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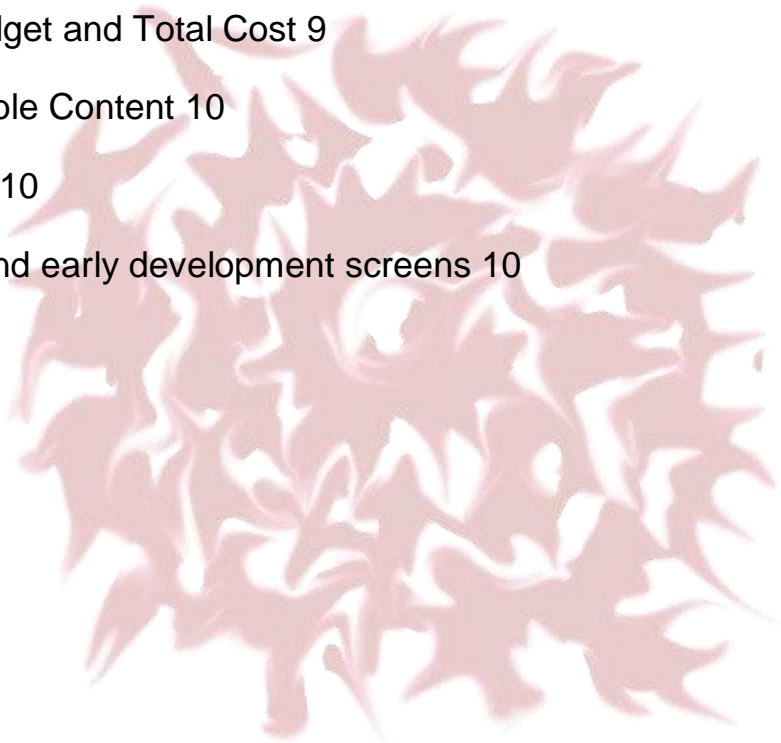
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OVERVIEW



THEME AND GENRE

Arcane Knight is an inspired Metro-Vania set in the dark ages.

The game follows a retro style 2D platformer with major elements of action and adventure. It carries a horror/gothic vibe to play and sets the player in various dungeons and castles to explore at will, slowly unlocking unholy abilities with the blood of the enemies to open further exploration that was previously inaccessible.




GAMEPLAY PILLARS

The game is based upon three key mechanical gameplay pillars: Necromancy, Exploration and Boss-fights. The player will find themselves moving through each one of these pillars one after the other in a pre-constructed gameplay loop or run, ultimately overcoming the last and restarting again in a different area in the game world of Arcane Knight.

NECROMANCY

Necromancy or death-magic is one side of the hybrid abilities that the player is exposed to. Players can purchase or “*re-learn*”



necromancer abilities with the collectable in game currency in the form of “*Blood-Souls*”. Necromancy explicitly allows players to summon back slayed enemies for a brief period to aid them in combat or summon the hell-demon himself to unleash a devastating attack in an intention to annihilate foes into ashes. Players can mess around with different death magic skills and find the perfect flow of a gameplay run as choosing to buy one ability before the other can open new exploration areas but restrict access to the alternative ones.

EXPLORATION

Exploration in Arcane Knight can be occasionally crucial to progression but rewarding too. This pillar mostly goes hand in hand with Necromancy as exploration options open as the player unlocks access to new abilities from the ancient necromancer or simply “abilities merchant”. Platforming can require players to go off course to find a key for the locked door that obstructs the mainstream way. This allows players to have a sense of progression once a key item is found allowing entrance to the next area of the game world. In order to cancel out linear gameplay, Arcane Knight consists of multiple paths for forward progression, especially some accessible with only certain abilities to either collect more “Blood-Souls” or simply a shortcut to the end of a certain level area.



BOSS-FIGHTS

In addition to Artificial Intelligence enemies crawling in the dark world of Arcane Knight, the game has a considerable focus on boss-fights as well. Boss-fights are rewarding, challenging but fair. Boss-fights allow players to choose to try out more powerful necromancy skills by learning them from the ancient necromancer before the fight but restricting access to some areas after if successfully defeated. As the end goal for Arcane Knight, Boss fights are planned to get more challenging one after the other but fairer too as players will have the opportunity to learn all of the skills as they progress through crawling in the unforgiving dungeons and castles in their quest.

