

RESIMPULSE

GAME DESIGN DOCUMENT

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Introduction:

Resimpulse is a 2-D adventure game with RPG elements in which Dracula should prepare a fight against a Hunter Werewolf while trying to blend into fictionalized Kingston neighbourhood.

Target Platforms:

This video game is targeting Microsoft Windows.

Logo:**Gameplay Screenshots:****Target Audience:**

The target audience for this video game is 18+ since this video game involves gore.

Inspirations:**Vampyr:**

Vampyr is an action role-playing video game developed by Dontnod Entertainment and published by Focus Home Interactive. It was released for various platforms such as Microsoft Windows, Nintendo Switch, PlayStation, and Xbox . The plot relates how Jonathan Reid, a doctor who has turned into a vampire, is torn between the Hippocratic Oath and his newfound bloodthirsty nature.

The team decided that the premise of the video game is an interesting concept of humanity and human relations.

Life is Strange Series:

Life Is Strange is an episodic graphic adventure video game developed by Dontnod Entertainment and published by Square Enix's European subsidiary. It was released for various platforms. The plot focuses on Max Caulfield, an 18-year-old photography student who discovers that she can rewind time at any moment, leading her every choice to enact the butterfly effect. The player's actions adjust the narrative as it unfolds, and reshape it once allowed to travel back in time. Fetch quests and making environmental changes represent the forms of puzzle solving in addition to using branching choices for conversation.

The team got inspired by the choice system of the video game and the interactions between the protagonist and other NPCs.

Pentiment:

Pentiment video game is a narrative adventure role-playing game set in Bavaria in the 16th century. The protagonist, a journeyman artist Andreas Maler, investigates the murder of a prominent person for which his friend has been accused. The story spans 25 years. The player is meant to accuse an individual based on either who they think did it or whom most deserves punishment. Concurrent with the main murder plot are other crimes

and conspiracies. The game's art style is a mix of late medieval manuscripts, early print, and woodcuts during the transition from late medieval to early modern art.

The team immediately fell in love with the art style and no combat-involved storyline. Which inspired us to make a video game with limited combat and more focus on interactions.

Narrative:

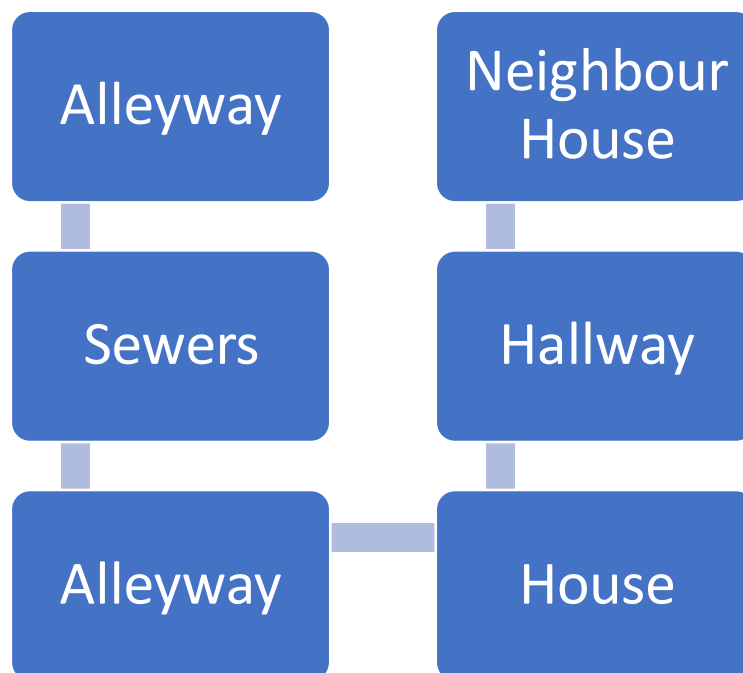
The video game focuses on the life of Dracula, as he tries to survive modern-day society while living a peaceful life. The video game's events begin with the hunter-werewolf attacking Dracula and injuring him. But, due to Dracula's weak state, the hunter-werewolf spares him but gravely injures him making him resort to blood since werewolf injuries do not heal with Dracula's healing.

