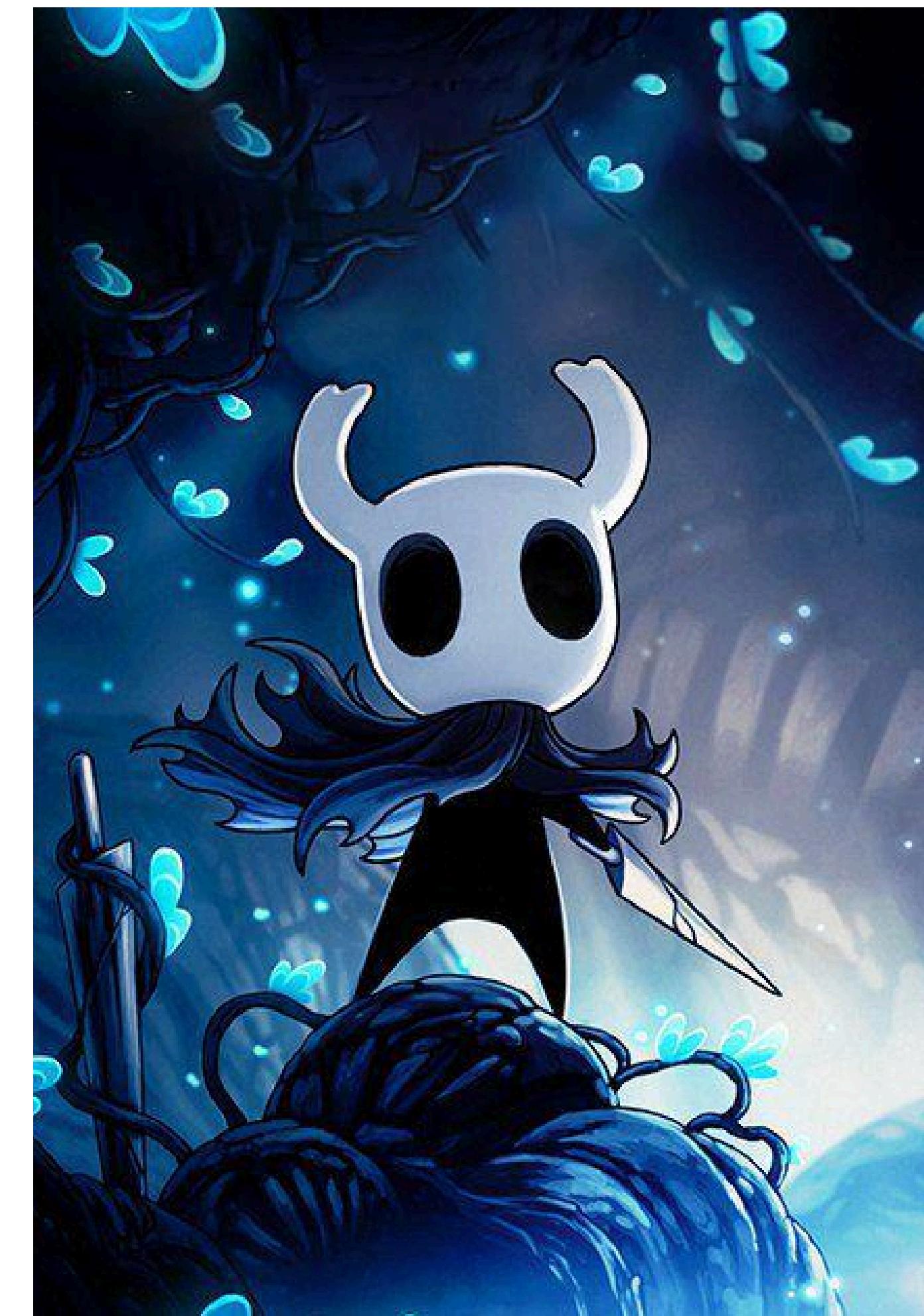


Figure 2: Hollow Knight

# MOODBOARD

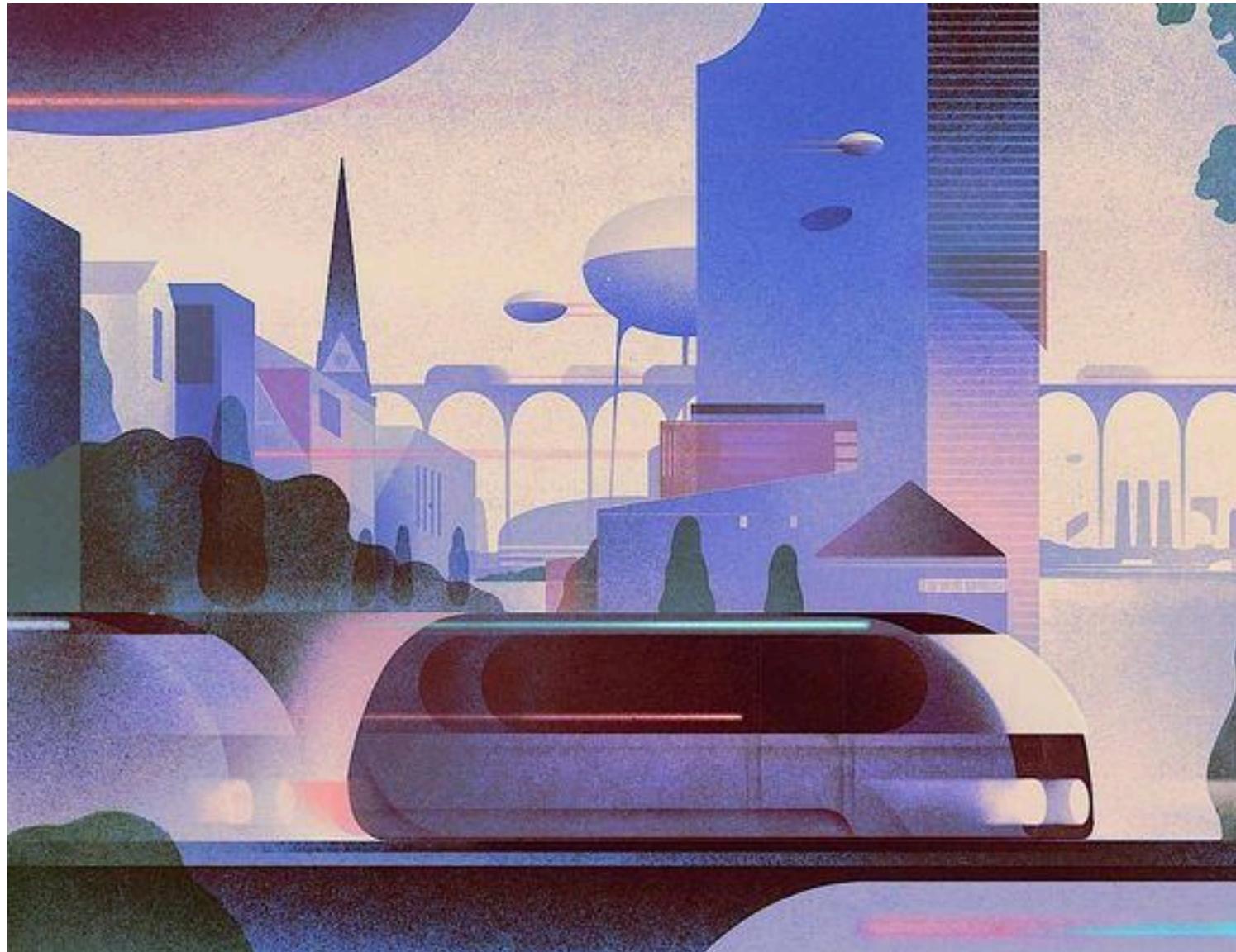


Figure 3: Gradient Texture



Figure 4: Paper Cut Design



Figure 5: Black and White color scheme

I want to combine Paper Cut design, Black and White and Gradient Textures all together.  
These illustrations inspired me to make the background image.

