

Proposal for Game: Angela's Blood

Game Name: **Angela's Blood**

Developer: Patrick Donnelly (batrick@unm.com)

Overview

Angela's Blood is a single-player game that follows an adventure and first person shooter (fps) style of gameplay with a mixture of puzzles and mystery. The game will give players an entertaining and immersive storyline that entices them to play until the end.

The *premise*: Play the role of a sexy vampire surrounded by enemies as you try to protect your domain, a small village of folk from which you draw your much needed lifeblood to survive.

The player's goal is to figure out what is attacking her village and try to destroy them. Angela, the vampire player character, plays the role of the shepherd fending off the wolves.

The game will target an *audience* ages between 13 and up. The majority of players will be male and experienced in the genre of the game.

Anticipated *Specifications*:

- Platform: PC (Windows XP, OSX, Linux)
- Anticipated Rating: Teen
- Single-Player

Basic *Storyline*: Angela (Player Character) awakens during the night to go feed on her human sustenance in the town. When she gets there she finds a mangled body that appears to have been eaten to some degree. Angela searches for clues as to what is in her territory and massacring her "flock." When she finds out werewolves are the cause, she stages herself as a hapless victim during the night to draw one out. After subduing the werewolf, she gains information on the location of their hideout. At her leisure she infiltrates the lair and destroys Cody (lead werewolf and antagonist) and all of his brethren. The conclusion is her continued subtle and unseen domination of the townsfolk.

The player will need to solve the mystery of whom and what is attacking the townsfolk and then destroy Cody and his werewolf brethren.

The game will largely be in the third person however during combat the character may use first person to aim and attack. The player accessible setting will be a small town

named Brillsan in the United Kingdom, a lake, a surrounding forest, a mountainous region and a sewer system. The time period is the late 1920s. Most of the surroundings will be accessible to the player except for parts that are necessarily kept hidden to keep the story sequential.

Gameplay

The player will be capable of running, jumping, sprinting, opening chests, doors, and other objects that require manipulation, drinking the blood of defeated foes, clawing, going hand to hand with enemies, throwing daggers, and shooting a rudimentary pistol (and other firearms later). After major parts in the story or following the defeat of an extraordinary foe, the player will receive rewards in the form of new or upgraded abilities and weapons.

The player will need to stay on the fairly linear story line to continue; however, some mini-quests will be available at their leisure to take breaks from the story. The player will need to confront and conquer foes, solve puzzles, and figure out the mystery of the unknown assailant of the town. Time is not a factor in this game. The player is free to move at their own pace, though some quests may require quick action (e.g. leave the burning building)

Because the player is a vampire, she is capable of healing wounds through blood points that must be refilled by drinking the blood of humans or animals (not werewolves!). The player has high celerity and strength and is capable of dispatching weak foes extremely quickly or escaping bad situations with remarkable haste. Further the player is capable of stealth in shadows. Max blood points, celerity, strength, and stealth are improved over time. The character's having relatively high "points" in these abilities and having excellent weapons is necessary to beat content later.

The player will have an inventory: a sack (that is not visible on the character) that contains weapons, items from quests, and other various arbitrary necessities.

Interface

The player is controlled with the keyboard and mouse. The mouse is used to fire weapons (FPS) and maneuver the camera. The keyboard is used for weapon changing, special functions and attacks, and basic user controls. The player will have a map, and an action bar with icons for attacks and abilities. The player is capable of running at great speed across distances at the expense of blood points. Combat, like the rest of the game, will be conducted in real time; however, the player will be capable of pausing at any time.

The game is largely one level and is accessible with minimal loading. Some parts of the world will necessarily be separated from others to ease the load on the PC. Possible dungeons will be instanced.

Audio and Video

The video capabilities of the game will be three dimensional with realistic modern day areas. The player will likely work during the night as sunlight is lethal; however, candles and other light sources will still be used. The game will have gore and lots of blood being spilled everywhere, especially during combat.

Angela, the PC, will be dressed tight black leather. She will be fairly skinny and sleek. She will have mid-neck length brunette hair and deep blue eyes. Her face will be slightly skeletal in appearance.

Cody and Angela will have a recorded voice for dialog. Most other creatures will have sounds associated with them: growling, death sounds, and breathing. The game will additionally have a score of music. The music will have cold and dark feelings associated with it, mostly calm except for combat.

The game will have no physical tactile feedback through hardware, only visual feedback. Guns will recoil when shot and being hit will cause the player to shudder slightly.

The game will definitely have rain, lightning, and moon light to emphasize Angela's inability to be active during the day. Weather will be used mostly to set the dark mood of the game to immerse the player further.

The game will be written in the Torque© Game Engine (www.garagegames.com).

Thank you for taking the time to review my proposal for Angela's Blood. I will be available for contact at 331-6763, should you want to discuss the game. You can also reach me anytime at batrick@unm.edu.