

FALLEN



INTRO/INSPIRATION

Fallen is inspired by the nine circles of hell in Dante's Inferno. Due to the lengths this game can reach, a preview of one circle of hell will be focused on. This level is created based on the mythology of the seventh circle of hell, which is violence. This layer is split into three sub-sections: violent towards others, violent towards self, and violent towards God.

MYTHOLOGY/RESEARCH

Circle 7, Section 1: Violence towards one's neighbors or property

This section of layer seven is guarded by a furious minotaur and is encircled by the Phlegethon River which is known for being filled with boiling blood. The sinners in this section are the murders, the assassins, and any soul that was violent towards others. These damned souls are forced to forever wade in the boiling blood of the river. Their punishment is worsened by how badly a soul has sinned. The worse the sin, the farther they sank in the blood. If a soul was to try to escape their punishment and get out of the blood, they are shot down by the archer centaurs that roam on the banks nearby. If that wasn't bad enough, the stench here is overwhelming.

Circle 7, Section 2: Violence towards oneself

Moving farther into the seventh circle of hell, the middle section shows the forest with the bleeding trees. This section is home to those who have harmed their bodies. These souls find themselves here by committing suicide. Since they were violent towards their body, their fitting punishment is to watch their bodies hang from a tree that they are now imprisoned in. This forest not only has these ominous twisted trees, but in the branches, you will find the nests of the harpies that reside here. The harpy, a bird with a human face, feeds on and torments the souls in the trees. Not only should you avoid these nasty little creatures but also avoid the fruit that grows on the trees, otherwise you may be next to judged.

Circle 7, Section 3: Violence towards God or nature

Beyond the forest of the suicides comes the innermost section of the seventh circle. The souls found here are the blasphemers, usurers, sodomites, and any others that committed an act of violence against God or nature. Here is where the sinners are punished by scorching hot sand and fiery flakes falling down from the sky, their naked bodies exposed to the intense heat. Punishment is made greater or lesser by the specific sin of each soul. The blasphemers are forced to lie on the sand, the usurers sit in the sand, and the sodomites wander about in groups.

Reference Sites:

<https://www.youtube.com/watch?v=dSaqmtfS2So>

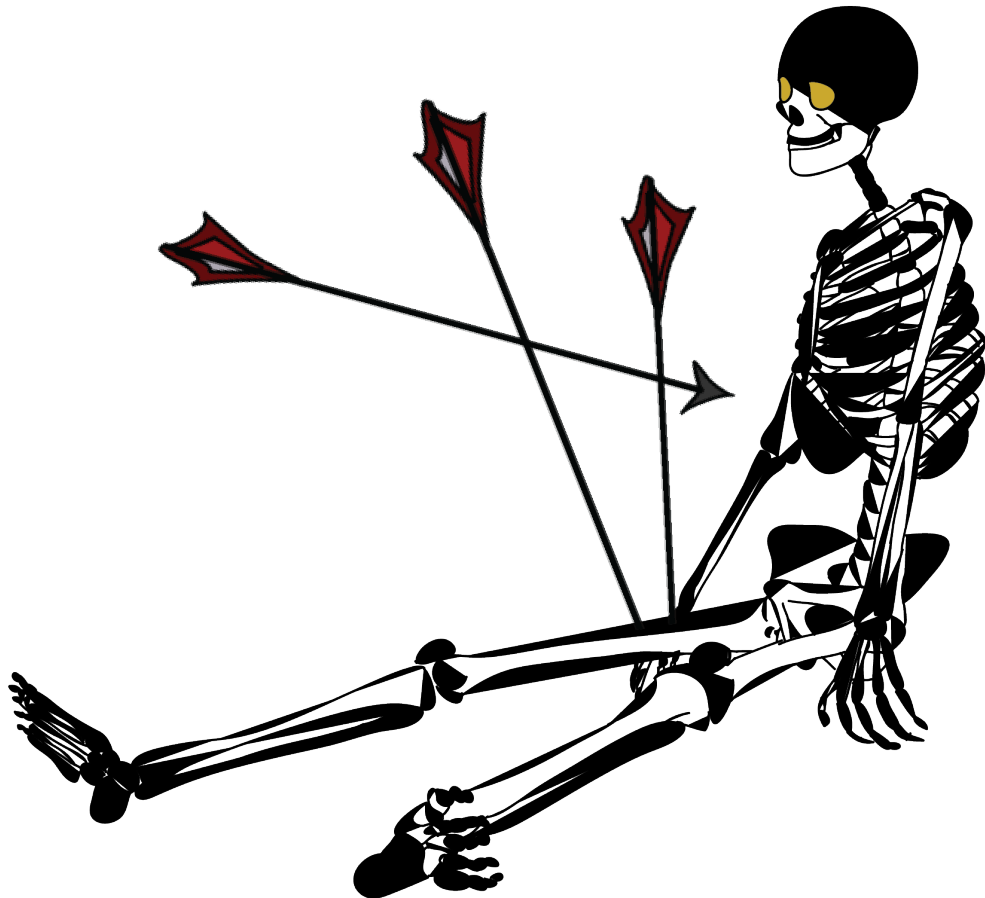
<http://www.4degreez.com/misc/dante-inferno-information.html>