# SKETCHES

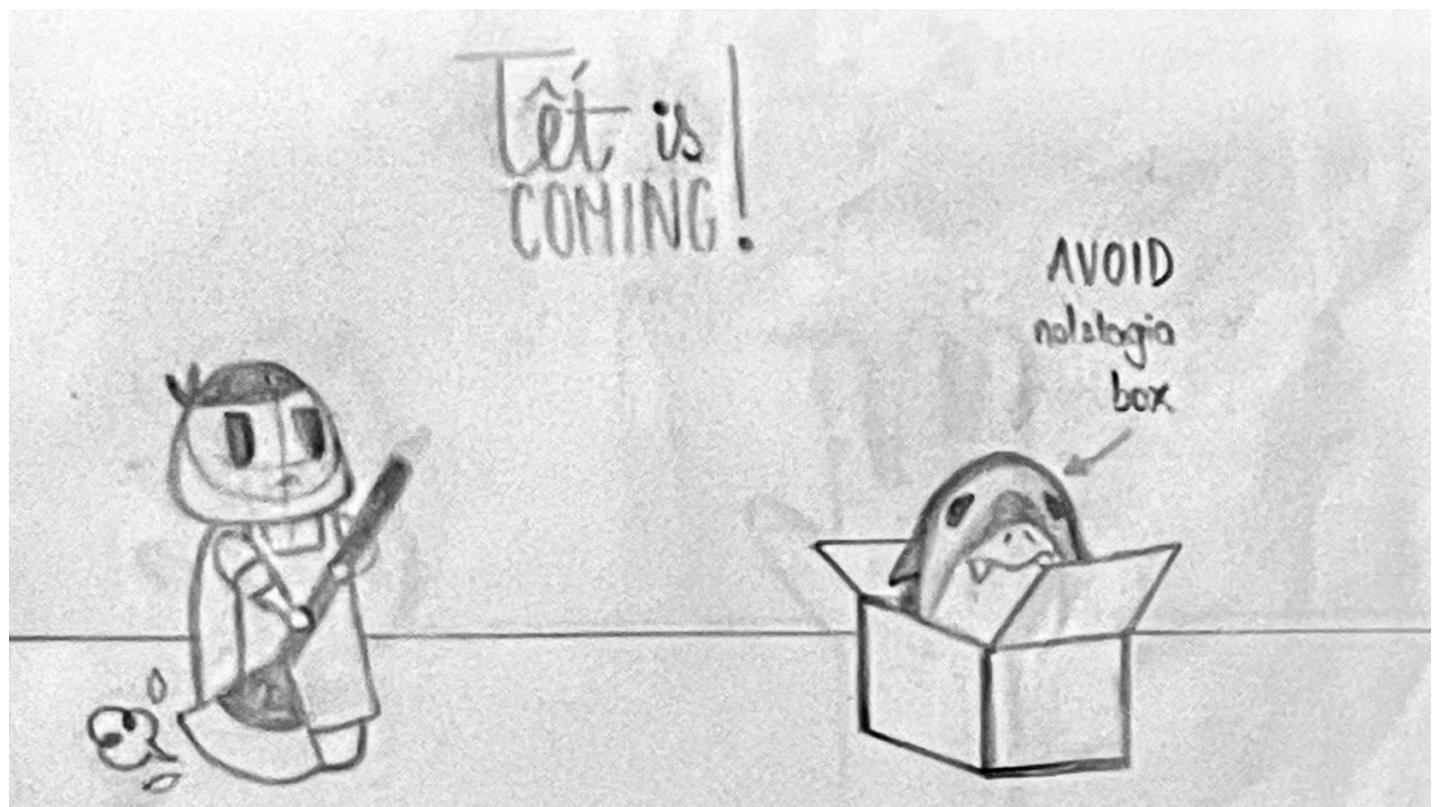


Figure 6: Tet is coming!



