

# Hell's Lament



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# TABLES OF CONTENTS

## CONTENTS

CONTENTS .....	2
HIGH CONCEPT .....	3
LEVEL DESIGN DOCUMENTATION .....	7
LEVEL DESIGN PLANS .....	13
SCRIPTED SEQUENCE DOCUMENTATION .....	20
PLAYER CHARACTERS CONTROLS AND ABILITIES .....	23
GAME CONDITIONS .....	25
REWARDS AND PROGRESS .....	26
ENEMY DESIGN .....	26

## HIGH CONCEPT

### One line Introduction

Most wish to escape hell, but you just want to crawl back to it.

### Theme / Environment / Setting



A fantasy set in a demonic underground, with labyrinths of fire, all leading to hell's horrifying (yet beautiful) heart.

Harsh stone walls, with a soft orange glow from torchlight and bold structures to create depth in the limited planes. As well as layered silhouettes, or assets to add a further sense of scale.

A mixture of natural and unnatural. Mud, blood, fire, and stone.

### Unique Selling Point/s and Key Mechanics

-You must unlock hell's chambers to open the final door to hell. Each presents a unique challenge, aesthetic, and visual storytelling. **\*Only one chamber (Forgotten Forest) in the current product**

-Do not let your blood cool completely, restore your vitality in pools of lava. When your blood is cooled, you are slower overall and might not be able to progress to some areas.

**\*Not included in demo product**

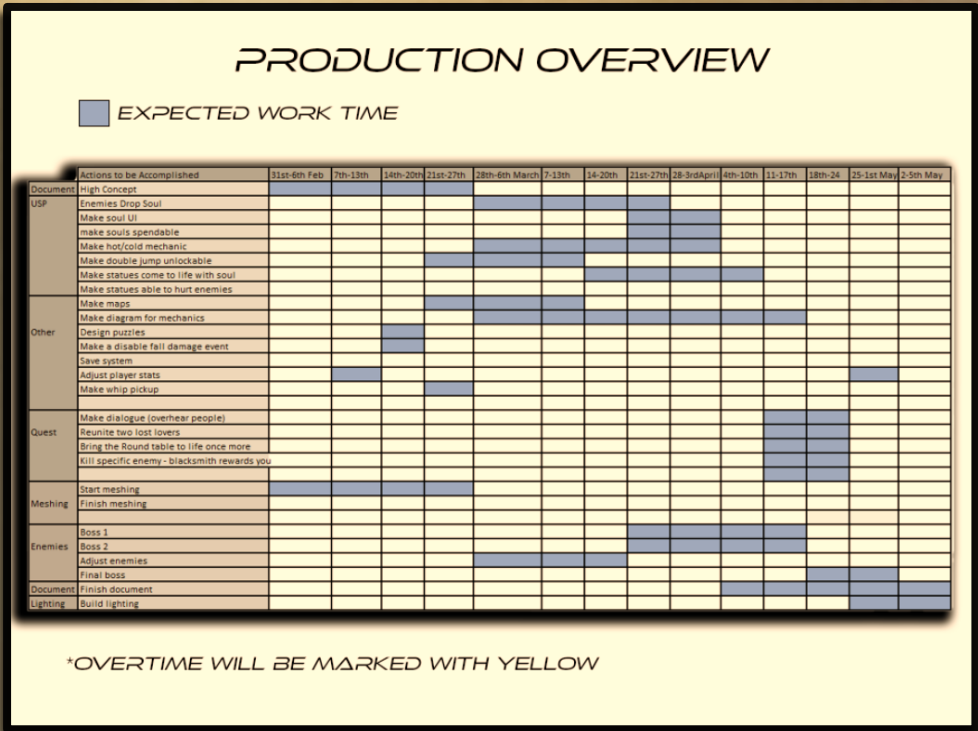
-Bring statues to life with the souls of freed (killed enemies). To help hold enemies for you and solve puzzles **\*not included in demo product**

-Vibrant 2.5d world



# PRODUCTION OVERVIEW

Below is one way I have organized this project.



## PICKUPS

Keys- opening locked doors and chests.

### Defense-

Incoming damage is reduced, have more health, under the



allowing them to temporarily guise of defence.

### Daggers-

Give the players throwing enemies with.



knives/daggers, to harm

### Health-



Restores a selection of the players health.

## Weapon Types

### Whip-



The classic reliable weapon, there from the beginning of the game. Has a shorter reach than the other means of damage (fireball and throwing knives) but yields more reliable damage. Though it is slower, and the animation plays through its entirety once the attack button is pressed. This results in the players being more cautious of their moves, rather than carelessly spamming the attack button.

### Magic fire-



A fireball that travels 16 metres before disappearing. Is a reliable ranged attack, with heavy damage, however, is slow to produce and leaves the player vulnerable.

### Throwing Knives-



A fast-throwing knife, that the player must collect via pickups. It deals low damage but is useful for picking off enemies' health if the player doesn't want direct confrontation or risking a slow fireball.

**Weapon damage table**

	Base damage (before equation)	Strength determined by	Can use at game start?
Whip	5	Strength	Yes
Magic Fire	8	Intelligence	Yes
Throwing Knives	4	Strength	No

Player damage equation:

$$\frac{(\text{ENEMY STRENGTH})^2}{\left(\frac{\text{PLAYER DEFENCE}}{10}\right)}$$

Determines the amount of damage they receive

$$\frac{(\text{LEVEL} \times 10) + \text{STRENGTH}}{\left(\frac{\text{ENEMY DEFENCE}}{10}\right)^2}$$

### **Player attack equation:**

Determines the amount of damage they inflict



## **PLAYER CHARACTERISTICS OUTLINE**

The player is a determined yet confused cold-blooded demon, who desperately scrambles to find warmth, and their home, at the heart of hell. There they hope to be allowed to reside in hell, alongside family, and have answers as to why they were banished.

Growing up in the flames of hell, their normalcy is everyone else's nightmare. What calms them (extreme heat, screams echoing, chains dragging etc.), sends others insane. However, not all their personality is chaos, as being thrust out of hell's depths provides the player with a new perspective and new emotion (guilt).

## **TARGET AUDIENCE**

The audience that should be more tempted are those with prior experience of the Metroidvania genre, as they will notice some easter eggs, but also have an easier time with the game's design and rules overall.

However, there will be enough affordances, such as optional text and tutorials for players with less experience.

## **MARKET AND COMPETITORS**

Metroidvania has exploded in popularity, with titles such as Hollow Knight putting this genre at the forefront of many gamers' minds.

However, this game is more akin to old titles such as Symphony of the Knight, with the modern flare of more realistic graphics. Bloodstained Ritual of the Night (a game I took inspiration from) is a modern 2.5d Metroidvania, though it has less focus on puzzles and platforming, which will be present in this game. Hopefully fans of Castlevania and new fans, from the more welcoming Bloodstained Ritual of the Night, will be interested in this game.