TARGET PLATFORMS AND AUDIENCE

Arcane Knight is currently in development for the Steam version of PC but with some commercial success can be released as a Nintendo Switch indie game if resources are met for it. With the pixelated retro style of the game, the targeted audience for Arcane Knight is mostly those who love a quick platformer with some backstory and with an interest in dark gothic or dark fantasy games. The pixelated art style chosen is sure to bring some nostalgia to players who grew up playing 2D side-scrollers of the late 1990s especially on Sega Genesis hardware. Death-

Knight is not specifically targeting an age group but due to some dark magic and blood in the game, it might fall in the “PEGI 12” rating due to fantasy character violence.



HARDWARE AND ENGINE COSTS

Hardware costs to make Arcane Knight are solely based on the running requirements of ‘Clickteam Fusion Developer 2.5’ Which are as follows:

Minimum running requirements based on ‘Steam’

SYSTEM REQUIREMENTS:

OS: Minimum Windows XP SP3 Operating System. Supports Vista, 7, 8 and Windows 10

Processor: 200 Mhz Pentium processor or higher

Memory: 256 MB RAM



Graphics: Must support minimum of Direct3D 9

Sound Card: 5.1 Channel PCI Sound Card

Additional Notes: Broadband Internet connection

These requirements suggest an additional £200 per computer costs in addition to the above mentioned. The engine to be used is £59.99 on the ‘Steam’ store which is to be purchased to access the full potential to develop Arcane Knight as it is intended.

MONETIZATION AND MARKETING

Marketing of my game Arcane Knight will be mostly on free to use social media such as a  'Facebook' or  'Instagram' page would be an inevitable choice however, to sell the game to the targeted public, I sense to choose either of the following three options that seemed suitable for easiest access on the personal computer by potential buyers. The selling price is the same across all platforms the money calculation was performed with the timeline to earn back the money under a year after release to invest back into Arcane Knight for future DLC's and Expansions.

	Selling Price	Store Cut Revenue	Store cut price/purchase	Initial Publishing Cost
Steam	£5	70/30	£1.50	£100
GOG	£5	70/30	£1.50	Free
Itch.io	£5	90/10	£0.50	Free

STEAM

The most obvious choice for a download release but there is a hefty initial publishing cost. However, Steam is the most popular within the gaming community and games tend to get more recognition if released there.



GOG is popular enough as well to be considered as a release platform too and there is no publishing cost. It's more niche than Steam and even with the store cut revenue per title sold is the same as Steam, money will be earned back quicker given the set time frame for the development and release expectation of Arcane Knight.

ITCH.IO

Itch.io is the home for all indie games especially developed with engines like "Clickteam Fusion 2.5". Itch.io is the most lenient in taking revenue from developers with a profit percentage of only 10 percent of store cut revenue, making it the safest platform to try a newly developed game concept such as that of Arcane Knight before releasing it on the more popular ones.

GAME AREAS

In Arcane Knight, your character "Teivras Ashes" navigates through multiple environments which are all connected one after the other to show a sense of consistency but not linearity. These include dungeons, castles and blood towns. The following screenshots tend to give a glimpse of "Teivras Ashes the corpse riser" in game.