<http://historylists.org/art/9-circles-of-hell-dantes-inferno.html>

STORY

Satan is trying to escape hell. He resides in the bottom level of hell where the traitors reside. His frozen prison is failing. God sent his strongest angel to resolve this problem. She has fallen to level one of hell, purgatory. She must run through each circle, each monster, and each threat perfectly so that Satan doesn't take her to the darkness.

Circle 7 is guarded by a minotaur. This minotaur is constantly chasing our hero through this level. The first section is the boiling blood. The fallen angel can walk on top of the blood because she has not sinned, although she must dodge the arrows of the centaurs. These arrows will cause her to sink until she reaches the bottom. She also must avoid running into the sinners wading in the river. They will slow her down just enough for the minotaur to catch her. The second section is the twisted forest. The trees in this forest will catch any body that comes near in hopes to become "real" again. If the angel runs past the front of a tree, the tree will grab her, and she will die. The other obstacle in this forest are the harpies that feed on the trees. When the angel comes near a nest, the harpy will come to attack her. The third section is the scorching desert. The obstacles here consist of flaming flakes coming down from above and the sinners lying on the sand. The flakes will cause instant death while the sinners will push her back towards the minotaur.



CHARACTER DESIGN

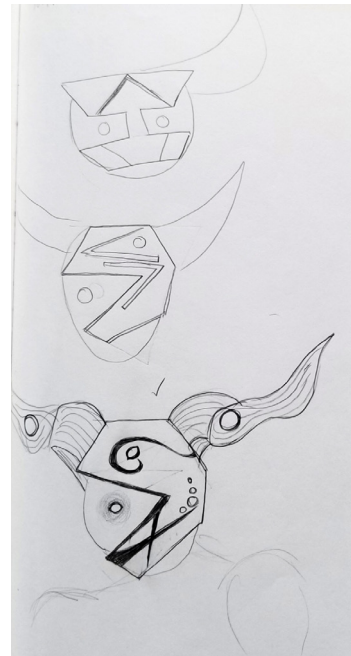
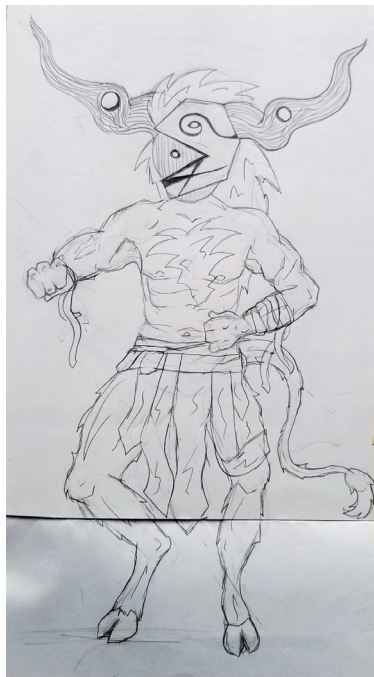
Fallen Angel

She should not be seen as evil, even though her title is fallen angel. She is the hero of the game and the main player. She runs through each level to get to the bottom layer to re-imprison Satan. She is not to be received as your typical angel. She is not beautiful, alluring, or relatable. She is a little bit grungy and dark, but what else would you expect to send to hell. Although she does not have the typical characteristics of an angel, her design has determining factors to tell the audience what exactly she is. The biggest aspect that will broadly provoke the idea of "angel" are her angel wings, but again, to fit her concept, her wings are small and broken. Not the big beautiful wings typically shown on an angel. The wings will look damaged from her fall into hell and she will not be able to fly well. The other iconography included in her design are the 3 circles on her mask. These are to represent the holy trinity, father, the son, and the holy spirit. They are her connection to heaven. The mask she wears also portrays a certain theme. In the other character designs, some will have masks and some will not. The masks portray a divine creature, one who is truly good or truly evil. Her mask has a sweet eye that is shut. This will give the audience a sense of faith in her but will keep them guessing with the mystery shown in her eyes. She should not be seen as evil, even though her title is fallen angel.