## LEVEL DESIGN DOCUMENTATION

### GOAL OF LEVEL

To learn more about why the player was banished, to reunite with family and reach the final layer of hell, where a great boss awaits.

### STORY

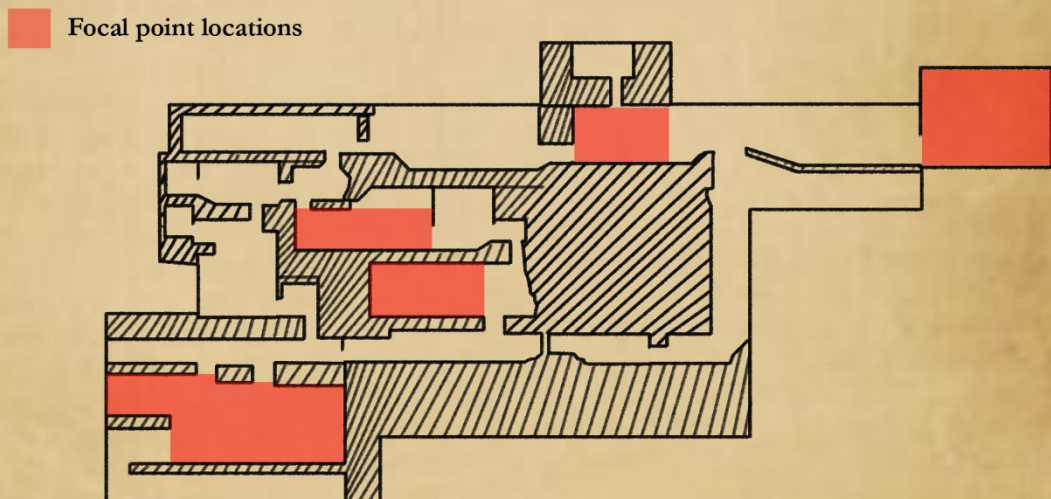
A cold-blooded half demon, born in hell's core, from two whose souls were dragged down to its fiery depths, was exiled, and given a chance at life; they miss the familiar feel of hell and cannot stand the cold challenges of the surface. They begin the long crawl back, hoping their blood does not freeze before they have understood why they were banished.

### FOCAL POINTS

#### FOCAL POINT LOCATIONS

In a more finalized product, there will be more chambers (miniboss rooms) which will act as focal points in the game. See Map of focal points below.

## Hell's Lament

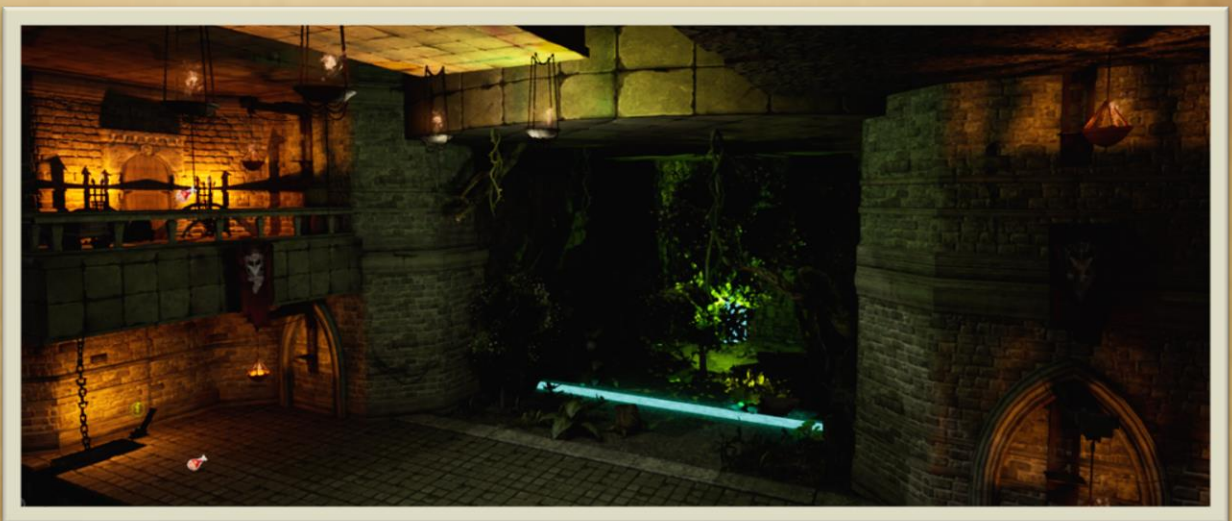


## DESIRE'S EDGE



Upon entering hell, the player realizes they are in a corrupted world, and par

## THE FORGOTTEN FOREST





This area will provide contrast from the rest of the dungeon, provide the first miniboss and narrative elements, such as the emergence of light. The bright flowing water insinuates that good is somehow flowing into the depths of hell.

### **The Smithy**



The smithy is the only location in the game where players can purchase upgrades, to ease their navigation in the hazardous world.

### **Beginning's End**

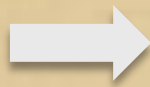


## VISUAL DEVELOPMENT BLOCKOUT/MESH PROCESS

START AREA



DESIRE'S EDGE



TOMB OF THE TORTURER'S





## HANGING HALLOWS



## GAMEPLAY INFLUENCES

**Symphony of the Night** – Enemies are aggressive, if you let your guard down, anything can kill you. The environments flow together.

Bloodstained Ritual of Night

**Dandara Trials of Fear** – slowly eases in mechanics through gating (as it's a Metroidvania) then forces the player to use all the mechanics at once in a rewarding boss battle.

**SteamWorld Dig** – in this roguelike, the robot has a strong attachment to his community. In this game, I hope to replicate that with hideouts, smiths and statues brought to life along the journey. As well as some areas with mine inspiration, to insinuate not only an underground economy, but creatures trying to escape.

**Hollow Knight** – swift movement, with hits that feel impactful, insinuating narrative through world design.

**Opus Echoes of Starsong** – sometimes character movement is slowed when side scrolling, to bring attention to key areas. In addition, they add foreground obscuring to add depth to the levels, which inspired some of the levels.