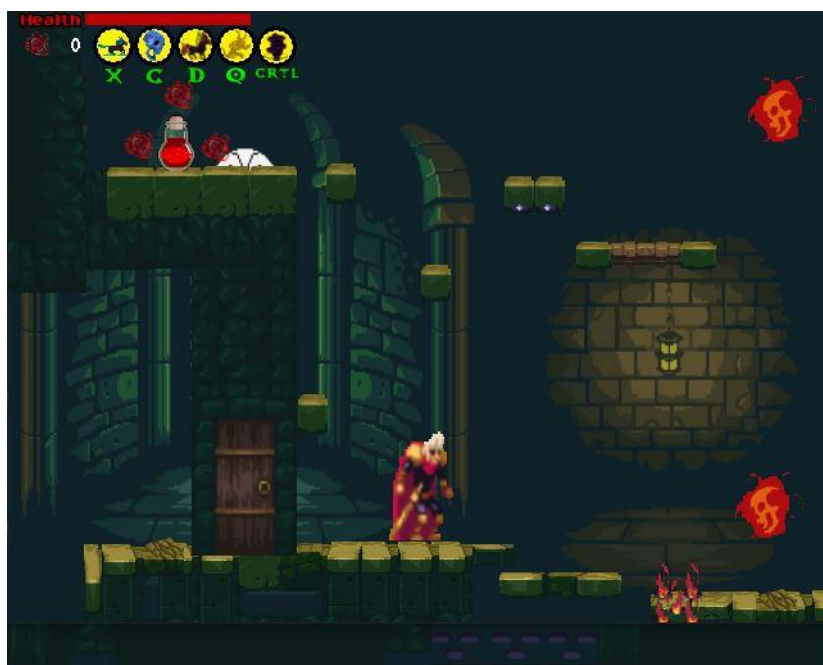
TUTORIAL DUNGEON



BLOOD TOWN



UNDERGROUND CASTLE



INFLUENCES

Arcane Knight is inspired from several my favourite titles and genres. The overall look and feel of the game have been picked up from these following masterpieces.

CASTLEVANIA SERIES

Primary inspiration of level design and enemies is from the classic Metroid-Vania Symphony of the night that too was a pixelated 2D platformer.



DIABLO III

Playing endless hours on the PC version of Diablo III, I was fascinated by their new DLC which added a new class to the game. The Necromancer. Summoning the dead and hell demons proved to be core of Arcane Knight inspired by the latest Diablo by Blizzard.



DARK SOULS

Although Arcane Knight is an old school retro 2D game, the gothic and dark vibe has been inspired by the mean dungeons and levels of the Dark Souls series. Especially the Royalty free music chosen was inspired by the boss-fights in Dark Souls.



DEAD CELLS

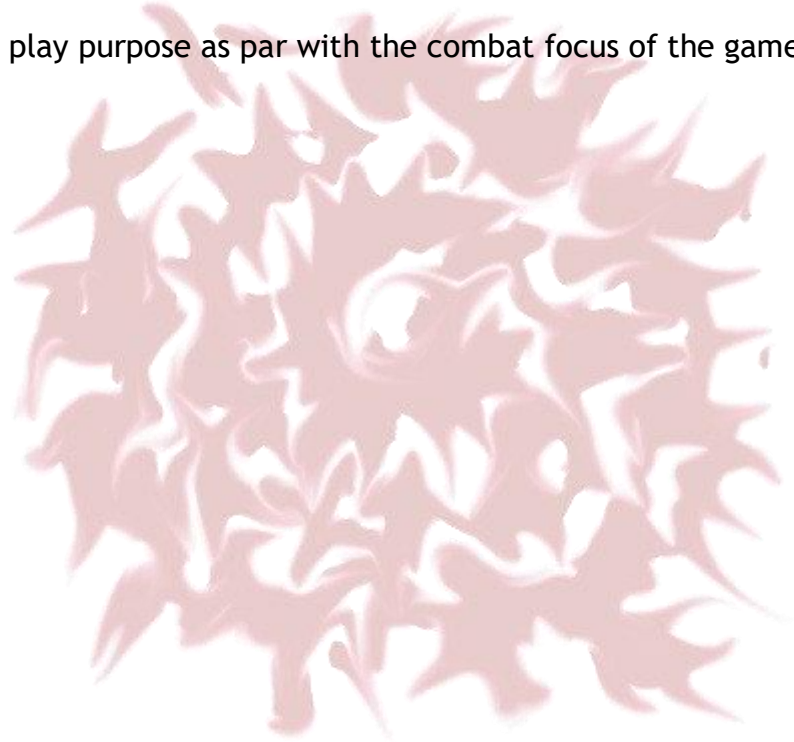
Level merchants of Arcane Knight and its roguelike visual appeal has also been inspired by Dead Cells if not too obvious. The abilities the player can exchange for Blood Souls takes inspiration from Dead Cells too at some level.





● **ELEVATOR PITCH** ●

Arcane Knight fusions the concept of being a dark slaying knight and conjuring the dead at will in a retro 2D roguelike pixelated environment with a narrative to give you additional play purpose as par with the combat focus of the game.



CORE GAMEPLAY LOOP




Arcane Knight's primary game loop consists of exploration, killing enemies, collecting currency and then unlocking new abilities. This adds optional core loop as well which will require players to unlock a certain ability in order to reach previously unreachable pathways which might not be necessary but may contain unknown items or enemies or simply a shortcut to upcoming areas avoiding traps altogether. After unlocking necromancy powers, players will be able to briefly summon dead enemies to aid them in combat in addition to their starting knight sword.

GAME MECHANICS

Game mechanics for the prototype have been coded and tested.

