

The sky darkens under a spontaneous gathering of clouds. Below, in the depths of the Bolos forest, a group of sinister wizards are finishing their incantation around a great flame. It erupts outward, striking down the group where they stand, their souls sucked into the embers. The fire quells, and from the ashes Dracula rises

<b>Game Overview</b>	<b>4</b>
Genre	4
Story	4
Structure	5
Philosophy	5
Software	5
Game Loop	5
Micro	5
Macro	6
<b>Feature set</b>	<b>6</b>
Controls	6
Mechanics	6
Dracula's Army	6
Raised Soldiers	7
Found Soldiers	7
Dracula's Castle	7
Customization	7
Dracula Himself	7
Sucking Blood, and EXP	7
Leveling Up	8
Exploring the Skill Tree	8
Death and Resurrection	8
The Human Resistance	9
Level Inhabitants	9
Vengeful armies	9
"The Hero"	9
NPC Interaction	10
Humans	10
Monsters	10
<b>Navigation</b>	<b>11</b>
Screens	11
Map	11
<b>Art</b>	<b>11</b>
Style	11
<b>Levels</b>	<b>11</b>
Composition	11
Generation	12
Individual houses	12

Groves	12
Towns	12
Castles/Fortresses	12
<b>Assets</b>	<b>13</b>
Models	13
Humans	13
Monsters	13
Levels	13
Sprites	14
<b>Production</b>	<b>14</b>
Staff	14
Character Modeler	14
Environment Modeler	14
Pixel Artist	14
Sound Designer/Audio Engineer	14
Map Designer	14
Gameplay Programmers	14
AI Programmers	14
Writers	14
Project Manager	14
Schedule	14
Budget	14

# Game Overview

## Genre

Dracula Rising is a metroid-vania style game with smaller enclosed levels and a world map instead of one giant interconnected map.

## Story

Dracula isn't a deity, a god, or a murderer. Dracula is a force summoned to earth whenever he is needed to cull. Across time and space, dimensions and universes. When humans fly too close to the sun, it is Dracula's duty to keep them in check.

When Dracula is first summoned, he is weak and mostly alone. If the player chooses to kill the sorcerers that raised him, then he would be completely alone. From here, he moves about the countryside going from farmhouse to farmhouse, collecting experience and equipment. Once he has obtained enough power, a scripted encounter will occur. Pierre, an old acquaintance of Dracula who can transform into a bat, locates Dracula and tells him of the state of the world, a conversation that will not make sense to the player. After this, Pierre provides Dracula with a more in depth map than what Dracula has discovered, and they make a small camp. There will be a few towns and a small castle or 2 in the area, and at this point the progression of the game becomes more controlled by the player. This intro stage will take place in a valley to give the map restriction some narrative purpose. Once Dracula has evicted one of the castles and taken the place of its ruler, it will become his new castle. By clearing levels and finding maps, the overall world map expands as well, revealing new locations and new Human settlements to crush.

Throughout the game, flavor text and dialogue will hint at humanity having a power they shouldn't, known as the "light of creation."

After clearing his first castle, Dracula receives word from a crow that the Lizardfolk population to the east fears attack from the local humans and needs assistance. Theoretically Dracula would be able to move up or right from the start, but a large river running from the sea to the center of the continent, so the story and environment limits his direction. After passing through the hot environment of the lizards and cleaning out the human settlements inside and in the fields to the right, Dracula is now free to conquer northward.

Once Dracula enters the top hemisphere, he will be caught in an ambush and brought to the north pole. Dracula had been at large too long, and some humans concocted a plan to trap him. The idea is to separate him as far as they could from his forces, and never kill him. So long as he isn't killed, he can't respawn, and they can just drag him back to his jail cell. In this stretch of the game, Dracula has no access to his army, only himself. There will be opportunities to recruit allies, but since Dracula has no base of operations they'll have to stay with him. If they die, they die. Levels will be designed around stealth, with the objective of getting out of this region and back to his

people. On smaller levels Dracula can let loose, but in large levels he will get swarmed by humans upon being caught. It will be possible to topple small forts, but very difficult. Once Dracula escapes and reunites with his subjects, he can turn around and sweep through the place. In the castle above his jail cell lies the secret of the light of creation, and how humanity used it to lay waste to the world and build their own utopias, before sealing off the royalty and high class in a kingdom at the center of the continent.

From here Dracula can either collect everything he missed, or go straight to the center of the world. Dracula and his summoners pull destructive power straight from chaos and bust a hole in the imposing stone walls. After crushing the final human castle, Dracula declares his work finished, and humanity put back in its place.

## Structure

Dracula Rising will be structured more like Super Mario Bros 3 than any Castlevania game. The game all takes place on one supercontinent, with “worlds” just being various biomes/regions. Inside the regions are a selection of levels of various lengths. There will not be any set order to the levels, but there will be limitations on what worlds are accessible; with upgrades and/or story progression needed to get to later parts of the game.

## Philosophy

The inspiration for this project came from an appreciation for the Castlevania games, but a distaste for getting lost and backtracking. The smaller levels and world map serve to eliminate that.

## Software

The game will be developed for PC using the Unity engine. To save time, Assets will be modeled and animated in Blender, and then rendered in a low resolution without anti aliasing. Sprites and animations will be brought into Aseprite for fine tuning and clean up.

## Game Loop

### Micro

When a player enters a level, they will have 2 (sometimes 3) objectives.

The first is to kill “enemies” (more like victims) for experience. What makes this different from other games is that in order to get experience from an enemy, you have to drink their blood. While soldiers in later levels may stand and fight, ordinary characters will try to run away if they see you killing or drinking blood.