Werewolf warns Dracula that he will be back in 30 days, the next New Moon, and prepare for the battle. Dracula then finds an injured man and can choose to either save him or kill him. Dracula then gets his hands on "Synthetic Blood" and drinks the blood. It grants him immunity to sunlight for a limited time.

Dracula will interact with various NPCs and build his relationship with them. Once Dracula reaches the highest level of relationship, He can either kill them to drink their blood or do their final task to close the thread of the storyline.

In a few important events (such as saving the injured man or killing the injured man), Dracula's decisions can impact the game world. Choosing to save him can open up a new thread of the storyline "A MAN IN NEED IS A MAN IN DEED" or killing him can open up a new thread of the storyline "INVESTIGATION OF ALLEYWAY MURDER".

Game Flow:



CHARACTERS:

Dracula:

Dracula is the protagonist of the video game. He is the infamous count of Transylvania. Due to his origins from an undocumented and non-technological era, much is unknown about his normal life before turning into a vampire and achieving his notoriety through many tales passed down by Transylvanians from generation to generation. Although many of them are exaggerations of the real events, his blood lust and few powers are true.

When Abraham Van Helsing, a renowned monster hunter stormed Castle Dracula to kill Dracula, Dracula's bride saved Dracula by sacrificing herself. Enraged Dracula kills Abraham Van Helsing and left everything behind not before taking an oath that this will be his last kill.

Later he roamed all around the world living passively and peacefully. Due to his dark magic skills combined with his peak vampire senses, he does not die but got weaker.



Hunter Werewolf:

Hunter Werewolf is the main antagonist of the video game. He is a mysterious figure who ambushes Dracula. He wants to kill Dracula since it is a legend among the werewolves that who so ever kills Dracula will be gifted with eternal life and becomes the leader of werewolves pack. But he spares Dracula since he is in a weak state. But he warns that he will come back in 30 days since he transforms back into his werewolf form only on full moon's night.

He might not be directly present throughout the video game, but his presence is evident throughout the video game.



Security:

Security is the enemy faction of the video game. They are common enemies. Dracula can overcome them by hiding in places and waiting for them to do the patrolling or by using Mesmer on them (if unlocked). In the later stages of the video game, they can be killed if Dracula chooses to go back to killing people.



Injured Man:

Injured Man is an NPC encountered by Dracula immediately after his fight with Hunter Werewolf. He is gravely injured by a mysterious creature that is unknown to Dracula at that time. But later is revealed to be Maria, one of the ex-brides of Dracula. The first major choice in the video game is encountered here where Dracula can either kill him or try to save him. Each outcome can open a new story thread.



Neighbours:

Since Dracula left behind his Count life which came with a castle named after our infamous vampire, he is now living in an apartment in Kingston, London. He has people such as Darrel, and Maya as his neighbours. Dracula needs to build his relationship with them to get closer to them. Once, the highest level of the relationship is reached, Dracula can choose either to kill them and get stronger or do their final task to get a reward



GAME MECHANICS:

Relationship:

The relationship is the major game mechanic in “Resimpulse”. Dracula needs to maintain good standing with all the NPCs (except for the enemy NPCs). Each Non-Playable Character (NPC) has its own relationship meter, which can increase or decrease depending on the player’s choices.

There will be 5 levels to the relationship bar. Reaching the maximum level will unlock the final quest in the respective character’s storyline thread. Since the video game is based on multiple paths, the game will present more than the required chances for the player to give players a chance to reach the highest level even if the player chose the wrong dialogue option, the player could choose other options right to unlock the end mission.

TIME SPAN:

After taking synthetic blood, Dracula gains the strength to stay in sunlight for a limited period. This allows Dracula to visit 3 locations per day. Players are free to spend how much time they want in each location since the focus of the video game is dialogue and building relationships. Once the player comes out of the third location, the game will progress to the next day by transporting Dracula to his apartment.