Some rules might change in the final release of the game to balance it out further to secure the best quality gameplay. As of current scenario of gameplay mechanics, they are as follows:

Health

- ★ Players Start with 25 Health
- ★ Potions grant 7 health 




Stampede Ability: The only ability that players start off with in addition to their sword. Summon **Horsadian** in either one of two directions while standing on ground.

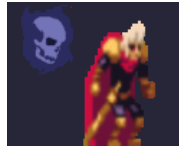
- ★ Damage: 2 points
- ★ Cooldown: 4 Seconds



Summon ability that is unlockable from the merchant.

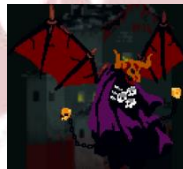
- ★ Gives access to 2 revivable enemies:
- ★ Only summoned if player is close to their ashes 

Fire Skull Ally



- ✳ Stays until all its shots are used.
- ✳ Shoots up to **10** times before dying permanently.
- ✳ The shooting occurs if enemies are in the **range** indicator.
- ✳ Only **1** can be summoned at a time however it can be re summoned to reset the shots when a new enemy is killed.

Fire Demon Summon



- ✳ Will be summoned for **4** seconds.
- ✳ Player will use the oversized **fire** demon to burn enemies with its fire in the duration of a **4** second animation.



Horsadian mount ability:

- ✳ Summons a mountable horse for **10** Seconds.
- ✳ Increases player's X velocity from **350** to **500** (Platform Obj)
- ✳ Decreases Players gravity from **30** to **23** to jump higher
- ✳ Can shoot skulls while mounted to a number of **3** in one go.
- ✳ Recharge time for additional skulls while mounted = **3** seconds





Can't touch me!**Demon Within Ability:**

- ✳ Summons a demon to launch a devastating fire storm attack in 3 directions at once.
- ✳ Very high damage to enemies.
- ✳ One shots majority of enemies except bosses.
- ✳ Stays for 1 second to balance gameplay.











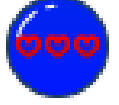



Charge up self-destruct ability:

- ✳ Hold Charge button for a total of a minimum of 1 and a maximum of 3 seconds to explode yourself on overwhelming enemies.
- ✳ Every second the explosion is bigger.
- ✳ Player is vulnerable to damage when charging.
- ✳ Low to high damage to enemies on impact.
- ✳ 6 second cooldown after resurrection.

ACHIEVEMENTS

Arcane Knight will have achievements pop-up in the release version of the game for personal goals and replay ability. Their purpose will be solely to keep a record of progress and show other players when they have achieved a milestone in the game.

	Dark Knight	Unlock all achievements		Knight Toast	Get burnt by the fire demon
	Professional player	Kill 100 enemies		Blood Hungry	Spend 50 Blood Souls
	Just getting warmed up	Kill 50 enemies		Easy Spending	Spend 30 Blood Souls
	Fuelled up	Unlock all necromancy abilities		Blood! Blood! Blood!	Spend 100 Blood Souls
	Weird Entrance I guess	Reach the Underground Castle for the first time		You sure you are dead?	Summon 30 Allies in total
	Can't touch me!	Kill a Boss without losing any health		Deja-Vu	Re-learn your first ability



EMOTIONAL PILLARS

NOSTALGIA

Due to Arcane Knight's distinct retro pixelated look, the game aims to revive some feelings of nostalgia to those who were major gamers in the early 90s. The design objective of Arcane Knight also keeps in mind the authenticity of retro 2D Metroid-Vanias from the aesthetic look to the retro sound effects that differentiates this genre. Nostalgia is surely to be one of the two emotional effect on players when dungeon crawling in Arcane Knight.

SATISFACTION

Arcane Knight hopes to achieve the sweet spot in gameplay that with every hit to the enemy to the deathblow of the bosses, players feel a rush of satisfaction. Arcane Knight's goal in the final release is for players to show off their progress with other players after achieving victory in either killing a boss or simply even conquering a difficult area.

TYPES OF OPPOSITION

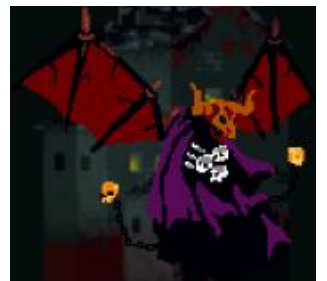
FIRE SKULLS



Low health basic enemy and the first to be encountered as well.