## COLOUR PALETTE



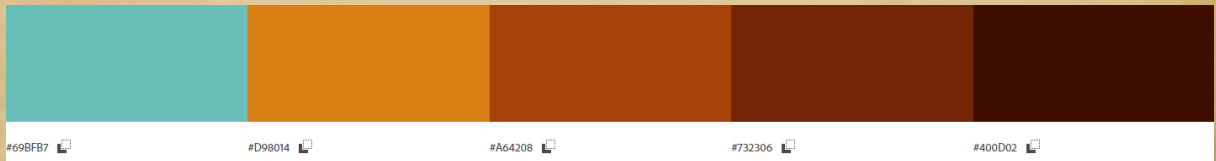
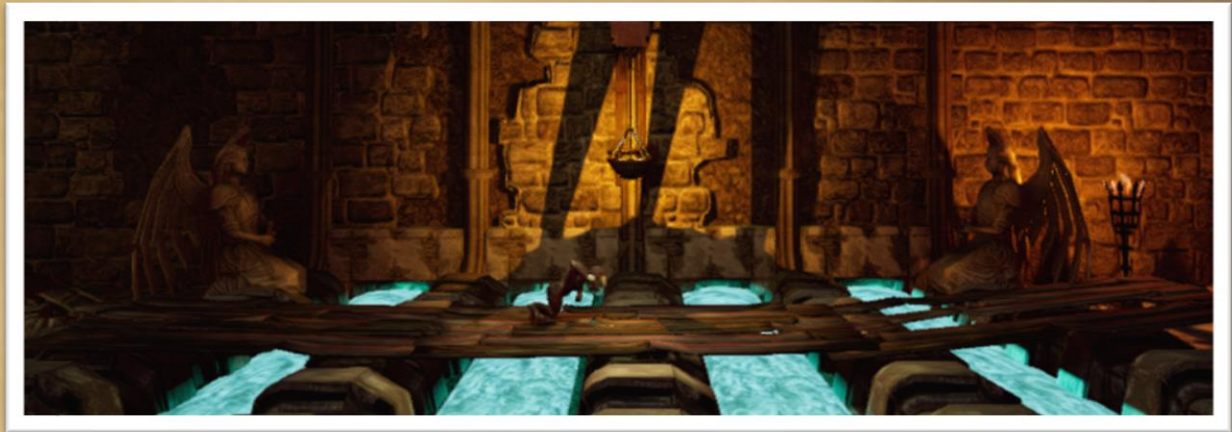
Rich tones, of complimenting browns and reds, that blend into one another the further the character descends into the hellscape. With blues for the colder environments, for



certain contrasts, and red symbolizing the warmth of hell breaking through.

## LIGHTING

Warm oranges in safer areas, as it will be lit by flickering flames. In more dangerous areas, a warmer orange or red glow, or a colour contrast (green and blue in certain areas). Atmospheric fog will be present throughout the game, especially in story significant areas, where it has become more corrupted.

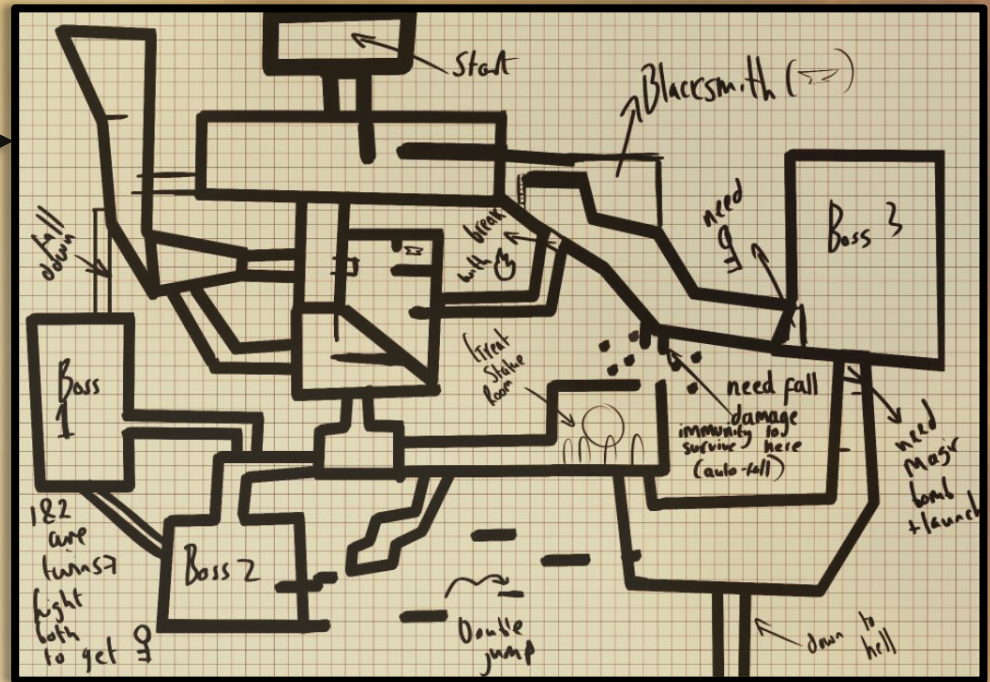
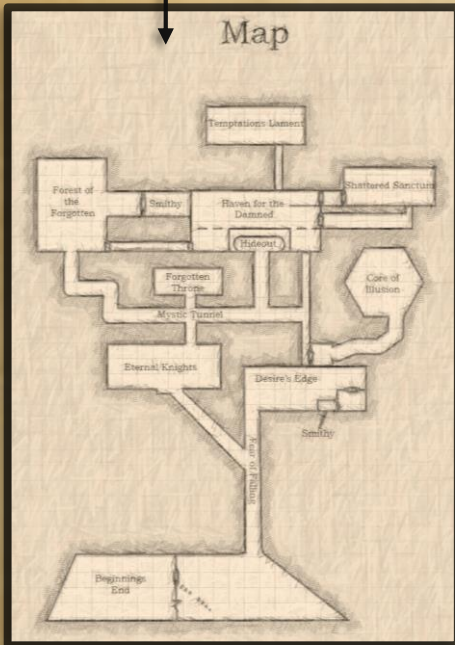


## ASSET LIST

N/A Framework assets (various Infinity Blade Packs)