Figure 7: Haughty Cat

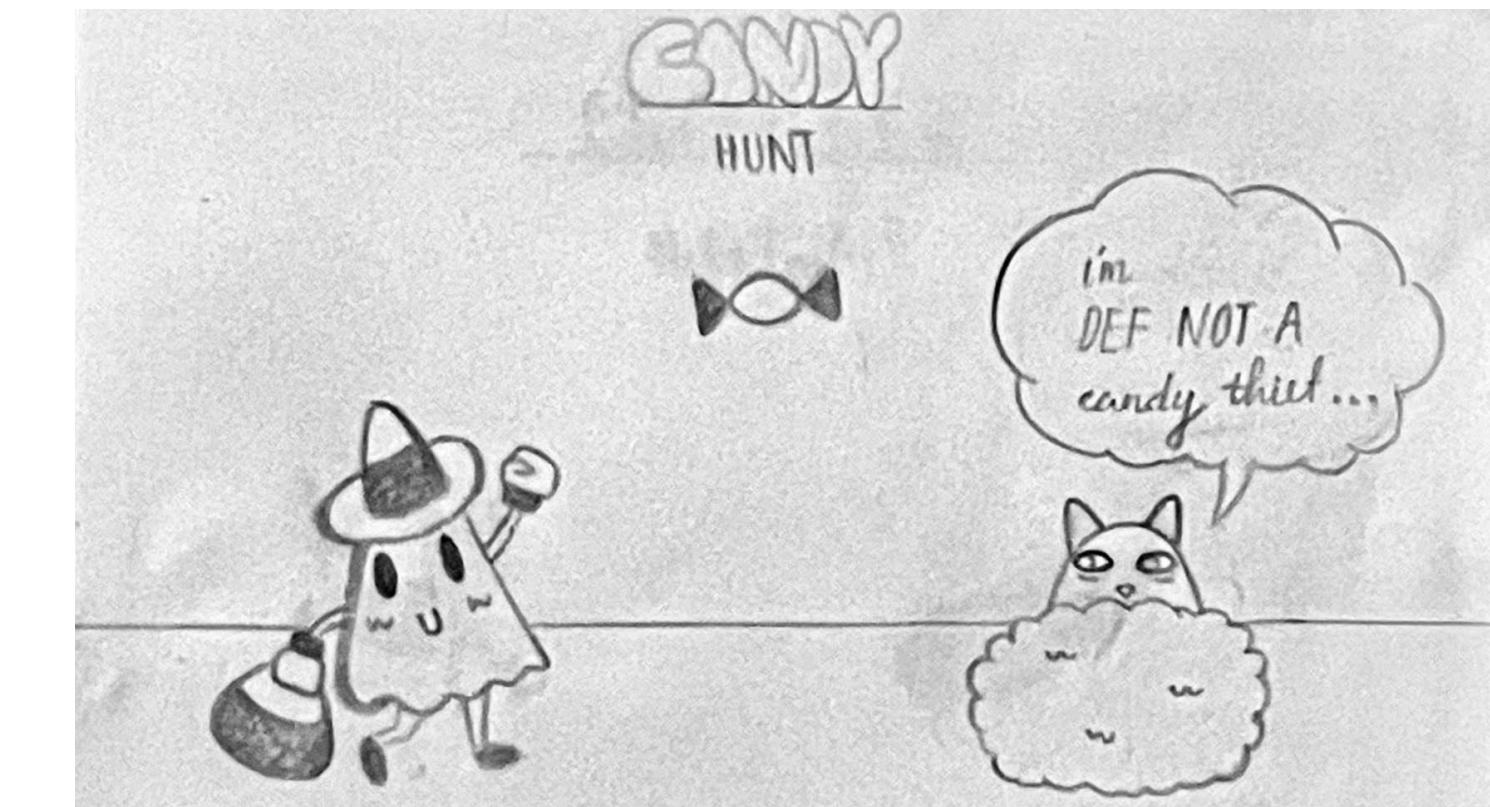


Figure 8: Candy Hunt

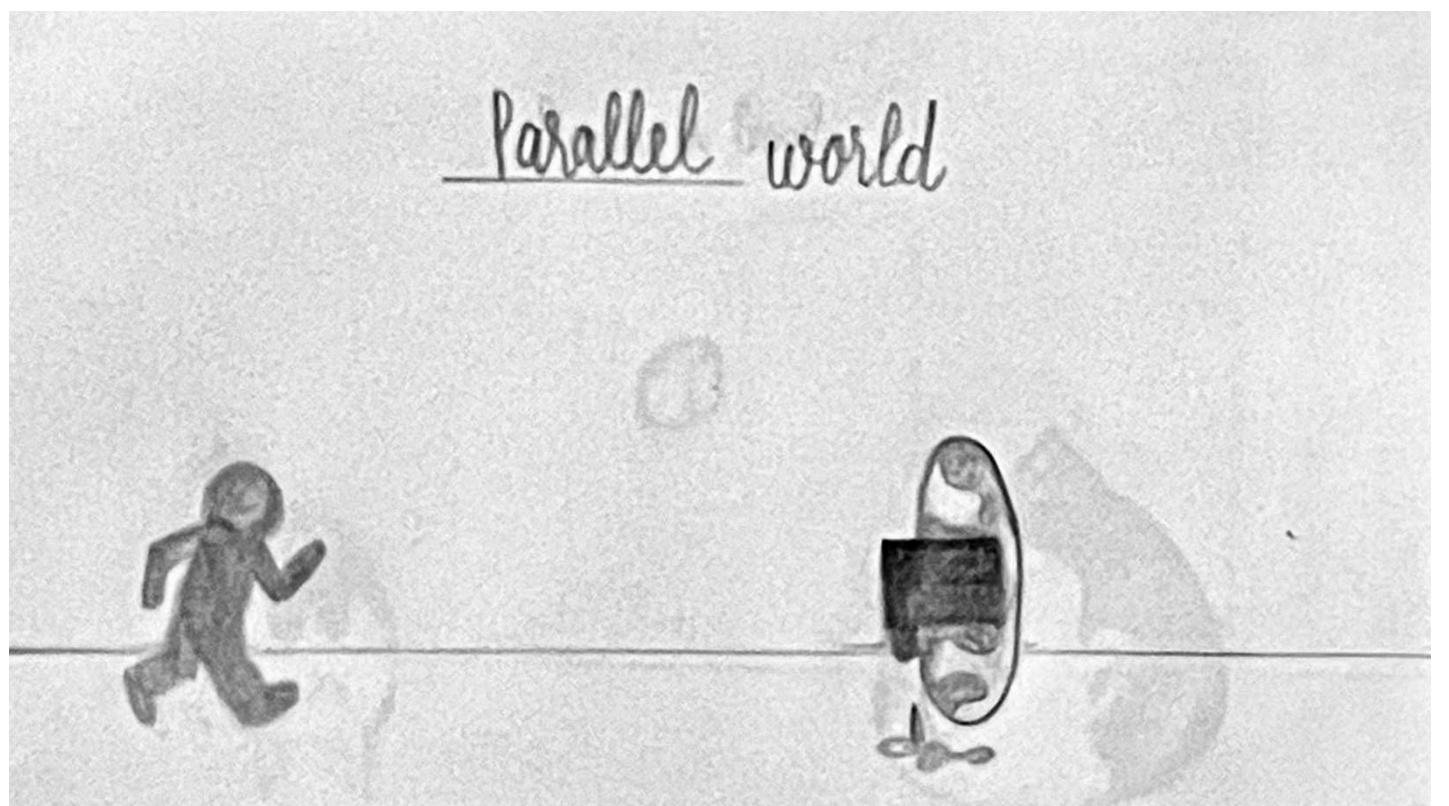


Figure 9: Parallel World