They can face wherever the player is standing and launch a fire ball to hurt the player. Some of these are stationary and easy to kill but some might move about a bit to get in range with the player before firing. The story is still debatable how these fire dudes maintain their flame even in a rainy town.

FIRE DEMONS



Medium health dudes that have a larger cover area. They tend to fire a green flame towards the player to burn them. No one knows why the colour of the flame is green, but it is safe to say that toxicity and a hot flame does not mix well for the knight/Necromancer flesh. Some say they have been evolved from hell dragons.

BURNING GHOULS



They might look a bit cute at first, but it is that initial encounter with them that you realise how wrong you were. Standing incredibly still waiting for the player to move in their range, these hellish ghouls charge towards the player only to self-destruct in the face of the player. Very low health but they tend to explode anyway so why does that matter.

BOSSSES



One of the many bosses planned for the final release of Arcane Knight. This is the Dark Angel of the underground castle. Bosses tend to behave in a different manner and more aggressively the more the player reduces their health. Every killed boss rewards a huge amount of blood souls to the player and the future ones are even planned to drop upgraded swords. Very high health, usually shown at the bottom of the screen for tracking.



❁ STORY AND PLOT ❁

A knight stands next to the four bearded robed men of the High Order in their place of power

In the dark ages, a Knight was commanded by the High Order to eliminate the Witch Family and scavenge for them a *heart of the young witch* “Vallahan” to prove his worth.


Knight fights his way through the depths of the forest battling poison bats and deadly creatures that lurk there

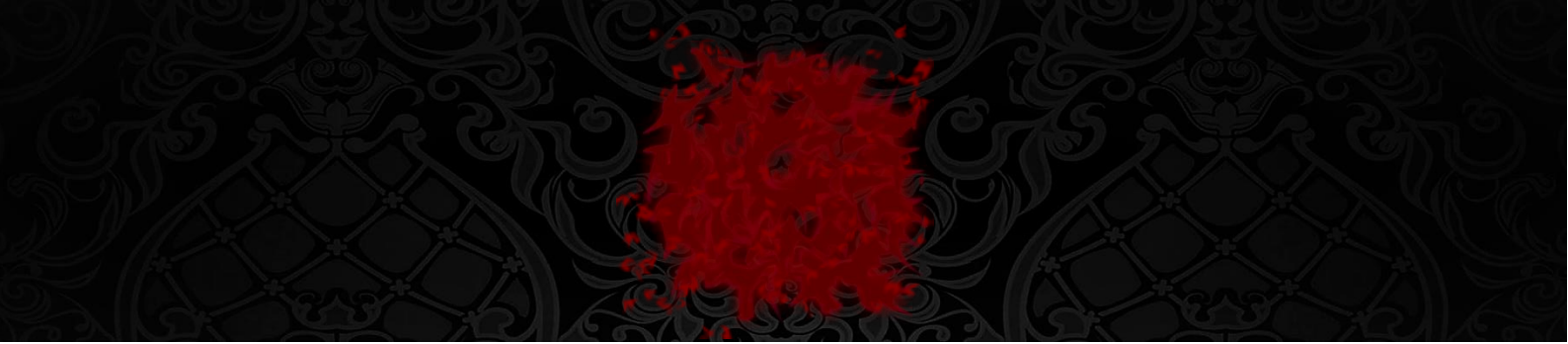
The knight set out on his journey and ventured deep into the *Valley of Nightmares*. When the knight reached the witch castle to execute “Vallahan”, the sight of her changed everything for this honourable knight.

The knight did bring her heart back, but it wasn't what the High Order had expected, the Knight had won her heart, and both fell in love giving birth to a forbidden child, Teivras Ashes.

For this act of treason, Vallahan was exiled from the castle and the order of witches and the knight was stripped of his honour and made into a common peasant.

The knight shows his love for Vallahan by offering the soul BLOOD BOND OF LOVE





Thirty years have passed since the act of treason and Vallahan has fallen victim to a curse by the witches which can only be cured by the lost water from the demon castle.

The Father is weary and has lost all ability to fight like he once did as a Knight of the High Order but Teivras has matured and has been trained in the art of sword fighting by his father and forbidden spells that his mother taught him prior to becoming victim to the curse of the witches.

As a child of two worlds, he faces resistance from The High Order and The Castle of Witches.