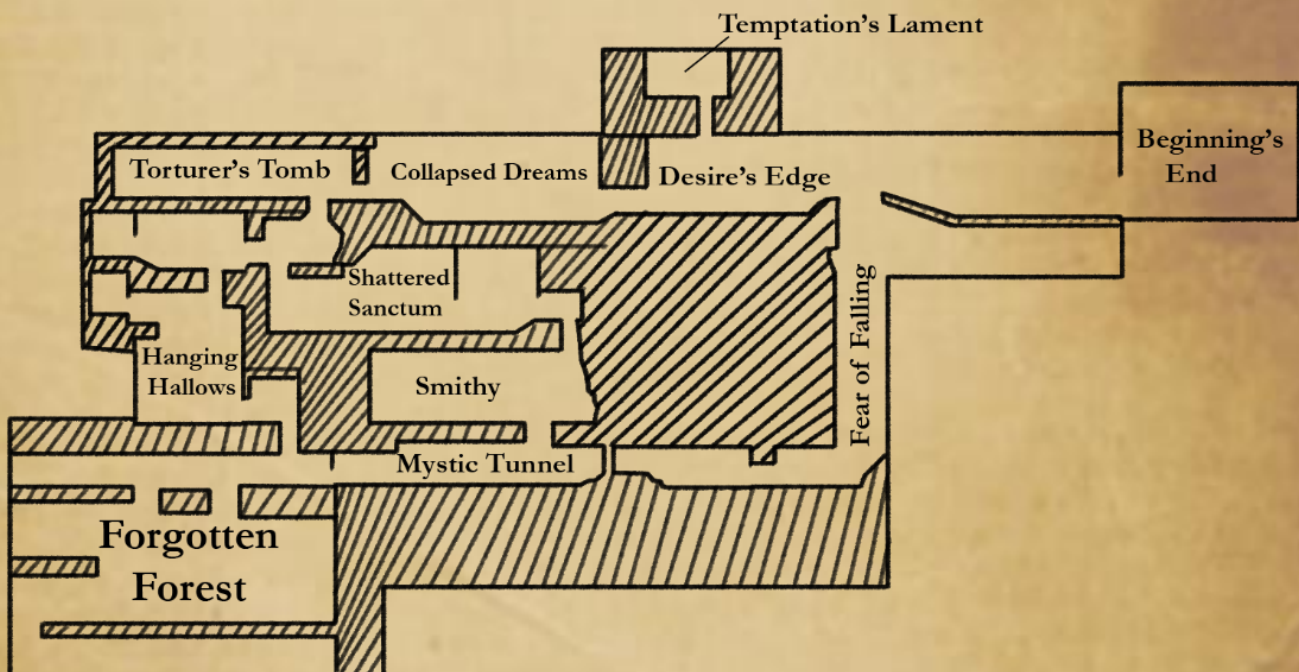
## LEVEL DESIGN PLANS

EARLY MAP PLANS



FINAL MAP

# Hell's Lament





## STORY ELEMENT LOCATIONS

### FOUNTAIN BEGINNINGS



### DESIRE'S EDGE

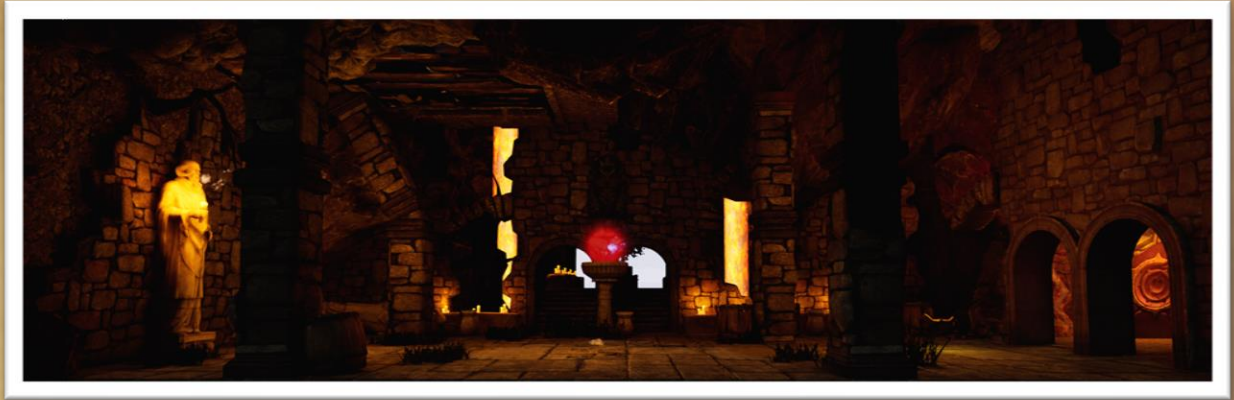
The character begins their fall here after sacrificing their life to the fountain and plummets to a corrupted underworld.



**Forgotten Throne-** after the failed attempt at usurping a god among demons, a few demons made their own royal home, and wasted away together.

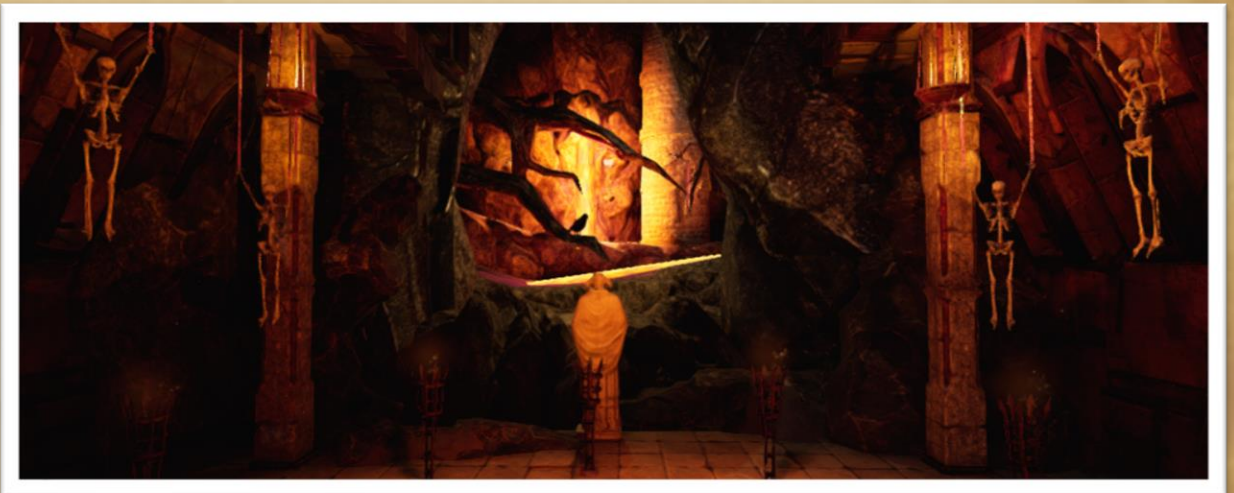
### SHATTERED SANCTUM





Here demons and humans alike, come in peace to walk to the edge. Oblivion. Nobody knows what lies beyond, but for some, it's a chance they're willing to take. Will their torment end or begin again upon entering?