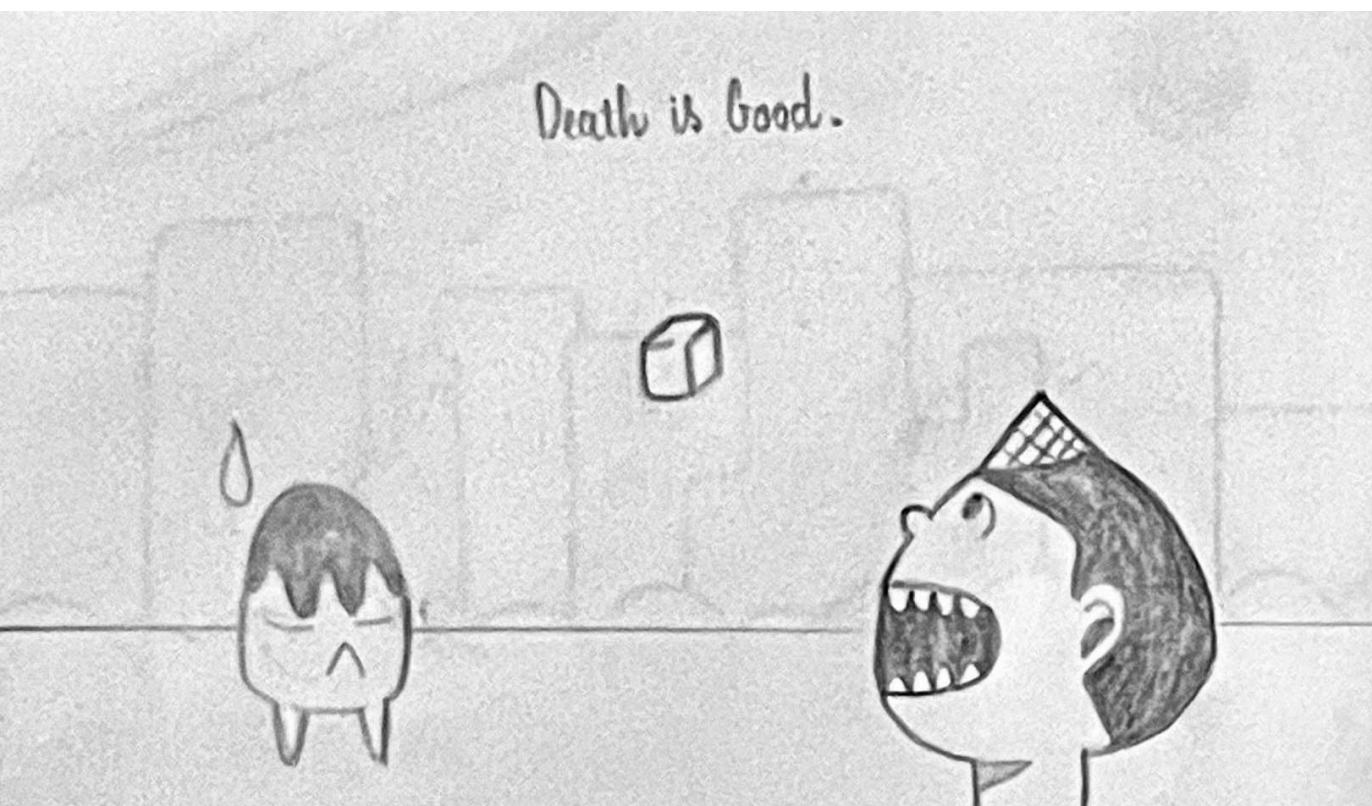


Figure 10: Death is Good

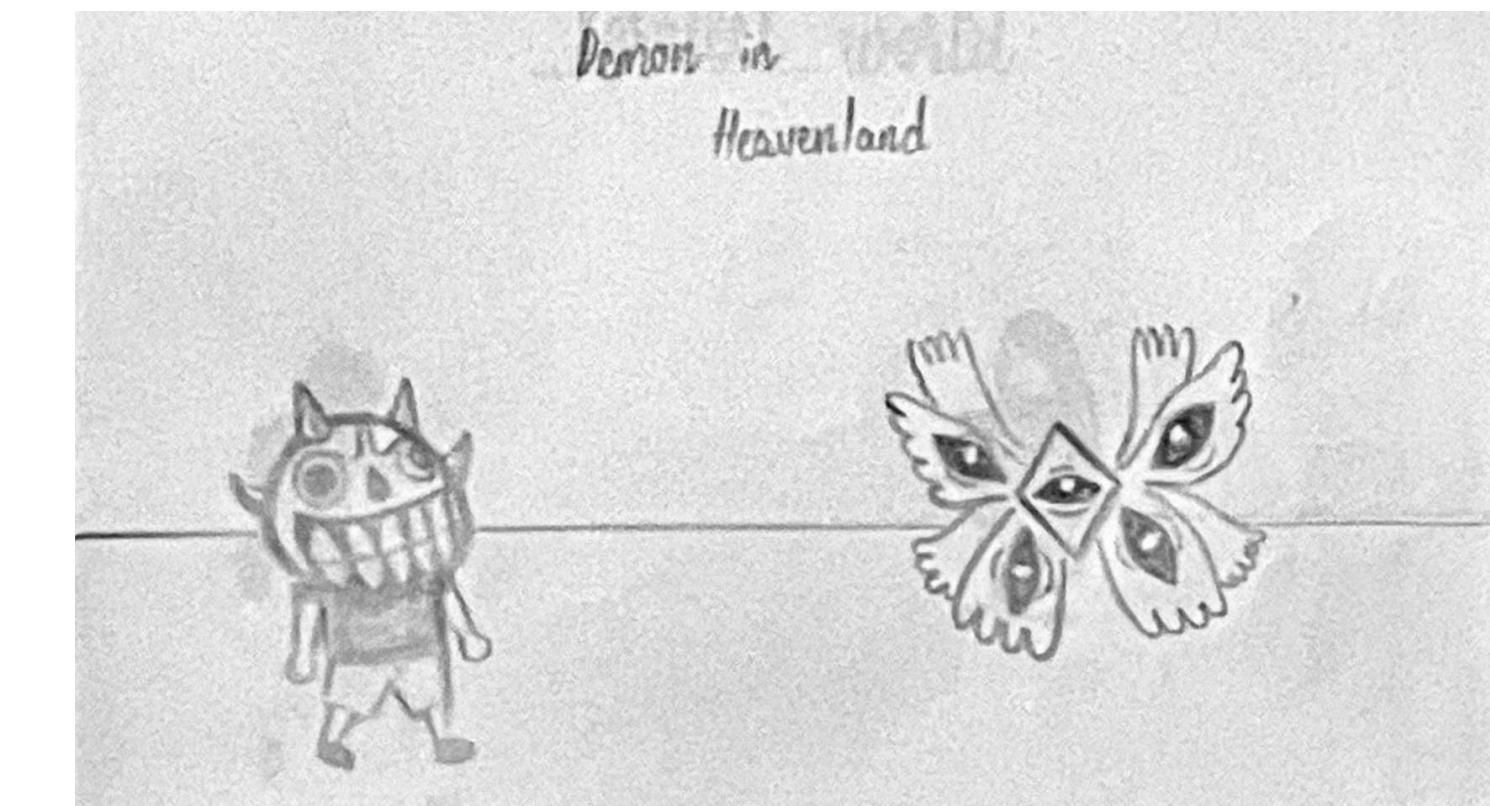


Figure 11: Demon in Heavenland

# BACKGROUND

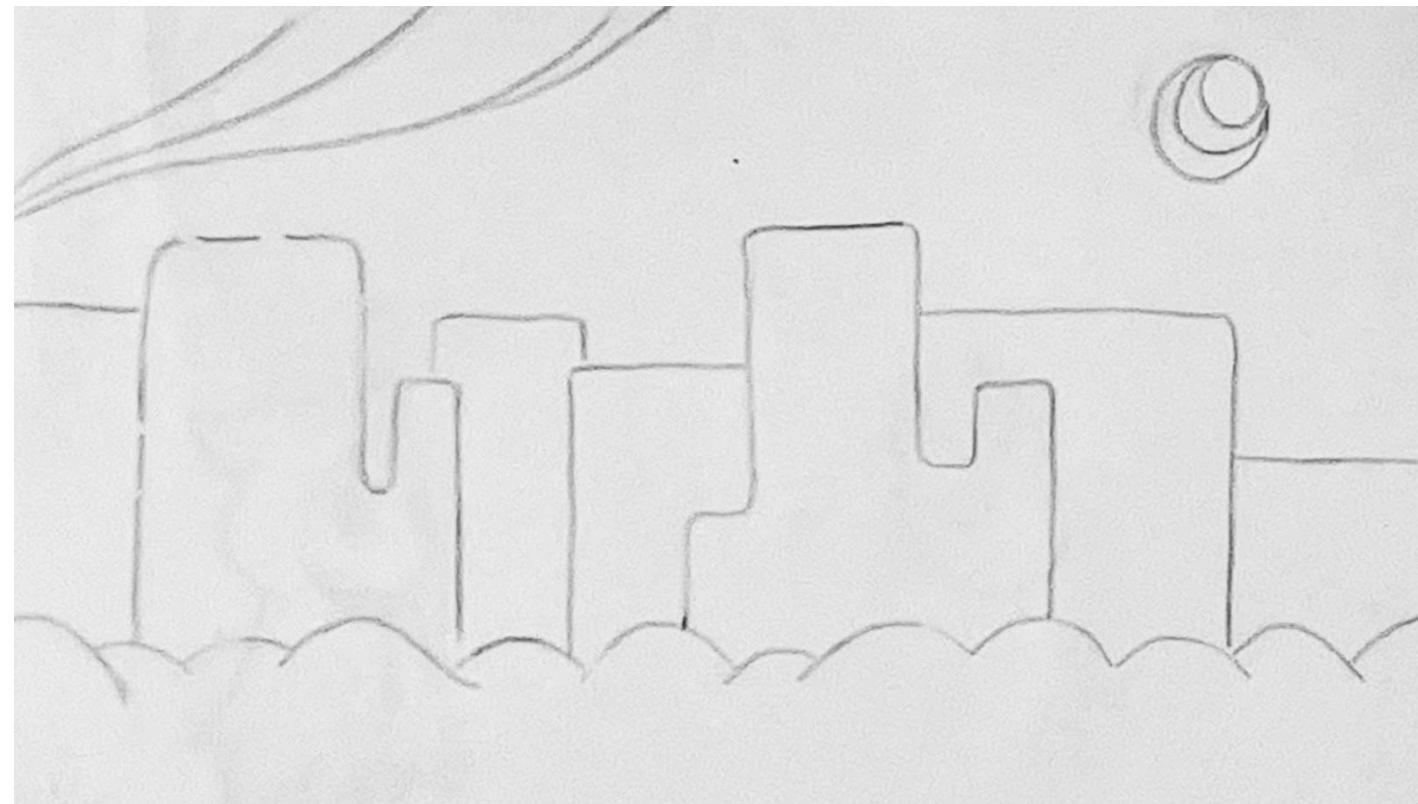