100aur
11aur
12aur
13aur
14aur
15aur





Minotaur

The minotaur stands guard at the entrance into this circle. He will remove anyone that manages to get past him. He is the largest of the divine beasts in the circle. A minotaur is half human, half bull. His large horns and bull legs give him a terrifying appeal. His mask is shaped to reveal one eye that glows red in the shadow cast by the mask. The design of the eyes evoke fear of the unknown. Since the audience cannot see his eyes, their impression of him is very negative. The markings on the forehead and horns are representative of the level to come. The 3 sections are shown with the 3 eye-like circles and the spiral shows the landscape of the level, "spinning into the eye of the storm".

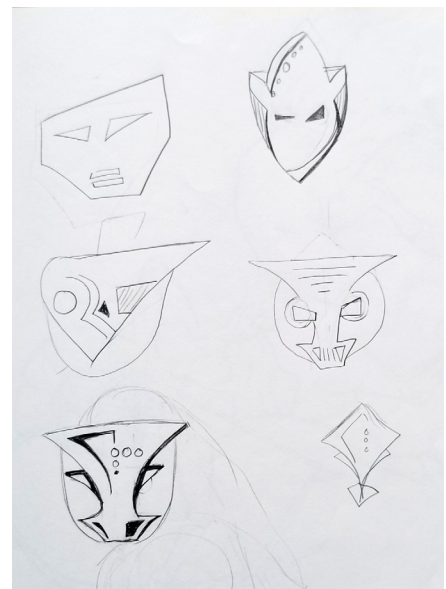
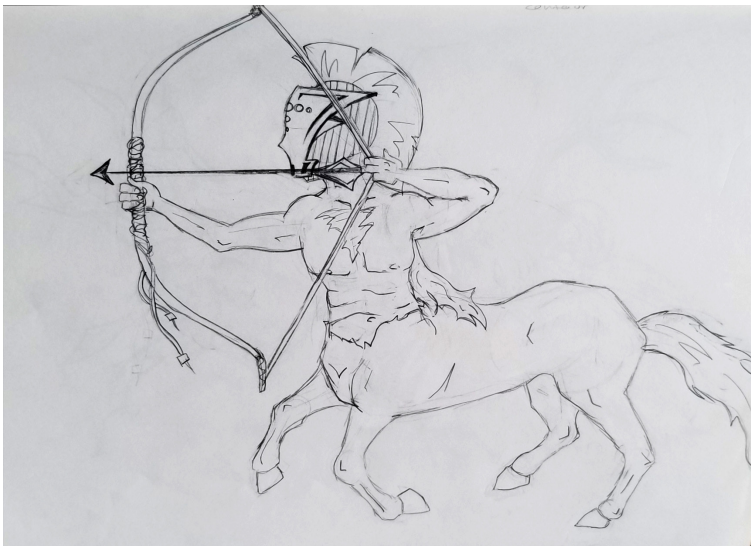
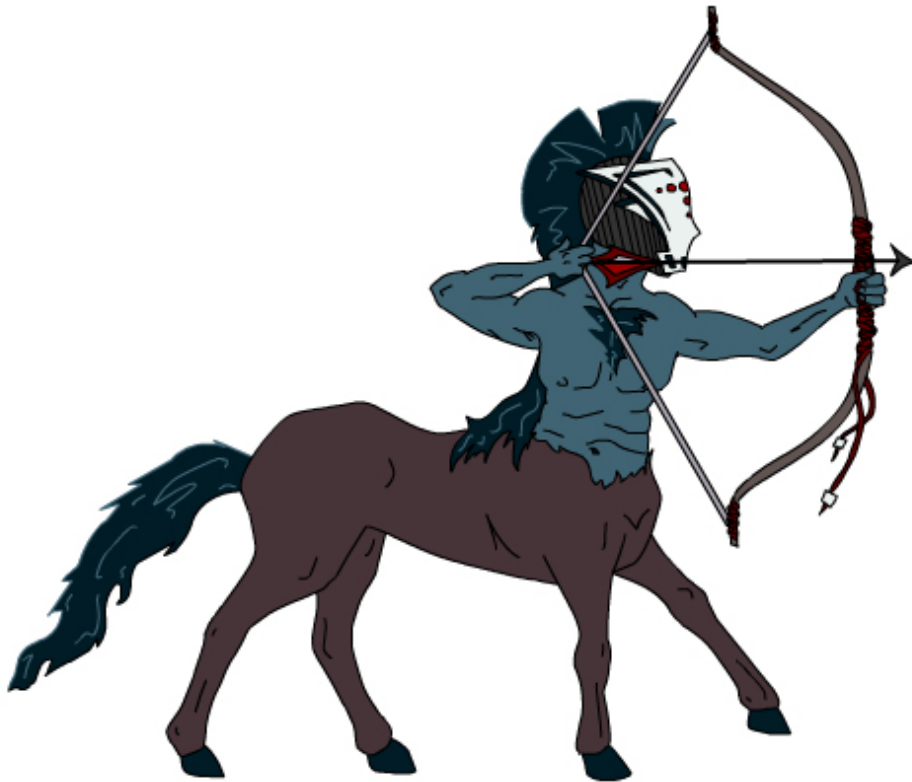
Harpies