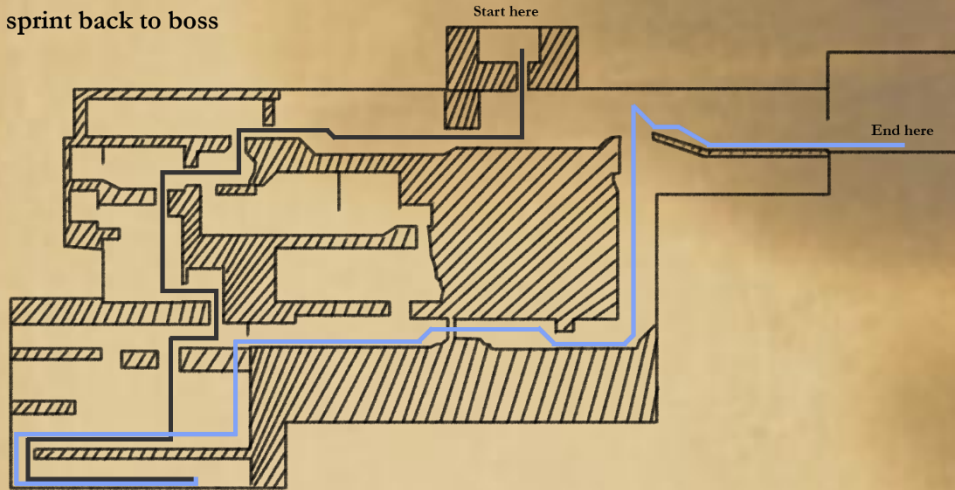
**BEGINNINGS END**- The final battle, where the player grew up before they were banished from hell.



## CRITICAL PATH ANALYSIS

# Hell's Lament

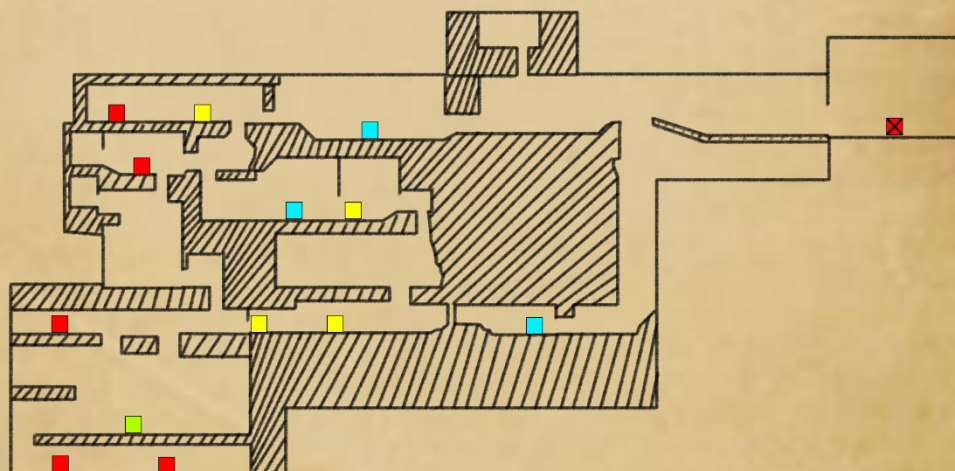
- Start sprint
- Final sprint back to boss