Figure 12: Background Sketch

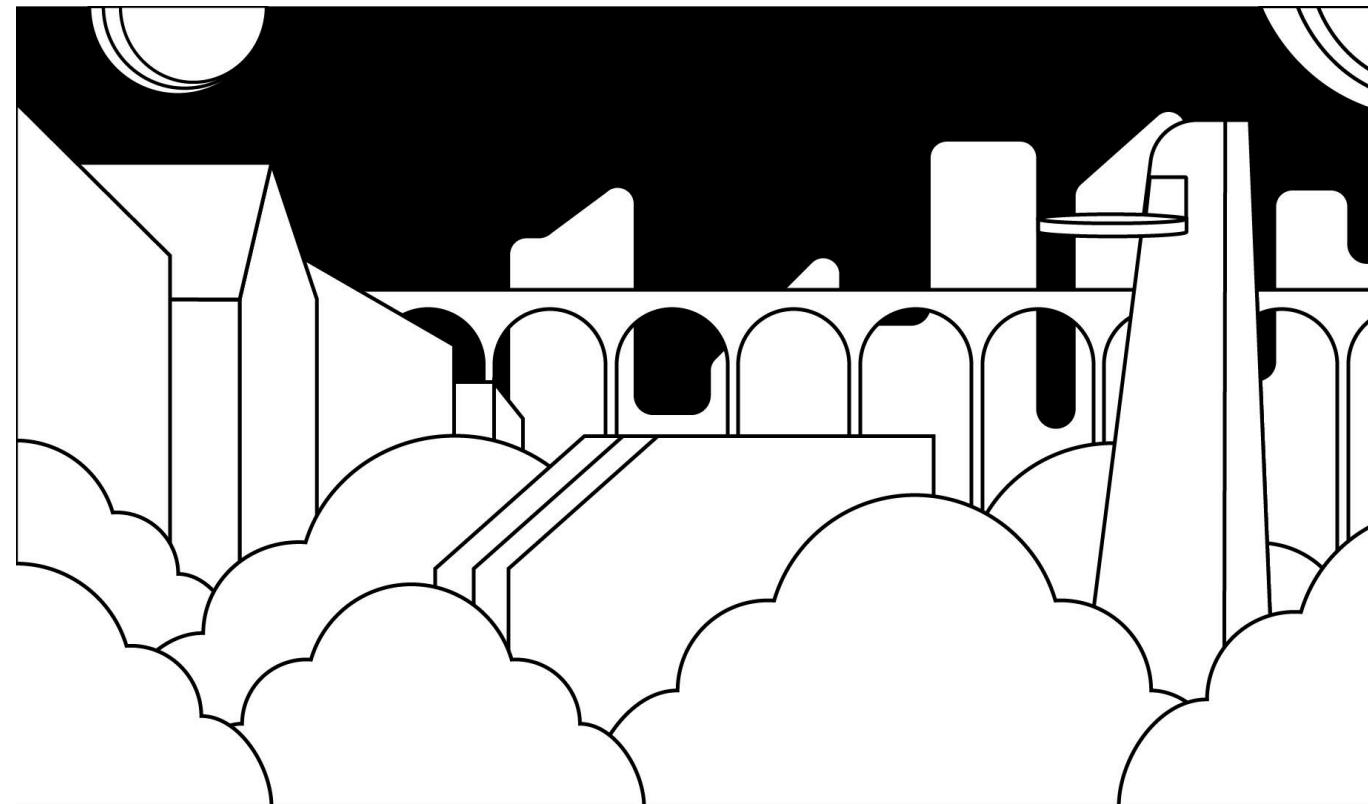


Figure 13: Digital Sketch



Figure 14: Digital Sketch

Inspired by Figure 3 and Figure 4.