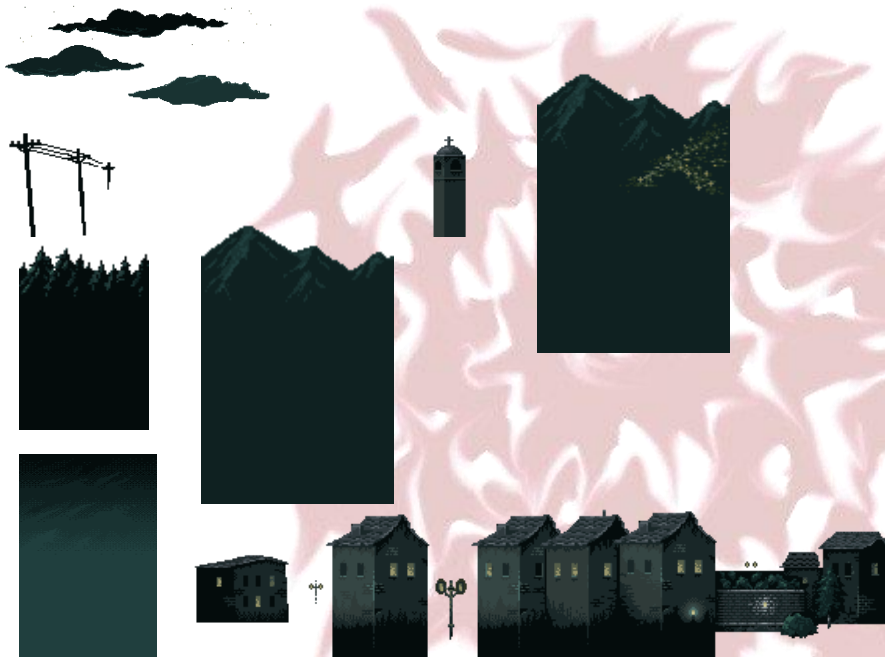
Teivras the corpse riser must embark on this quest and fight his way through to the Blood towns of demons and the underground castles where the witches have casted dark entities to stop him from reaching the demon castle.

Teivras the Necromancer stands near the edge of the blood town readying his sword while a deafening lightning storm is inevitable in the back

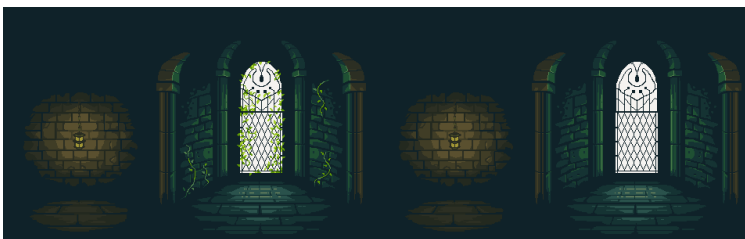
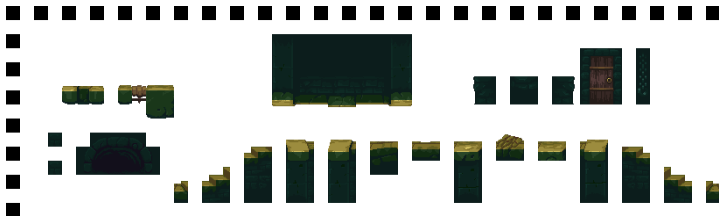
2D ASSETS USED

The following are some of the art of the assets used in creating the levels of Arcane Knight.

Environment Blood town:



Environment Underground Castle:

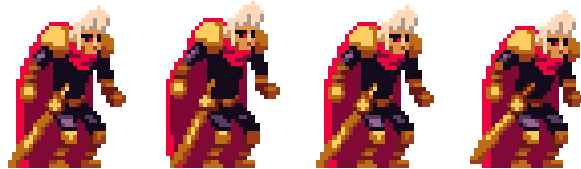


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CHARACTER ANIMATIONS

The following are Teivras's character animations used to build Arcane Knight.

Idle:



Sword Slash:



Jump and Fall:



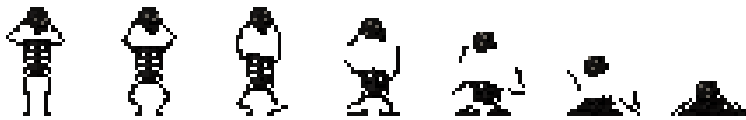
Running:



Mount:



Death and reincarnate:



AUDIO AND SOUND

Audio for the background have been carefully chosen to represent a retro game style. Some sounds for the abilities such as that of the raising the dead one has been voiced over and tweaked into a demonic voice by an online voice changer.