## ENEMY LOCATIONS

# Hell's Lament

- Patrol Enemy
- Skull Stalker
- Detonator
- Frostbiter
- Mini boss
- Final Boss

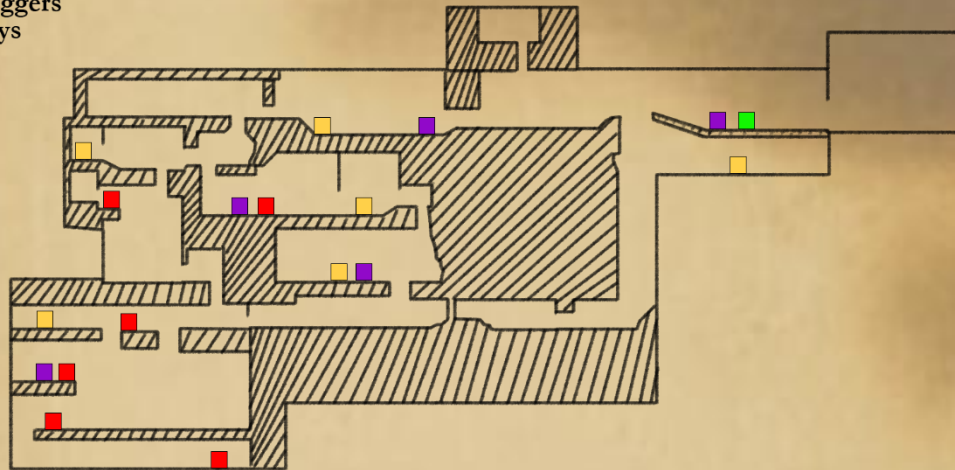




## PICKUP LOCATIONS

### Hell's Lament

- Health
- Defence
- Daggers
- Keys

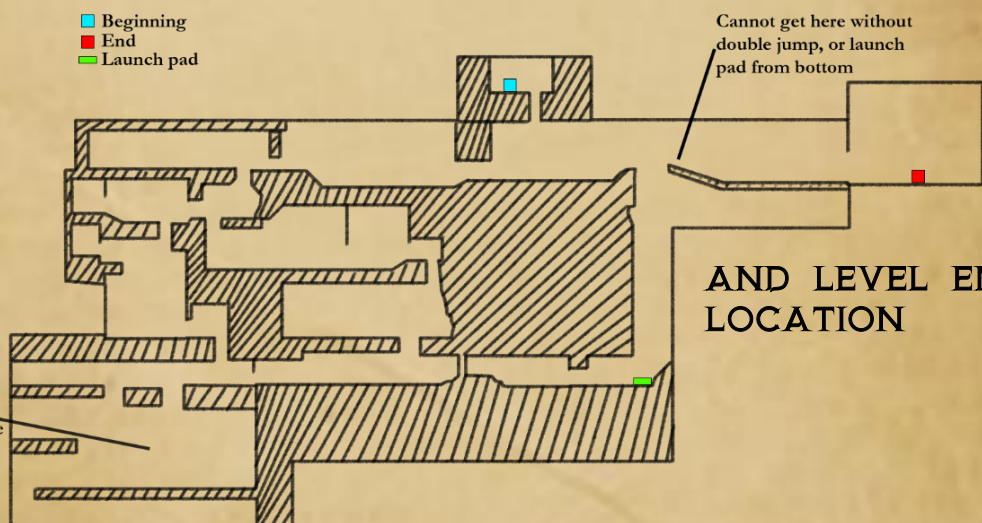


### Hell's Lament

- Beginning
- End
- Launch pad

LEVEL  
START

Unlock double jump  
in this room  
after miniboss battle



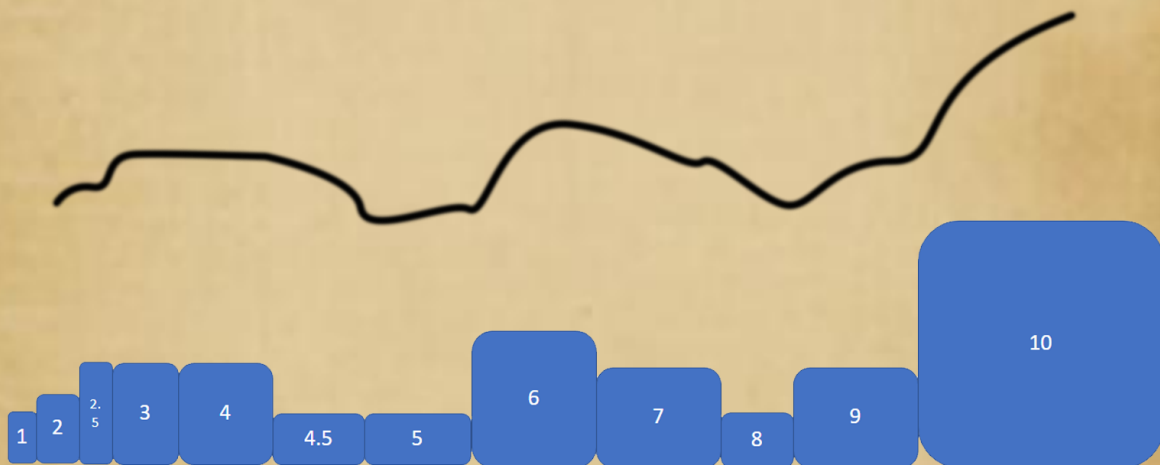
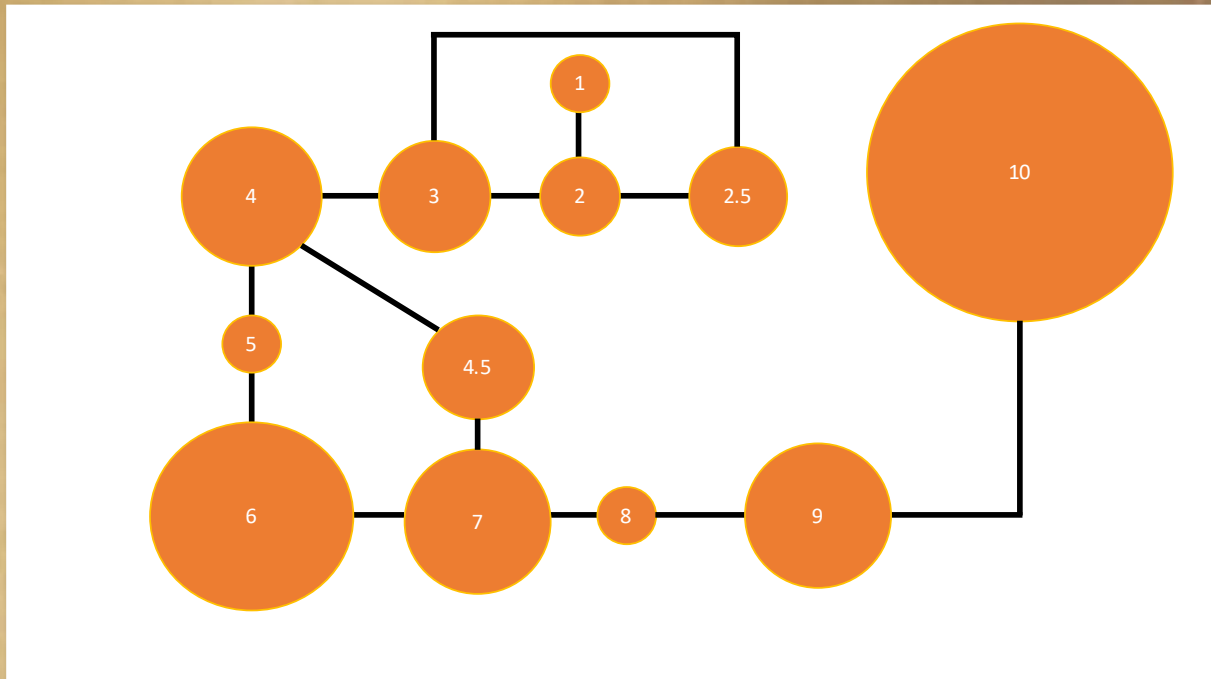
Cannot get here without  
double jump, or launch  
pad from bottom

AND LEVEL END  
LOCATION



# LEVEL FLOW

## BUBBLE MAP



- 1- Start area
- 2- Player falls to this location. It's a warped version of the start location
- 2.5- if the player tries to jump the gap, they realise they cannot and die from the fall
- 3- A collapsed quarry and mine with a Frostbiter enemy
- 4- The Torturer's tomb, with a bomb enemy and a Soul Prisoner.
- 4.5- Shattered Sanctum. Here is a visual focal point and story location.
- 5- Hanging Hallows. Here the player falls and collects treasure
- 6- Miniboss Battle with the Root of Gluttony
- 7- Mystic Tunnel part 1. Has a dialogue box, Bomber enemy and some Floating Heads.
- 8- Smithy. Players can use the money given to them throughout their journey, to level up just before the final boss battle
- 9- Mystic Tunnel Part 2.

## QUEST DESIGN

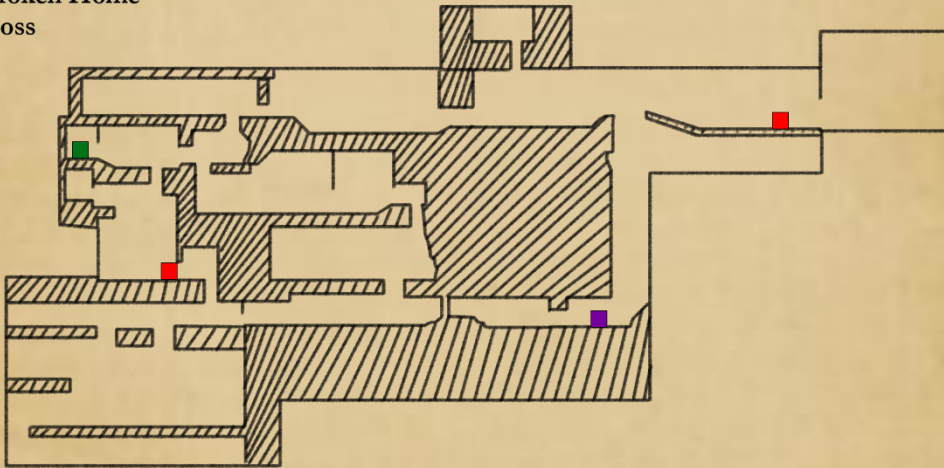


In a room on the edge of Hanging Hallows, the smith asks the player to put his wife's key to use. He talks of Oblivion; the player might be incentivised to discover more about it because of him.