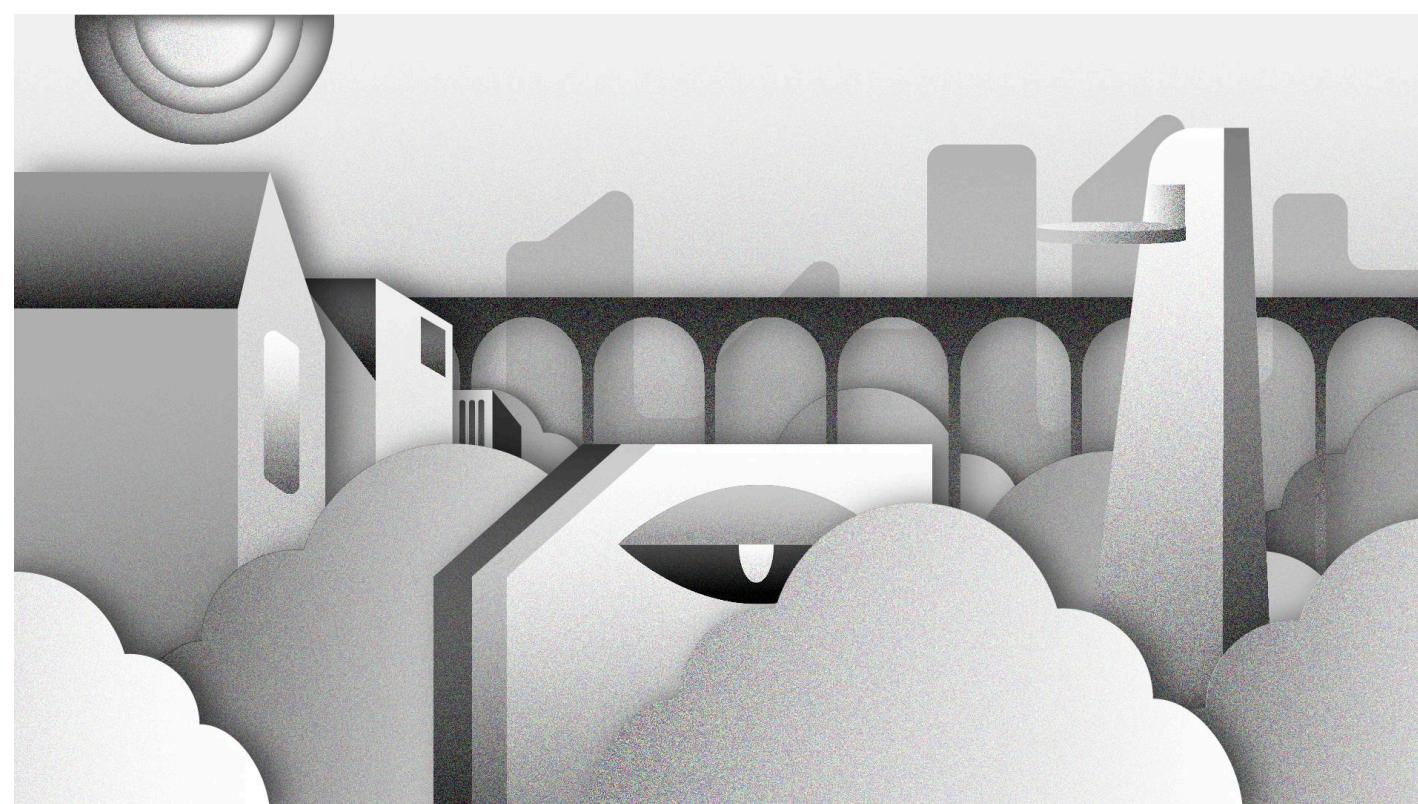


Figure 15: “Coloring”, Add Texture

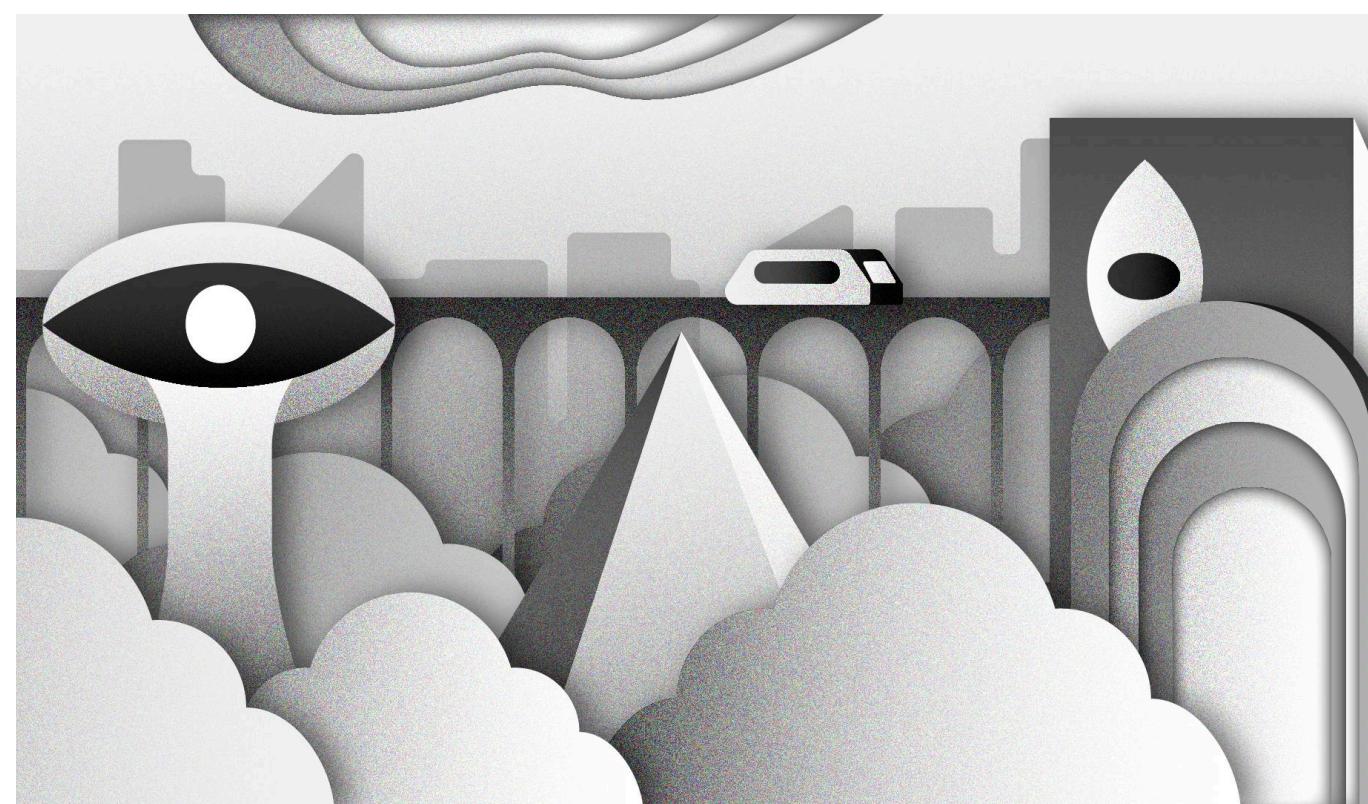


Figure 16: “Coloring”, Add Texture

# PLAYER: DEMON

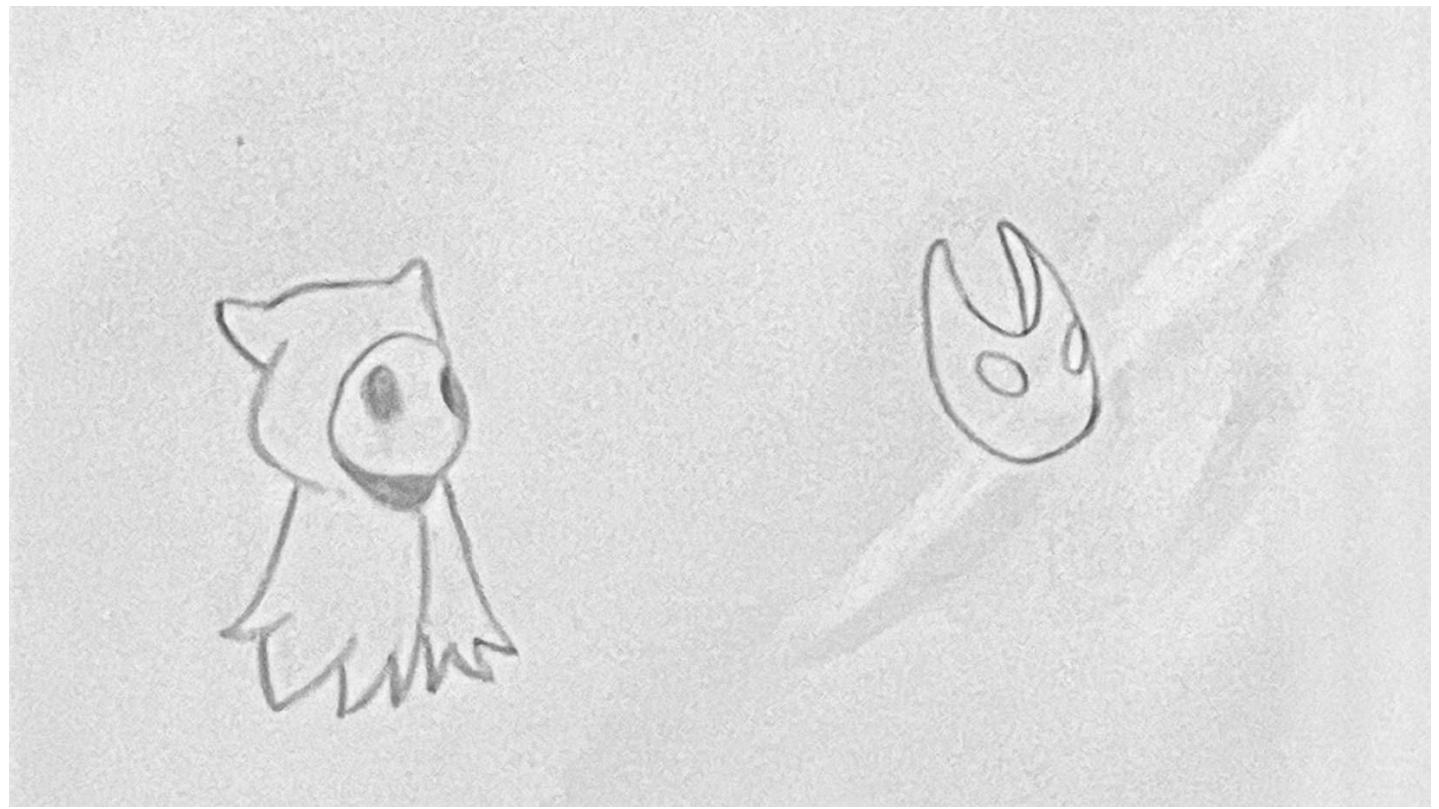


Figure 17: Player Sketch



Figure 18: First Look



Figure 19: Final Look



Figure 20: Inspiration



Figure 21: Inspiration

# OBSTACLE: ANGEL

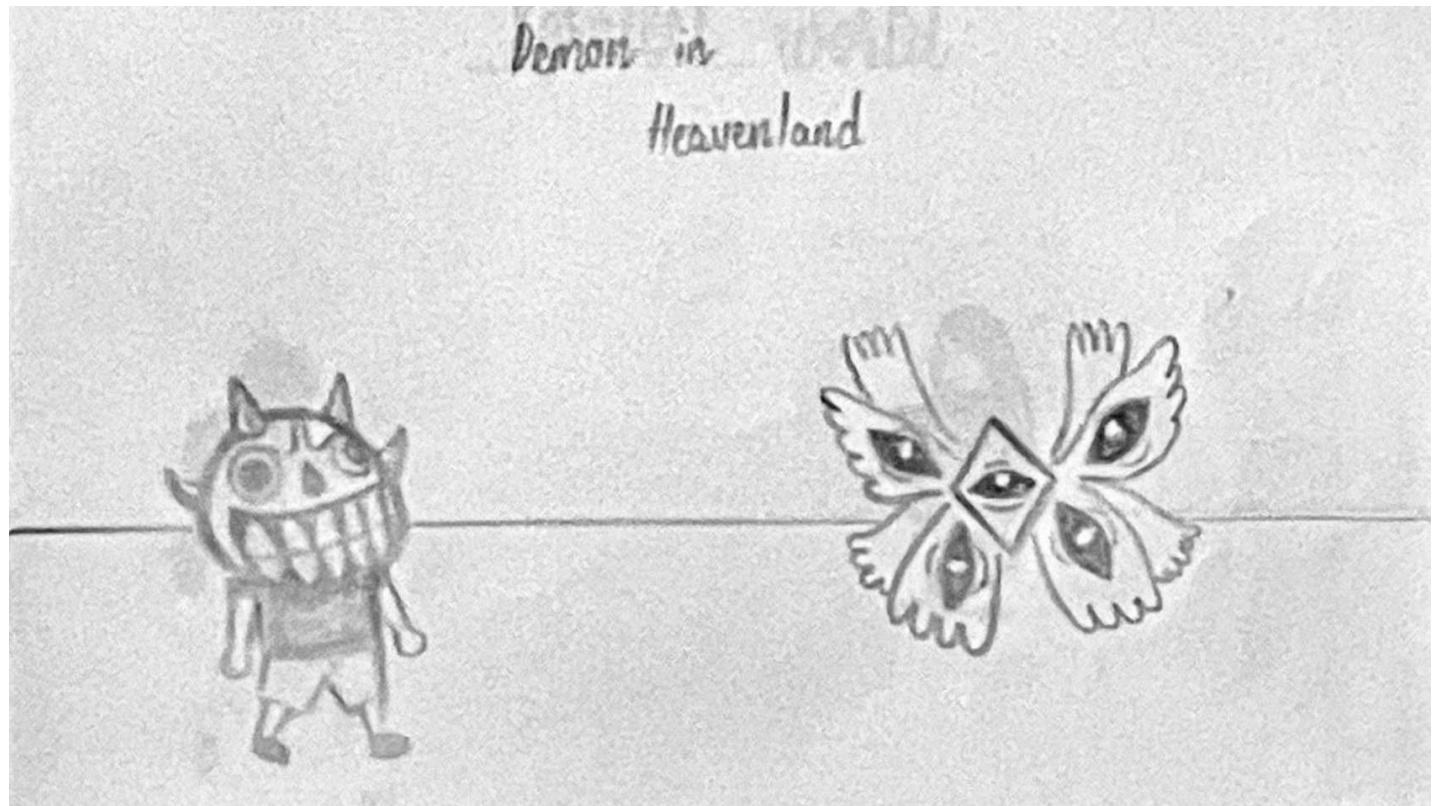


Figure 17: Obstacle Sketch

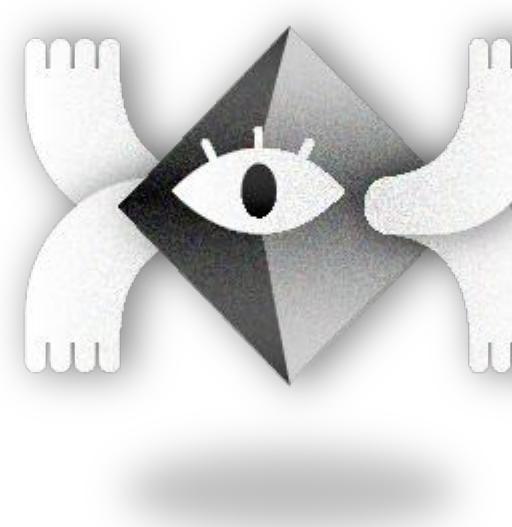


Figure 18: Angel



Figure 20: Inspiration



Figure 21: Inspiration

# CODING

Figure 22: HTML

```

<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <link rel="stylesheet" href="style.css" />
    <link href="https://fonts.googleapis.com">
    <link rel="preconnect" href="https://fonts.gstatic.com">
    <link href="https://fonts.googleapis.com/css2?family=Girassol&family=Oswald&display=swap" rel="stylesheet">
    <script src="app.js" charset="utf-8" defer></script>
    <title>Demon in Heavenland</title>
  </head>
  <body>
    <div class="grid">
      <div id="heading">
        DEMON IN HEAVENLAND
      </div>
      <div id="gameOver">
        YOU GOT BAPTIZED.
      </div>
      <div id="int">
        TAP ON SCREEN/PRESS SPACE <br/>
        TO AVOID ANGELS
      </div>
    </div>
    <!-- Player -->