Hit and ability usage sounds have been coded to deliver a distinct noise when each of them is used. Sound effects such as hurt, kill, demon within usage, stampede move, item collection is mostly retro too staying true to the pixelated game vibe.

Bosses have their own background music to shift intensity towards the battle.

CONTROLS

The following are the controls to navigate Teivras

KEYBOARD ARROW KEYS: To move around

SPACE BAR: Jump

Z: Sword Attack

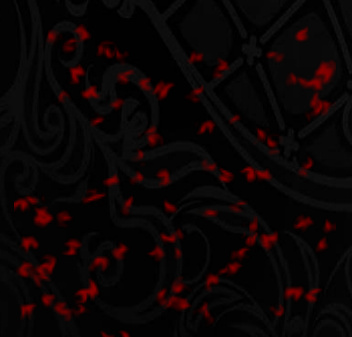
V: Shoot skulls while mounted

S: Unleash hell storm while demon within is active

The following image shows the buttons to use each ability as unlock.



X:	Stampede
C:	Summon the dead
D:	Summon mount
Q:	Demon within
CTRL:	Hold to charge self-destruct



❖ TESTING, DLC, CONCLUSION AND APPENDIX ❖

❖ TESTING BUDGET AND TOTAL COST ❖

Although testing needs to be done for bugs while the game is in development, some testing will be necessary once the beta version is complete if the game design is taken further. Since now it's only 1 person developing Arcane Knight, testers would most likely to be external who can take the time to test and give feedback on the game first-hand.

Considering testers would be given some sort of compensation for their valuable feedback, a total of 20 testers would be enough of different age groups to be greenlit for beta gameplay. A £100 to £200 is a feasible amount even if testers get the chance to receive one of the copies from any one platform free of charge.

In an additional note, the testing phase will aid to further narrow down the type of players that will most likely enjoy Arcane Knight but still will not be accurate enough to make an accurate derivation of the target audience.

DOWNLOADABLE CONTENT

Development of a polished and bug free release version of the game is top priority as of now but to fully earn the interest of players in the future, DLC for Arcane Knight is more than probable. Some ideas to which this could be:

COSMETIC OPTIONS

Teivras Skin concepts:



Horsadian Skin concepts:



STORY DLC

Set in the events after Arcane Knight, Teivras saves his mother from the deadly curse but at a cost. *"Thou shall not sip the forbidden demon water for what heals one can kill another"*

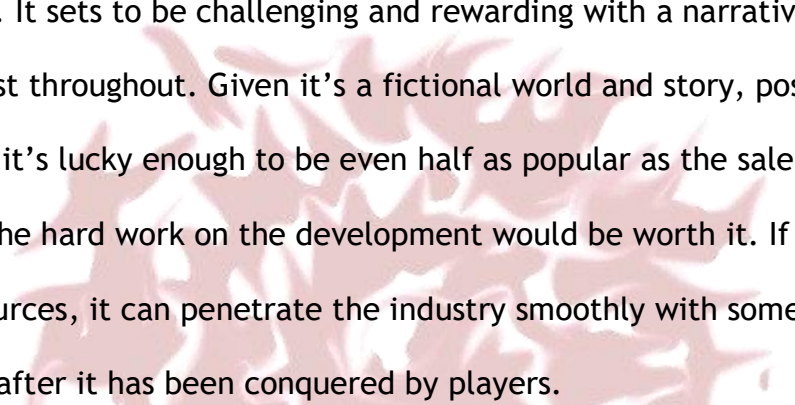
The water from the demon castle was hidden and not to be found for a reason. Although it heals Witches, Warlocks and Necromancers, it is a poison for common folk. The plague has been spread taking the lives of those unfortunate enough to catch it. Every person in town is against the unholy corpse riser and his mother. It's thousands against one and Teivras must escape the city and take shelter somewhere to live off the rest of his days. *"Powerful spells bring inevitable death"*

As of now these are just concepts but look promising to revitalise Arcane Knight even after it is released.