The second is to find and gain resources for your armies. This includes food, gold, and weaponry. All three will be hidden across the levels in various degrees. For example, food may be locked away in storehouses, or out in the open mooing and grazing. Gold will either be in chests or on dead bodies, and same with weapons.

The third objective is to accomplish a quest. This could be to kill a certain target, kill a percentage of the population, obtain an item, destroy something, etc. This will either be a sidequest or a story quest. Not every level will have a quest.

A player does not need to complete an objective to leave the stage. The player only needs to kill and pillage as much as they want.

## Macro

The macro Game Loop will be to go through levels, explore the world, find human strongholds to eliminate, and upgrade Dracula's castle.

# Feature set

## Controls

Dracula will control very similarly to Alucard in the game Castlevania: Symphony of the night. Basic movement will be walking left and right, crouching, and jumping. Additionally, he will be able to quickly dash forward and backwards. The most notable difference between This Dracula and Alucard will be that holding the dash button while moving allows Dracula to run. Throughout the game, dracula may gain more movement options, such as flight and changing form.

## Mechanics

### Dracula's Army

Dracula cannot do his dark work on his own, he needs soldiers at his command. The army will be at Dracula's beck and call to do whatever he needs done of them. Dracula can order a group to go out and tackle easier levels if resources are needed but you don't want to waste your time grinding. Dracula can also bring soldiers with him into levels so that they can focus on the fighting and pillaging while Dracula tackles the Bigger Badder enemies/ the course objective. As they go on more and more missions, the soldiers of Dracula will level up, becoming stronger and gaining more skills. This will make them better at fighting and surviving, as well as other tasks like locating and bringing back treasure.

### *Raised Soldiers*

Just as the followers of Dracula raised him from the dead, Spirits from hell can also be raised to serve in Dracula's horde. Raised soldiers will consist of undead or demonic monsters such as zombies, ghouls, and demons. Raising enemies will require components, most commonly blood and corpses.

### *Found Soldiers*

Across the world of Dracula rising will be various creatures that have been deemed "monstrous" and shunned by humanity. These poor souls, lost and often defenseless in the world, can be recruited by Dracula or search teams that have been sent out on expeditions. Bringing these creatures into Dracula's fold will increase the size of his dominion, but not all creatures are for battle. Some creatures will be put to work in the castle doing low level grunt work like cleaning, but others will enhance the castle. Orcs may serve a purpose as a general, helping to organize and strengthen the army to passively level up without going on missions. A dragon may serve as a powerful asset in the army as well as an excellent manager of the treasury, arranging for smarter and cheaper acquisition of resources.

## Dracula's Castle

As you progress through the games, you will encounter more people and resources to handle, and a space to put them. Luckily, there are many pieces of real estate to assume, and all they need is a little eviction. In these castles, you can store blood, gold, and equipment. The people you encounter will be happy to put their services to good use. For example, once you encounter and recruit a troll, a weapons forge will open up. Sorcerers could enchant said weapons. The more people you save, the more powerful and efficient they become. This will be where Dracula respawns so the nicer your station, the faster you can ready up and get back in it.

### *Customization*

Given that this is your castle, you decide how it looks. Customization will be pretty tame, you can control the layout of the castle, color of the bricks, etc. To those who want to shape their castle from the ground up, you can bulldoze a castle and start from scratch. For those who can't be bothered, the castles will come pre-made so customization is purely optional.

## Dracula Himself

### *Sucking Blood, and EXP*

Unlike other RPGs, experience is not gained by simply killing enemies. Dracula must drink the victim's blood to absorb their power. This can be done

whether the enemy is alive or dead. If the attempt is made while the enemy is alive, Dracula gains more EXP, with a slight risk. To begin, the process is slower, giving other enemies more time to escape. Secondly, if the enemy is strong enough, they can break away from Dracula, which leaves him vulnerable to a counter attack.

### *Leveling Up*

Instead of a linear leveling system, where getting enough experience raises your level and the character receives skill points and stat boosts, Dracula will use an experience allocation system with the unit of experience being blood, in Liters or Milliliters. Dracula will have 5 base stats he can improve, Speed, Power, Defence, Health, and Magic. Additionally, there will be a skill tree Dracula can put his blood towards.

### *Exploring the Skill Tree*

There will be two types of skill trees. The first will be a basic Dracula skill tree, with a bunch of classic vampire abilities, like turn into bat, control of mist, super speed/super strength, etc.

The second skill tree will be less like a tree and more like a series of saplings. As Dracula encounters enemies/allies, he can download their DNA schematics through a donation of essence, opening up a small skill tree unique to that enemy. These abilities will be much cheaper in terms of blood cost than Dracula's abilities. For example, if Dracula defeats a stone Golem, he will unlock a skill tree that has abilities like "harden skin to stone". A harpie might give him a jump/flight boost, and the ability to throw feathers.

In both skill trees, Dracula will not be able to unlearn or remove any skills. Once you've unlocked something, it stays with you until death.

### *Death and Resurrection*

Death will incur a penalty similar to roguelikes. Dracula will lose all of his items, blood, and any DNA schematics that he had gained since returning to the castle. In the game, a few generations of time will pass. The map will shift a little, previously destroyed encampments may become re-inhabited, and strongholds that survived Dracula will become even stronger. The more you die in a specific level, the harder it gets. After all of this, Dracula will respawn at the castle, summoned forth by his loyal following. Now, you can choose to save your blood and items for your horde, and grind your levels back up like an honest, hardworking Dracula, or you can suck up all the blood you have stored up and eat your subjects to get right back to where you were and hit the ground running. This also gives you an opportunity to try out new skill tree allocations and a different strategy.