The harpies are found in section 2 of layer 7. They live on the trees of souls lost to suicide. They are half bird, half human. They have a bird body and a human face. Since masks are a theme within this world for divine beasts, their human face is hidden. Other elements are set into place to give the viewer the idea that this bird is abnormal. These design elements include a long torso that requires the support of all 4 legs, a long eerie neck, and unfeathered, clawed limbs. The long torso forces the creature to walk on all fours. This is an attempt to make the torso look more human than bird. The bare limbs of the creature show the skin of a human. Not only that but the claws on the wings resemble human hands. The long neck adds to the ominous nature of this beast. Although the bone structure of the creature is unlike a bird's, the feathers bridge that gap between human and bird. The mask of the creature has sharp edges to give the feeling of danger. The point at the bottom is inspired by the beak of a bird to again relate this character to a bird. The eyes of the mask show one open and one closed. This is supposed to give the feeling of always being watched. These creatures hide in the trees barely seen, but it is known that they are always watching.



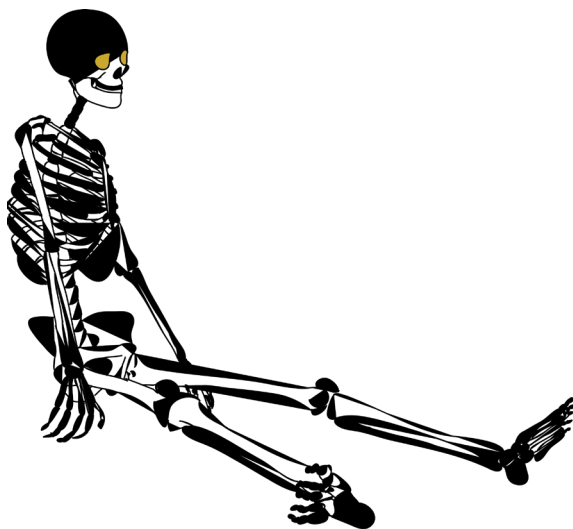
Centaurs

The centaurs are found in the first section of layer 7. They are armed with bows and arrows and shoot down any sinner that tries to escape their fate. They will shoot arrows at the hero that need to be avoided. If the player gets hit 3 times, this will end the game. A centaur is half man, half horse. The mask design for this creature is inspired by a horse's face to compliment the bottom horse half. The masks also have a very angular eye giving the impression of harsh power. Two points of the mask protrude far off from the face. This design element is to compliment the upward lines from the mohawk-like mane traveling down the character's spine. This mohawk-like mane, similar to a zebra or draft horse, was chosen to more effectively transition the man half to the horse half. The goal here was to create a new look for a centaur without losing the design for a typical mythological centaur.



Suicide Forest

The trees here bleed because they house human souls. Each tree is essentially a soul eater. The branches are the arms of the souls, and the knots are the faces. Each tree can house multiple souls at a time, creating a very ominous appeal. Although their roots prevent them from moving across the ground, they can move their branches to catch an unexpected guest.



