

Game Name: Soul Hunter
Developer: Dennis Paiz-Ramirez
Dennispr@unm.edu

Overview of game

Title:
Soul Hunter

Premise:
Become a vampire hunter and collect souls to bring your loved one back to life.

Overall Purpose:
Entertainment only, there may be puzzles but that is not the primary purpose.

Platform:
PC (with intention to expand to other consoles).

Genre of Game:
Action Adventure / Survival Horror

Target Demographic:

Age:	Teen+
Gender:	Possibly geared more to males
Experience:	This game will not spend much time going over basic controls (like walking and aiming). Thus the experience for players would have to be at least at a moderate level (some experience with other PC games and WASD style controls. This may change to arrows and numpad if possible).
Market	There are no special markets set although people who like games such as resident evil may find this game appealing.

Anticipated Rating:
Teen or Mature. I do not expect this game to be overly graphic due to the fact that rendering such effects may prove very difficult, however if possible gore may be included for "realism".

Player Mode:
Single player, there is no co-op or multi-player as it would not make sense to the story.

Goal:
Collect the souls of three primary targets so that you may revive your loved one. A player beats a level by destroying that area's boss and absorbing it's soul. When the three primary bosses are destroyed circumstances will force the player to confront a final boss who plans to destroy the city. Upon defeating this final boss the player is considered to have beat the game.

Role of Player:
The player will take control of Samael A police officer who has been called to check on a disturbance but is later transformed into a vampire hunter.

Player (POV):
Primary third person with a possibility of first person while aiming.

Setting(s)

The starting location is a warehouse / abandoned hotel (dark alleys are possible as well). The next three locations will be the target boss' domain (dark eerie places)

Preliminary boss locations

Graveyard/crypt

Outdoors (Woods)

Mansion

Final Location will be a horrid place with a strong implication of hell (people suffering, dispare, darkness) but localized in what should be a safe place such as a hospital. During (or before) the final fight the area will light on fire further augmenting the depiction of hell.

Basic Plot

1. There is a disturbance in an abandoned hotel possibly a gang war, you as Samael must go to the hotel and pacify the situation accompanied by this partner Lillian.
2. The situation heats up as you slowly realize these are Supernatural creatures you are dealing with (mainly ghouls) and
 1. You run out of life triggering a cinematic.
 2. You enter a room and trigger a cinematic.where your partner is killed before your eyes by the leader of one group(a). Group (b) of the confrontation retreats as the leader group (a) is about to kill you. You fire but it does nothing. the leader then surprises you by offering a deal...

Leader(a): I like your spirit, it's hopeless and yet you still do not give up... I can bring her back you know... your love

Sam: what do you mean....

Leader(a): Your love... Lillian was it? How sweet you both had the same job...

you accept the deal but in exchange you are sent to assassinate 3 main vampires of the opposing party.

3. You kill each vampire and as you do you gain powers by absorbing their souls. At the same time however you are becoming tainted by the souls you collect. The final boss tells you that you will become just as tainted as they, but that there is a way to reverse it... Kill the one who gave you the power.
You respond by saying... if that's the price to pay... then so be it.
4. It is revealed that Leader(a) never meant to help Sam and he believed that even if Sam became powerful by absorbing the other bosses he believed that he could still kill him and extract the souls he absorbed. There is a fight where it is shown that the leader is vulnerable to fire. Sam uses this to his advantage and kills Leader(a). As he dies the souls he absorbed are released as are the ones that Sam collected. The final soul is released and it assumes the form of Lillian. She kisses Sam and then disappears.

Major challenges:

Kill the three main Vampires and collect their souls

Kill Leader(a)

Minor challenges include puzzles solved to get to different locations

Characters:

Player controlled:

Samael: The protagonist, former policeman turned vampire hunter. As Samael you can shoot guns / use other weapons, use special abilities acquired by soul stealing.

NPC:

Leader(a): The antagonist kills Lillian, gives Sam his initial power, and urges Sam to destroy his opposition. He may be a mentor for a part of the story teaching Sam how to use some of his abilities. Names may be Azreal.

Lillian: Sam's partner on the police force and his girlfriend.

Sayden: Final of the three bosses to destroy.

Structure

Organized into 5 levels each with a different world

- 1: Abandoned hotel
- 2: First Boss's Domain
- 3: Second Boss's Domain
- 4: Sayden's Domain
- 5: Showdown with Leader(a)

Game Play

Scoring:

There are is no set system of “scoring”. You can collect souls from minor characters and use that as currency for weapons/health. Hits will decrease your life while a death will cost you half the minor souls you've collected.

Verb set:

Players can run, jump, shoot, use weapons, and preform simple actions

Core GamePlay:

Player must kill enemies and collect the 3 major souls.

Time:

Time can be kept track of but would only serve as a way to measure progress and will otherwise not be related to the game itself.

Lives:

Players get one life but will be able to save progress at checkpoints. If a player dies between checkpoints they will be able to go back to the last saved checkpoint.

Abilities:

Sam will get 3 major abilities such as “Life Convert” eat souls to heal yourself, “Damage Reduce” The souls will be decreased rather than your life when you get hit, “Damage amplify” Convert minor souls into explosives on your weapon of choice.

Interface:

Controls:

Controls will be the basic keyboard mouse combo or just the keyboard.

Navigation:

Start game menu will allow people to start a new mission or load an existing mission. Inventory menu will allow you to switch weapons. There are no thoughts to maps at this point (there does not seem to be a need for it).

Locomotion:

You move as fast as Sam can run/walk. This is the primary mode of transportation.

HUD:

The HUD will contain info on 3 major things the number of minor souls you have, the number of bullets in your gun, and your life force. The placement of these meters is yet to be determined.

Levels:

The levels will each be focused on a boss' domain and will be fairly fixed. The user upon completing a mission is then automatically sent to the next level (perhaps with a cut scene to transition).

Time interval:

The game runs in real time.

Audio Video and Tactile Feedback

Video:

The look of this game is in 3d and preferably Photo-Realism. The tone of this game will be somber and thus would benefit highly from a dusk/night atmosphere with perhaps rain as an effect. Sunlight would not do very well as we don't usually see monsters sunbathing.

Audio:

Audio cues:

Audio cues would be limited but would probably be used to inform the player that there is a dangerous enemy nearby.

Sound effects:

There are a great deal of sound effects that would be ideal but the most important to implement would be shots fired, hits received, and shots that inflict damage on the enemies.

Voice over/ dialogue

Dialogue would be preferred except in cut scenes where there may be voice overs.

Music:

I would love for the music to be up tempo and full of energy in the same genre as My Chemical Romance Metallica, and AC/DC.

Special effects

Rain would add a lot to the atmosphere of this game and is highly coveted. Lighting effects would also be a nice touch for the minor souls that Sam would collect contrasting against the gloomy atmosphere.

Tactile Feedback

Since this is primarily a PC based game Tactile feedback is not a main priority. If ported later this may be added.