    <div class="player"></div>
  </body>
</html>

```

Figure 23: CSS

```

#int {
  visibility: hidden;
  color: #A80120;
}

.int {
  font-size: 50px;
  border: 2px solid black;
  text-align: center;
  font-family: 'Oswald', sans-serif;
  color: #FFFFFF;
  visibility: visible;
  text-shadow: black 3px 3px 5px;
}

.obstacle {
  position: absolute;
  width: 400px;
  height: 400px;
  bottom: 0%;
  background: transparent;
  background-image: url(obstacle.png);
}

.background1 {
  position: absolute;
  bottom: 0%;
  width: 100%;
  height: 100%;
  left: 0%;
  background-image: url(bg_01.png);
  z-index: -2;
  background-size: 100%;
}

.background2 {
  position: absolute;
  bottom: 0;
  width: 100%;
  height: 100%;
  left: 0;
  background-image: url(bg_02.png);
  z-index: -1;
}

```

Figure 24: Javascript

```

<script src="app.js" charset="utf-8" defer></script>
<title>Demon in Heavenland</title>
</head>
<body>
  <div class="grid">
    <div id="heading">
      DEMON IN HEAVENLAND
    </div>
    <div id="gameOver">
      YOU GOT BAPTIZED.
    </div>
    <div id="int">
      TAP ON SCREEN/PRESS SPACE <br/>
      TO AVOID ANGELS
    </div>
  </div>
  <!-- Player -->
  <div class="player"></div>

```

# ADD SOUND

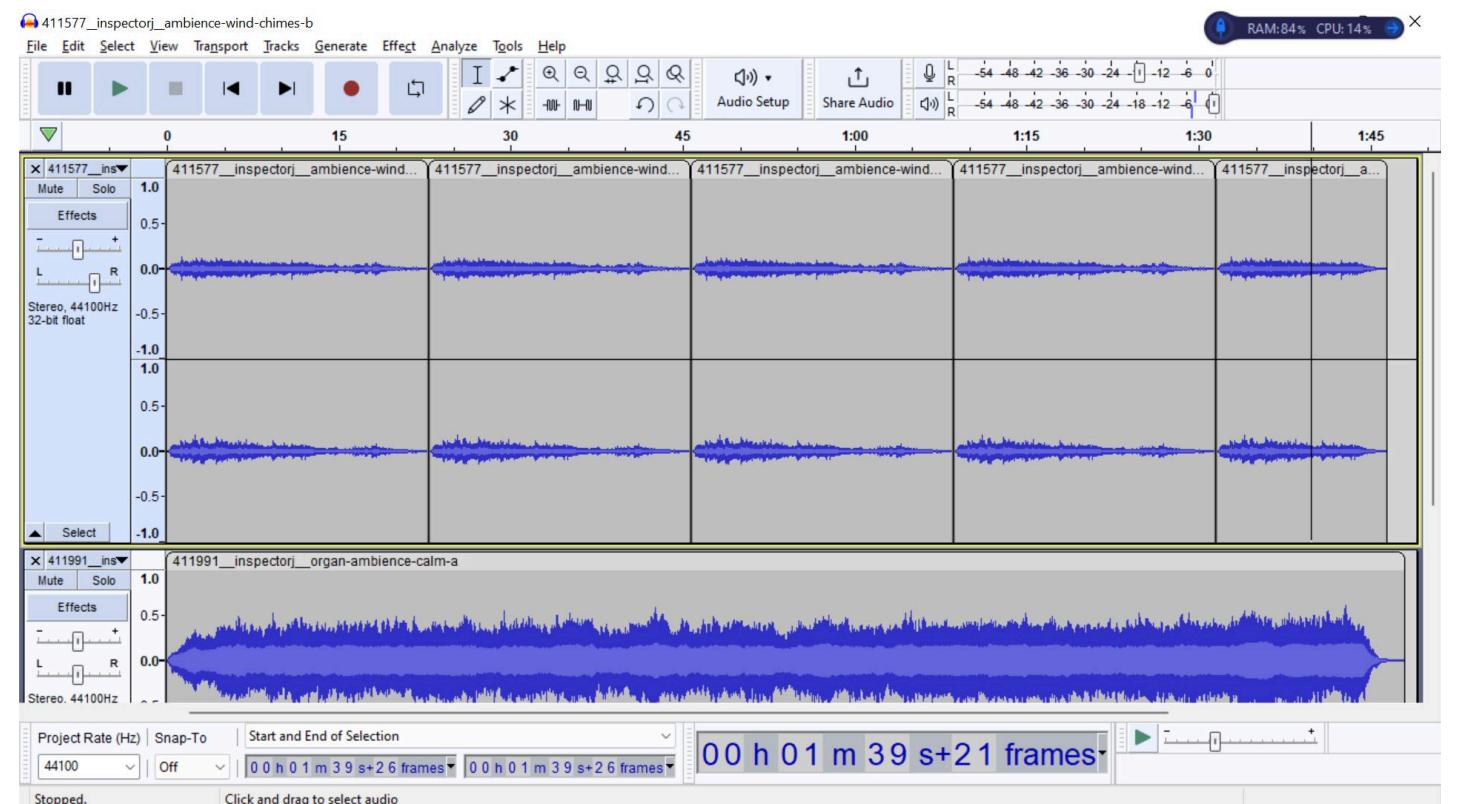


Figure 25: Holy Music  
(Organ + Wind chimes)