Sinners

The sinners are the human souls stuck on the level being punished for their sins. Their identity has been revealed, thus they do not have masks. The souls become jealous of the fallen angel and try to pull her into their punishment. Sometimes the hero will have to use the sinner's bodies to pass through a level.

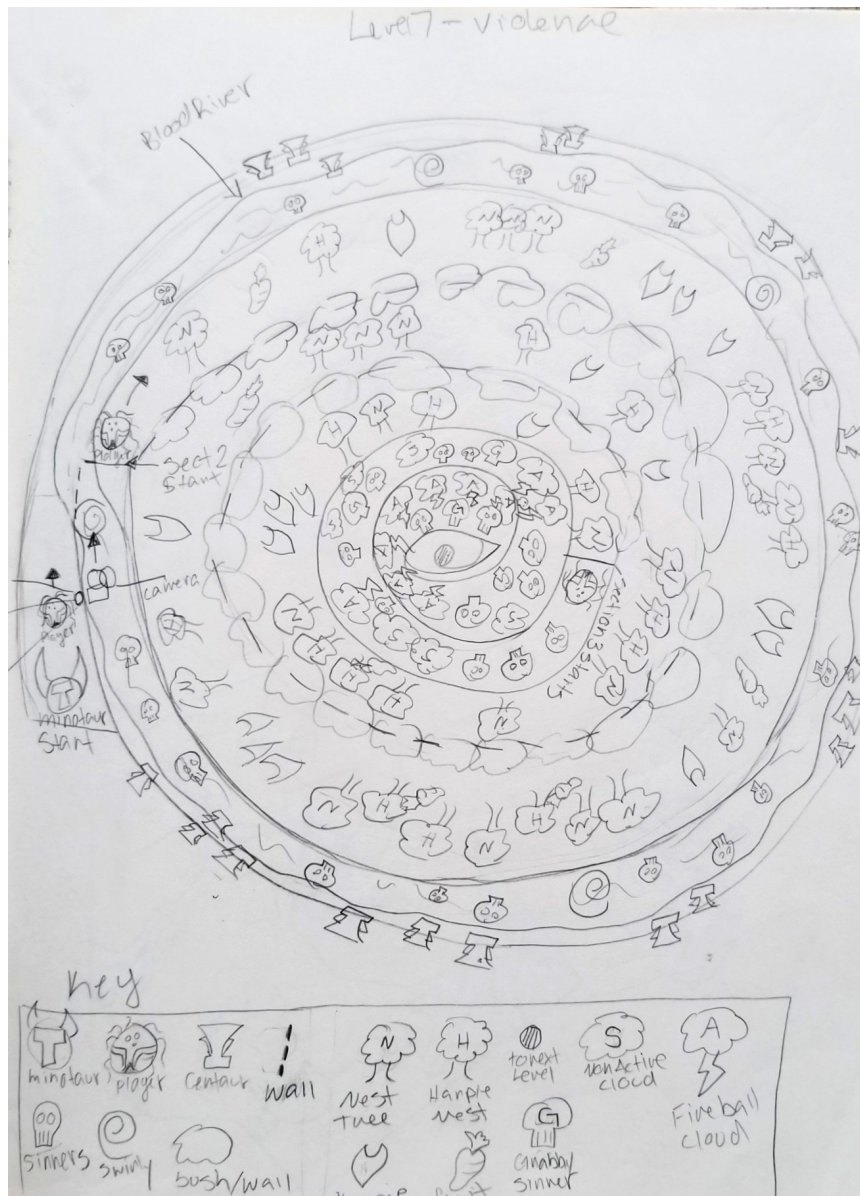
Masks

The idea of the masks is to differentiate the sinners to the omnipotent. The divine beasts have not been judged. Their true self has yet to be revealed. The masks portray the creatures as truly good or truly evil. Each mask shows a different set of eyes. People usually associate eye contact as trust. A look into someone's eyes can dictate a strong first impression. So each set of eyes on the masks will give the audience a different appeal, but generally, will influence their trust in the character.



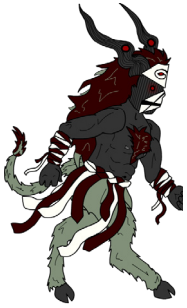
LEVEL CONCEPT

The level is inspired by a powerful storm. The player enters at the outermost ring and moves in a spiral to the center or the "eye of the storm". At the center is the entrance to the next circle of hell. They will drop down a hole to the next level. Game objects will be randomly distributed throughout the level with difficulty increasing at the ends of each section. The camera will be following the character always on the right hand side. The terrain will be 3D while the game assets will be 2 ½D. They will appear 2 dimensional but will have mass out of site.