Each location player chooses to visit will decrease Dracula’s synthetic blood bar. Once a player visits any of the three locations, Dracula’s synthetic blood bar will be empty, and leaving the location will automatically transport the player back to Dracula’s apartment and changes the game. Should the player choose, they can always return to their apartment and end the day.

MAP:

The in-game map plays an important role in helping the player choose when they should navigate Dracula to. Once Dracula leaves the apartment, a map screen will appear, and the player can choose the location to which Dracula should go.

STEALTH:

Throughout various levels, Dracula will be faced with enemies. Since the video game supports passive and aggressive styles of playthroughs,

UNLOCKABLE ABILITIES:

Throughout the video game, the player’s choices can shape how Dracula will face other characters. There are a few unlockable abilities that can be unlocked by choosing the respective option. Although most of the abilities can be unlocked by killing and drinking the blood of that character, there are few abilities that can be unlocked by choosing the correct option. A few of the unlockable abilities are listed below:

MESMER:

MESMER is a defensive ability that grants Dracula the ability to freeze enemies and can be used to manipulate NPCs although at the cost of their relationship points.

SHADOW STRIKE:

Being the master of shadows, Dracula while hiding in shadows can attack passing enemies by using SHADOW STRIKE.

BLOOD AND SCIENCE:

Dracula received the stronger formula for synthetic blood from Dr. Micheal which now allows him to travel to four buildings rather than three.

GAMEPLAY:

GAME SEQUENCE:

The video game "Resimpulse" is presented in episodic format. Since the in-game duration of 30 days (new moon to new moon). 30 days are divided into 6 days each in a single episode.

The game world is open to explore by the players from DAY 01. Free to choose any place shown on the map but a few game areas such as the sewers, and secret lab can only be accessed only in specific game points.

USER INTERFACE:

MENUS:

DIALOGUE BOX:

KEYBOARD AND MOUSE MAPPING:

VISUAL EXPERIENCE:

The video game uses a stylized art style of paintings which feels like straight out of a drawing book. This style of graphics is picked due to the 2-Dimensional (2D) perspective of the video game.

Even though the game starts as a horror and is tense in the prologue, the game progresses when Dracula needs to build relationships with NPCs, the game is soothing and relaxing. To balance the experience, there will be set piece levels in the video games where the player will encounter enemies while achieving a task.

AUDIO EXPERIENCE:

To suit the supernatural and adventure theme, the team went with dark and moody ambient music.

For werewolf fight <https://www.youtube.com/watch?v=2rOTgT0-ZEk>

For the next two levels <https://www.youtube.com/watch?v=9sprJQeh6Ik>

LEVEL DESIGN:

Fight in the sewer

The Drac encounters a werewolf that drags him in the sewer and attacks him. In this level the player needs to hide in the darkness and escape from the werewolf as he is weak in his current state to defeat it.



Alley Decision



Once Drac escapes he lands in an alley where he encounters an injured guy. Here the player needs to decide. They can choose for the Drac to kill the man and gain some power or try to save him and not give in into his predatory impulse.

Steal Synthetic Blood



The lab has security, and the player needs to sneak Drac safely so he can access the synthetic blood that will help Drac heal and stabilise.

MONETISATION:

The game is divided into 5 episodes which release in frequent release periods such as 2-3 months in between.

The first episode will be free to play for any individual to try and play the game (like demos of video games). Later, the rest four episodes will be priced at 15£ each whenever they are released or 50£ for the whole 1–5-episode complete package.

References

For werewolf fight <https://www.youtube.com/watch?v=2rOTgT0-ZEk>

For the next two levels <https://www.youtube.com/watch?v=9sprJQeh6lk>

Vampyr [https://en.wikipedia.org/wiki/Vampyr_\(video_game\)](https://en.wikipedia.org/wiki/Vampyr_(video_game))