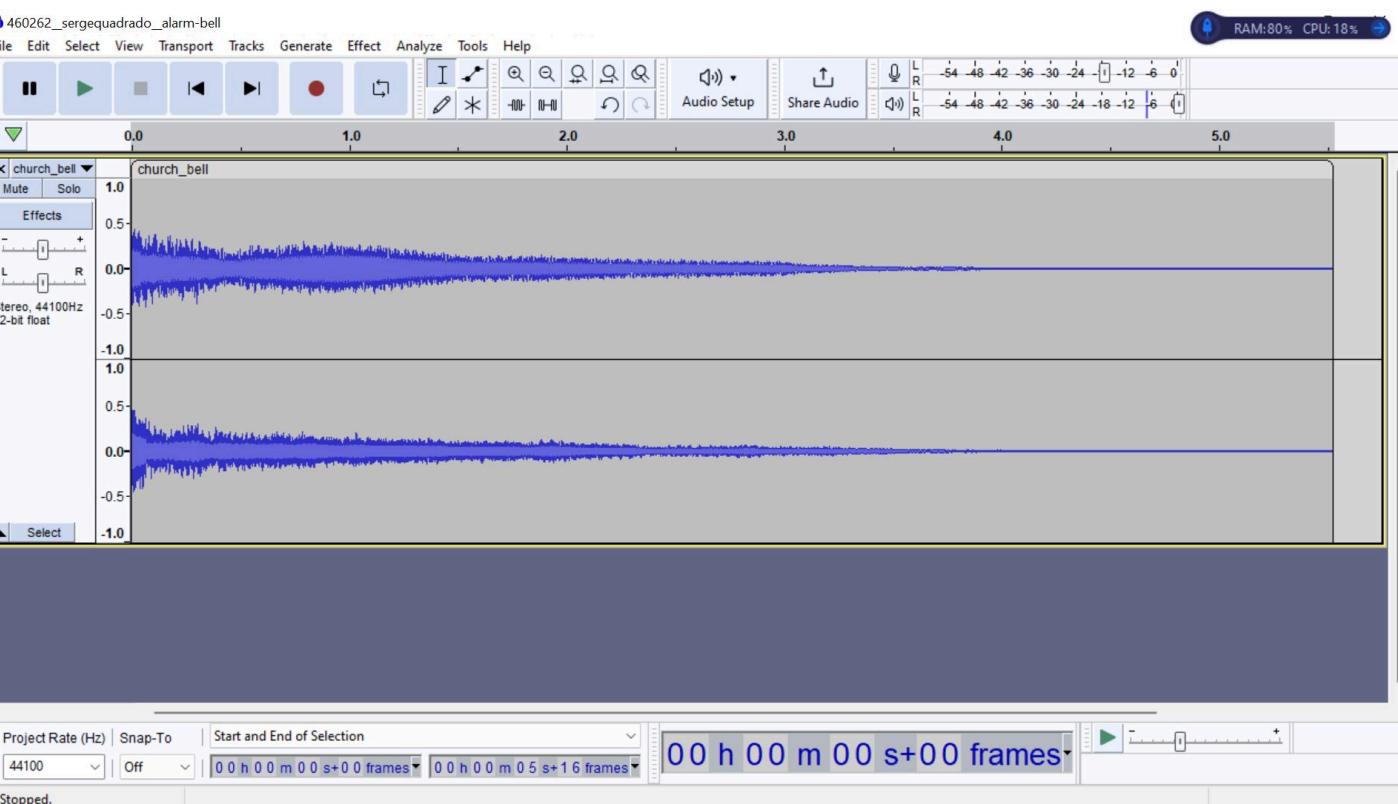


Figure 26: Church Bell (Player Died)

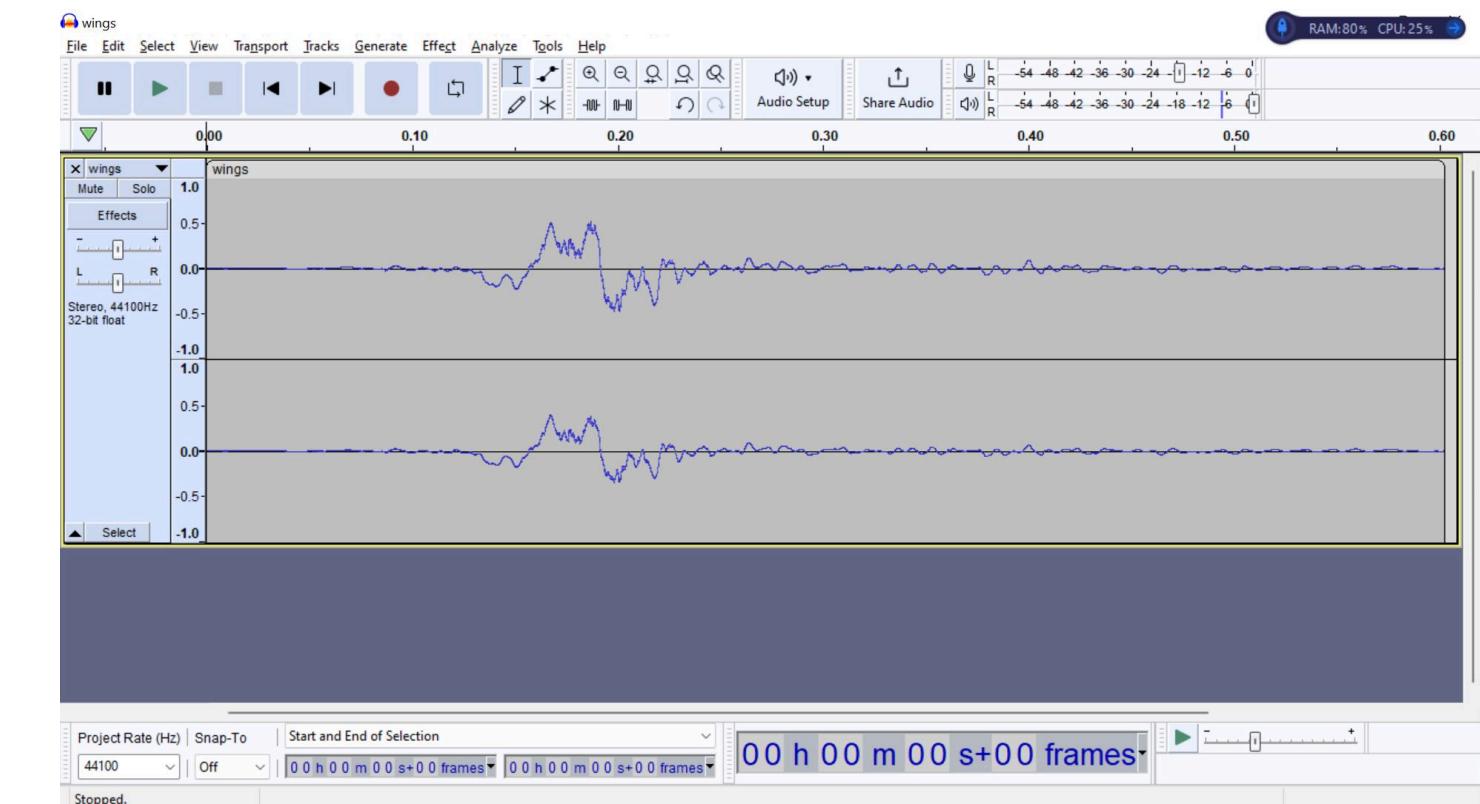


Figure 24: Wings Flapped (Jump)

# PROMOTION



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