## SCRIPTED SEQUENCE LOCATIONS

### Hell's Lament Shot Map

- Satan
- Broken Home
- Boss



## SCRIPTED SEQUENCE DOCUMENTATION

### CAMERA SHOTS AND TIMING

Name of Cutscene	Description	Time (seconds)
Satan2	A medium shot, to a slow close up of an ominous statue's face.	1.5
Broken Home	a low angle, medium shot of a table, then the main character gradually moves across the screen. The camera pans behind the character in an arc motion, for a knee level shot.	10.2
Boss 2	A symmetrical close up of the back of a statue, for a still pan out to a medium shot of the room's focal point.	3.5

### AUDIO

Throughout all the cutscenes, a dream like ethereal sound plays, to tell the player it isn't happening in real time, but was a past event. It's a sound called DreamScape from <https://freesound.org/people/Bigvegie/sounds/591378/>.

### CHARACTER ANIMATION

For the Broken Home animation, where the player is seen running through an abode, and stopping just before a crack of light, peeking through the floor. This is to give the clue to players to walk to it and go through the gap. I used the running and idle animation from the framework, which was acquired through Mixamo.com.



# UI CONTROL

## MAIN MENU

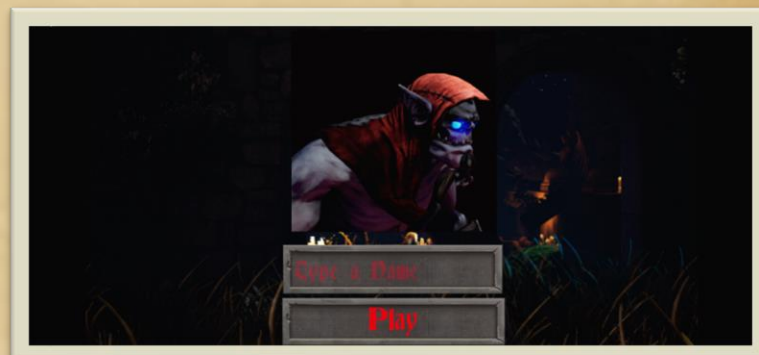


## OPTIONS MENU



In the full game, there will be gameplay options too, on a separate tab, with more accessibility options (such as changing the colours of the game, adding more audio cues) and the ability to change difficulty. H

## NEW PLAYER SCREEN



The player types their desired name into the bar, then uses the mouse to hover over the play button and clicks to begin their adventure. In the full game, the players typed name will appear in dialogue.

## STATISTICS AND INVENTORY SCREEN



## ASSET LIST

STATIC MESHES CHARACTER PARTICLE EFFECTS  
ANIMATIONS ALL FROM FRAMEWORK.

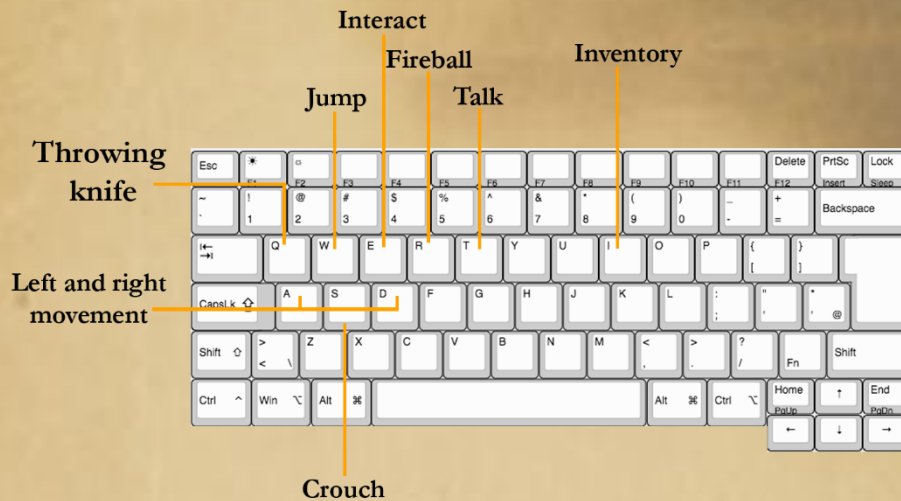
BOSS SONG FROM BENSOUNDS.COM

TITLE SCREEN BUTTONS MADE BY ME.



## PLAYER CHARACTERS CONTROLS AND ABILITIES

### Controls



### PLAYER CAMERA



The camera is usually 900 unreal units away, so 9 meters in front, fixed on player character. It is constrained usually to the same movement axis as the player during side scrolling.

However, in certain locations the camera changes (a platform in the Forgotten Forest and the final boss room).

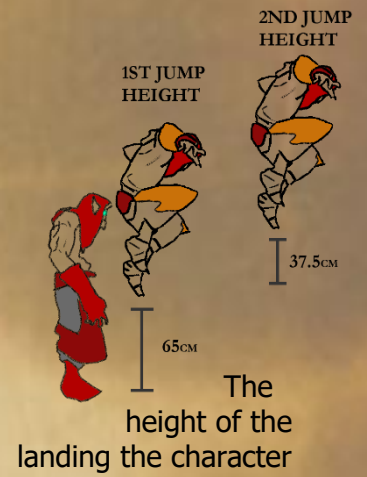
1920x180px



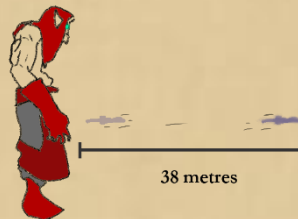
## Character's Mechanics

### Double Jump-

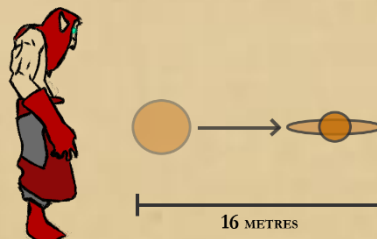
Character jumps 650 uu or 65cm on the first jump. second jump is half the first. Upon jumping and emits a dust particle.