GAME PLAY

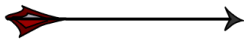
OBSTACLES/ENEMY BEHAVIORS



The Minotaur: The minotaur chases the player throughout this level. If the player gets too close, the game will be over, which means there needs to be elements that make the player in danger of being pushed back towards the minotaur. That's where the sinners come in.



The Sinners: The sinners are designed to be walls that push the player back towards the minotaur. When they hit the player, they push the player back for a few seconds, but the player can be hit more than once before reaching the minotaur. During play testing, people seemed to want to be able to regain that distance after a period of time. A solution is to regain the distance in sections over time, meaning if you can be pushed 3 times before getting caught, you will regain the distance in 3 moves forward. This will give the player a chance to make up the distance without regaining the full distance to the start position, which would make the game too easy.



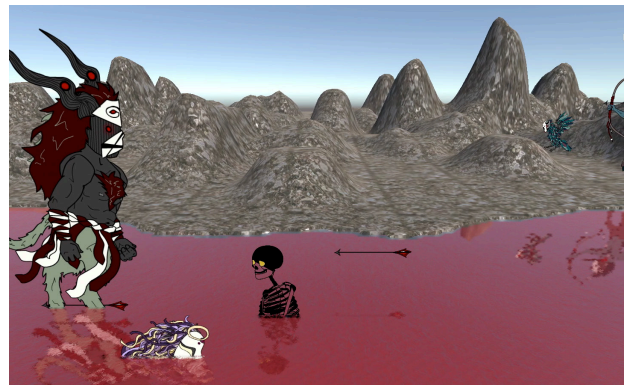
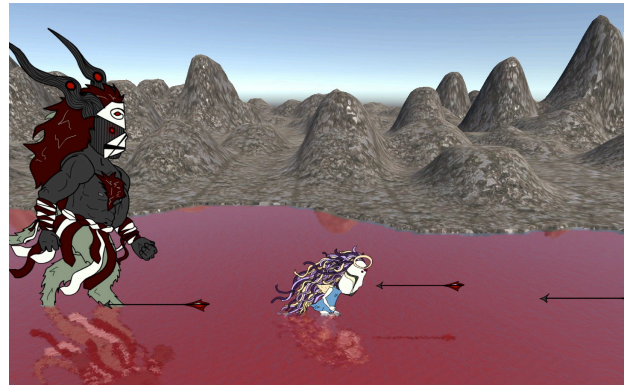
The Centaur Arrows: The centaurs shoot arrows from the banks of the river in order to sink the player into the blood. Each time the player gets hit with an arrow, they will sink until their head is covered, ending the game.

