High Concept

The blood moon has risen, and with it the hordes of the night have surged forth, infesting the land. Journey forth as the brave hunter and his ally the magician, and expel the darkness from the lands, before it plunges the world into an endless night.

Features

* Detailed backgrounds help immerse the player in the game’s world.
* A large field of view allows the player to get a good understanding of their surroundings and upcoming obstacles.
* Various sub-abilities give the player a large amount of variety in how they play the game.
* The player can switch between two different characters at will, each with their own unique attributes and sub-abilities.
* Health and MP bars help the player manage the risks they take and their usage of abilities.
* The UI displays which sub-weapon the player has equipped, making it easier to strategize an attack plan.
* There are two levels with unique design and layout as well as enemy variety.
* There are lots of breakable stage objects that can give the player various items, such as unlocking sub-weapons or restoring the player’s Health.

Player Motivation

Players travel through the levels, switching between the two playable characters in order to defeat monsters throughout the stage and make it to the end.

Genre

*Night of the Red Moon* is an action-based platformer.

Based On

*Night of the Red Moon* takes heavy inspiration from the game *Castlevania 3: Dracula’s Curse*. Its shares the same platformer-based gameplay and has a gothic theme throughout the game. Both games also use monsters as the primary force of conflict in the game.

Target Customers

Fans of the old-time platformers, or people who love the old gothic look of monsters.

Competition

The original *Castlevania* games, other platformer series like *Super Mario*, as well as Indie platformer games produced by various smaller companies, like *Bloodstained: Curse of the Moon* and *Celeste*.

Design Goals

Simple: The game’s controls and layout are very reminiscent of the old platformers many people are familiar with, and even if a person hasn’t played a platformer before, the controls are simple enough for them to easily pick up on how to play the game

Immersive: The detailed background sprites and placement of enemies help enforce the atmosphere the game is trying to create and gives the player a feel for what is happening inside the game’s world.

Strategic: Levels are short but contain a good number of enemies and destroyable objects. The number of enemies combined with the various weapon/sub-weapon choices makes the player have to think somewhat carefully about how they approach a situation and use strategy to beat the game.