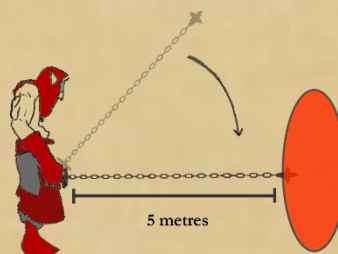
### Throwing Knives-



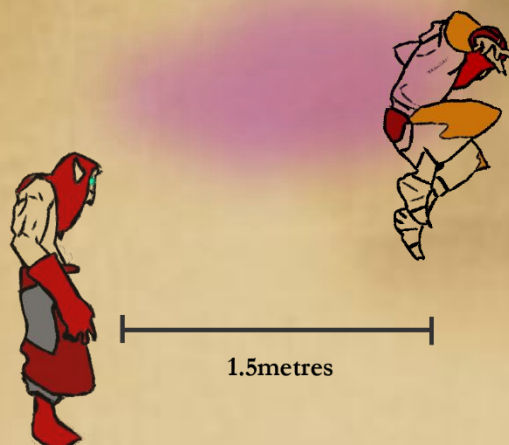
### Fireball-



### Whip attack –







### **Dash-**

Upon double tapping either A or B, the character dashes for 1.5 metres at a high velocity. Can be also used after a double jump. This mechanic is used to reach platforms which are otherwise inaccessible, for extra rewards (such as gold or health etc).

**Crouch-** the player walks low putting weight on their knees. This allows them to navigate through tight areas, with low ceilings, such as the ruined mine. If I had more time and resources, I would make crouch also give double damage from behind an enemy, if they are unalerted.



## **GAME CONDITIONS**

### **HOW DO YOU WIN?**

Reaching the **heart of hell** and **reuniting** with your family. There the player will find the answers they so desperately seek and a conclusion to the game.

### **HOW DO YOU LOSE?**

Once health is depleted, you go back to the previous save point. Or if permadeath mode is on, when all lives are exhausted the save file is deleted.

### **CAN YOU DIE?**

Permadeath after a set number of lives will be a choice, for players more comfortable with the Metroidvania formula, however the default is that once the player dies, they reload from the previous checkpoint, and can try again as many times as they desire.

## REWARDS AND PROGRESS

SCORE SUCH AS MULTIPLIERS KILLS KILL COUNT  
COLLECTION BASED.

If funded, I would like a score based on time playing, where the enemies are hit (if in the head get more etc) and damage taken. This would make it appeal more to killers, as they are being rewarded more for their actions, as well as achievers.

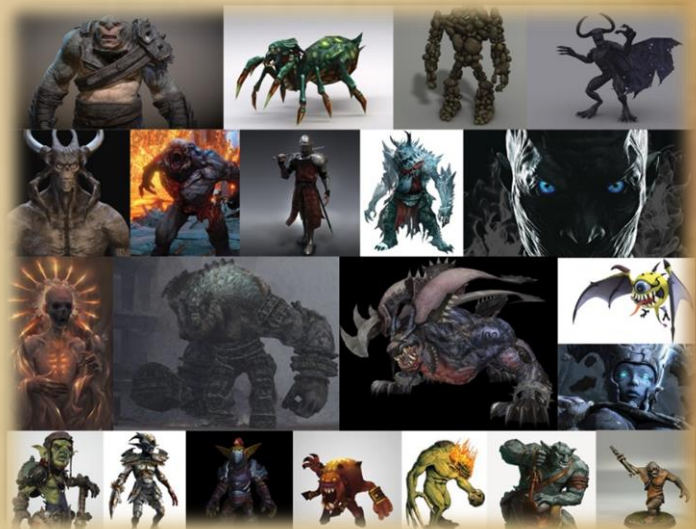
UPGRADES SUCH AS CHARACTER WEAPON  
ENHANCEMENTS UNLOCKS.

In the demo the character can upgrade their stats at the blacksmith, by paying 500 gold. If made into a full game, they should also be able to change the appearance of their weapons, and eventually change playstyle. By purchasing dual knives and upgrading their whip to be able to attach to enemies and objects. This will add another layer for achievers, as it could make the game more speedrunable (as they could swing off places and drag enemies closer to kill, for faster experience grinding).

## ENEMY DESIGN

The moodboard to the right shows the inspiration for the enemies.

The world has a variety of enemies, from ones with cold, icy tones, to those with hell red. Beep boop





# ENEMY TYPES

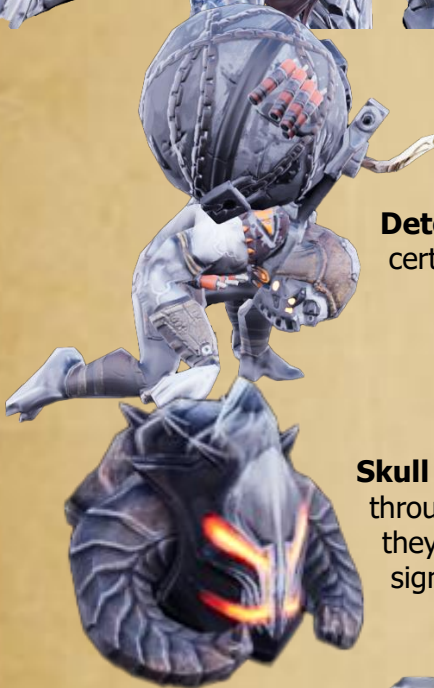


**Frostbiter-** can unleash a cold breath, that slows your movements. Make sure to stock up on heat resources for this enemy.



**Troll (Root of Gluttony miniboss)-**

They pack an almighty punch. Much like the fabled creatures, they lurk waiting for someone to cross their path. Many of them have been waiting and training for centuries upon centuries.



**Detonator-** it's recommended to use the whip, as if they are within a certain radius of you, they start to glow and explode.

**Skull Stalker-** Like the Detonator, they can disappear and follow you through rooms if not dealt with promptly. If you cannot attack them, they are best avoided via crouching etc. They will not stop and deal significant damage if you collide with their path.



**Gruntling-** Loyal servants of Lucy, who patrol endlessly through their infinity. Some would see torture, but with no soul, they mindlessly wander.

their own they don't pose much threat, but in places they can be quite troublesome. They can also threat in groups, as they travel fast so need to be

it as

On  
tight  
be a  
dealt with

swiftly.



**Final Boss - (Lucy Furr)** – The most powerful enemy so far, which double the health of the other bosses, and more speed. Acts as both as gameplay and narrative closure.

## ENEMY ABILITIES

**SKULL STALKER** – Damages player upon collision, before disappearing.

**PATROL** – currently damages the player upon collision, though ideally would damage them with quick swipes of their sharp fingernails.

**FROSTBITER** – unleashes powerful ice projectiles.

**DETONATOR** – runs up to the player and deals high explosive damage as it blows itself up.

**LUCY FURR & MINIBOSS** – wide swings and an overhead powerful slam.

## ENEMY STATS

### Enemies

Enemy type	Health	Speed	Enemy strength	Enemy defence	EnemyBaseXP
Frostbiter	75	400	100	20	200
Troll (MiniBoss)	150	300	100	20	450
Detonater	150	300	100	25	275
Stalker Skull	50	300	70	20	200
Lucy Furr	600	350	175	20	1000
Gruntling	50	300	100	20	120