HEALTH

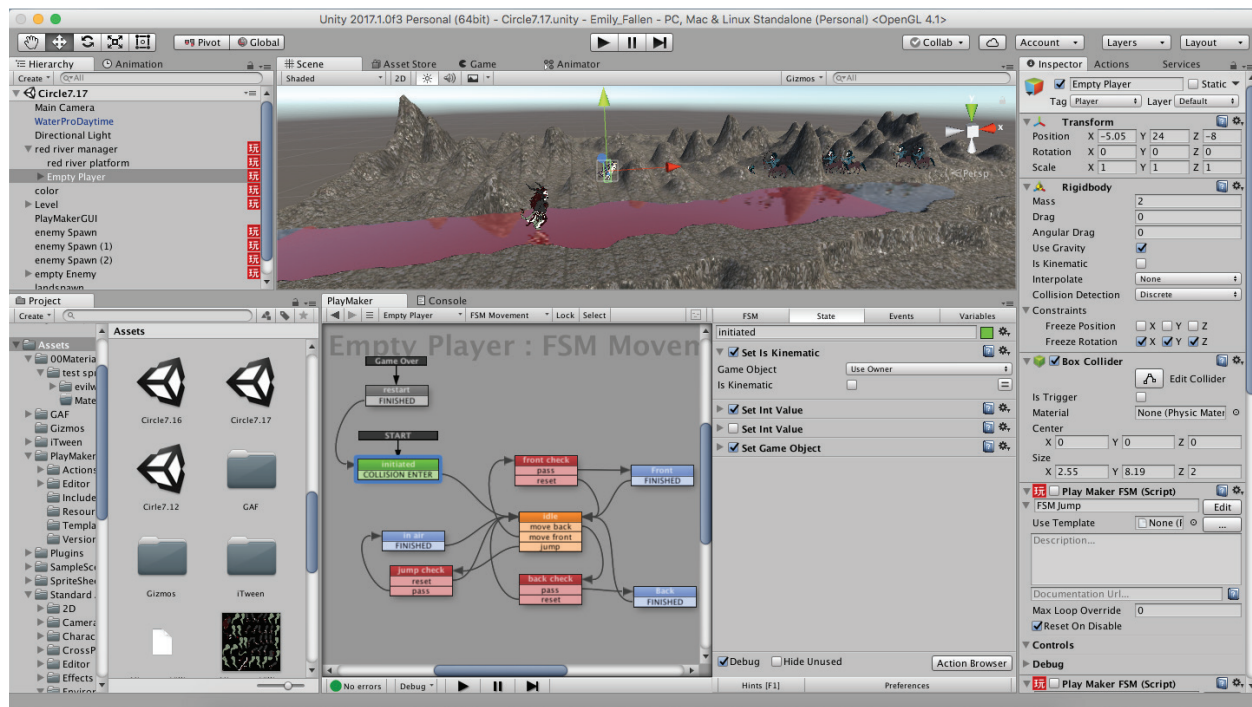
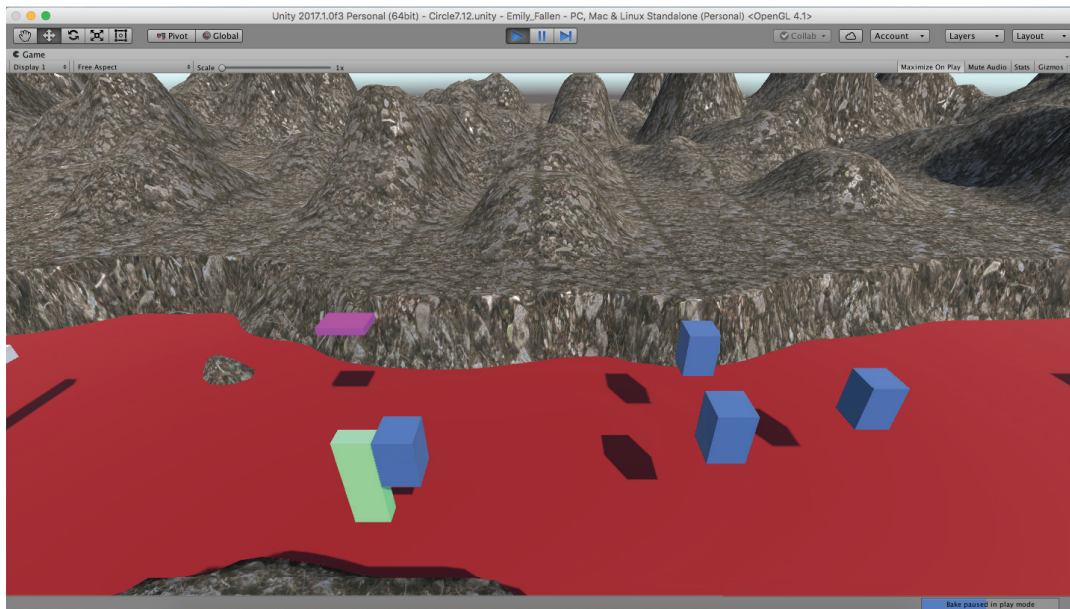
The main concept for this health system is to remove the need for a health bar and to communicate the danger of losing the game in other methods. In this section, the two methods are the sinking into the river and the distance from the minotaur.

Sinking: When the player suffers a hit from an arrow, the player sinks into the river. Based on how far the player is submerged will express how many more hits the player can take before they lose the game. When play testing, this concept seemed to cause the player's nerves to rise the farther their character was submerged, whereas if there was a simple health bar, this reaction may have been missed.

Distance from Minotaur: When the player gets hit by a sinner, they get pushed towards the minotaur. Similar to the sinking technique, this method adds to the suspense of the player. Not only do they have to worry about escaping the minotaur but also to stay afloat above the river.



PROTOTYPING



GAME PLAY SCREEN SHOTS