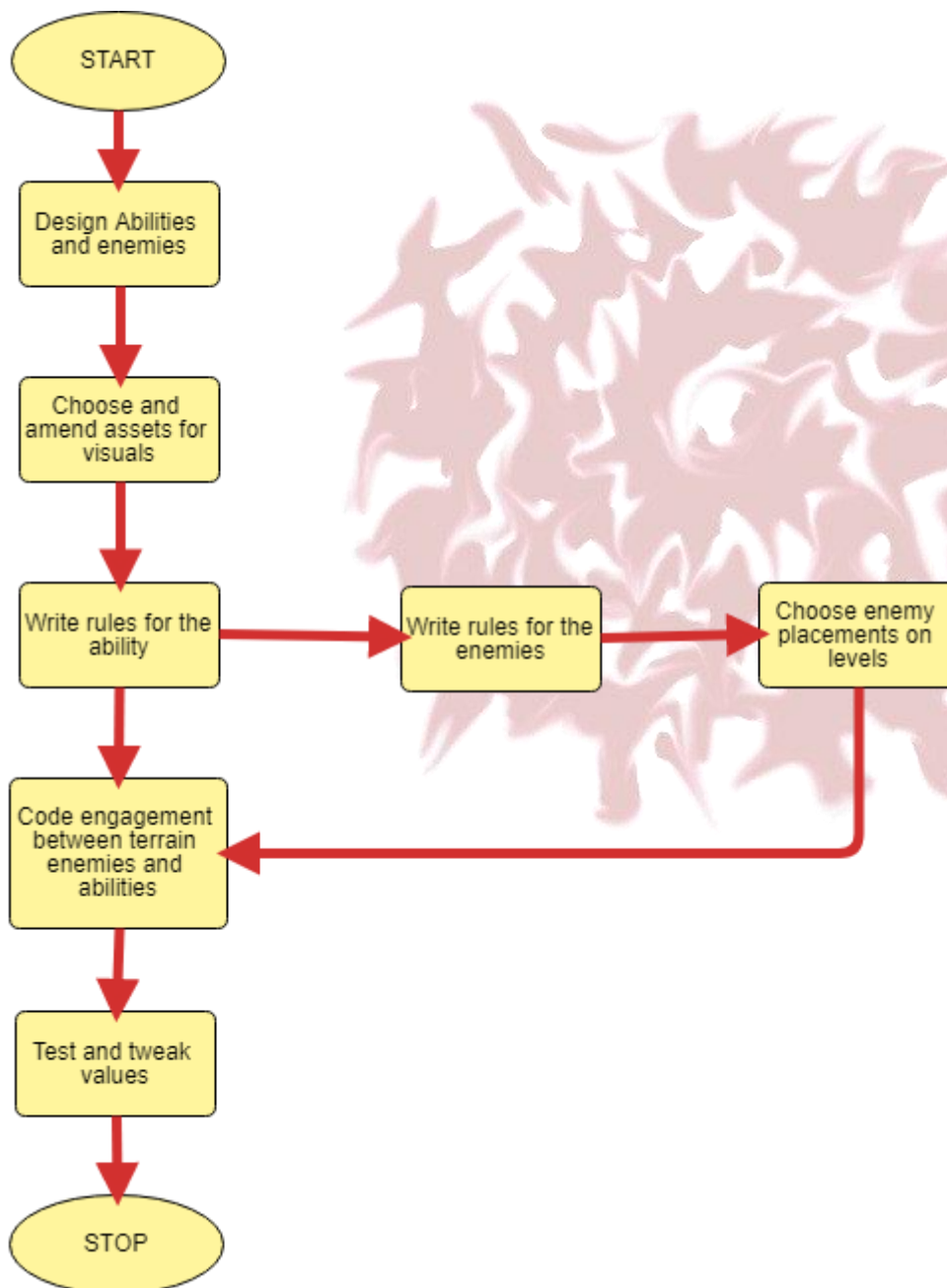
CONCLUSION

Arcane Knight was envisioned to be a fresh entry in a genre made popular by the best out there in the gaming industry. It invites new players and re-calls dark fantasy lovers. It sets to be challenging and rewarding with a narrative to withhold players interest throughout. Given it's a fictional world and story, possibilities are endless and if it's lucky enough to be even half as popular as the sale record holders then the hard work on the development would be worth it. If given proper time and resources, it can penetrate the industry smoothly with some still talking about it even after it has been conquered by players.



APPENDIX AND EARLY DEVELOPMENT SCREENS

ITERATION FOR GAMEPLAY DESIGN



EARLY ALPHA GAME SCREENS

