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# Introduction

The only thing more fun than playing games is making them. You can make games. All it takes is some time, a willingness to learn and a passion to create. You do not need to be a "coder" to make games. Part of the beauty of games is that they take a variety of skills to make. Art, creativity, and systems thinking are just as important as code. Game development is considered a new trend in Tunisia and did not get enough attention either from the government or from the different enterprises until the last few years when companies started to take it seriously.

This project was created for the purpose of obtaining the diploma “licence appliquée co-construite en développement de jeux video”, this project was done in “Zorchestra Studio” which was established by the four of us mainly for developing this game and also to help improving game development in our country, our start-up is the first ever to develop a video game based on a realistic story written by a professional writer in north Africa and the middle east.

# I. Game Overview

**Game Name:** Fallen Angels of Nasibeen.

**Type:** Adventure / Infiltration

**Support:** PC

**Target:** 16-40 Years old

**PEGI:** 16+

**Estimated game time:** 1 Hour

**Camera:** third person controller

## a. Introduction

Fallen Angels of Nasibeen is an adventure and infiltration game on a third person controller in which the player controls a young man who masters martial arts and parkour, seeking vengeance for his late father, the prince goes on a journey looking for the new king who slaughtered his father. Facing many dangers, the young man tries to reach the sorcerer and his devil to get a step closer to his revenge.

## b. Game Concept

The game concept was proposed to us by the client who is a book writer who wanted to create a video game based on his book and containing all the details of it.

## c. Universe

The story of our game happened 2000 years ago in the old Yemen when it was ruled by “تَبَاعَةُ الْيَمَن” in a kingdom called “Saba”.

# Chapter 1: vengeance of Asaad

## 1-Story

A dense forest located on the north of lake zura, even though it is full of dangers and wild monsters are crawling in its trees, some people chose to live it. Through which our character will pass regardless extreme danger he will face .

## 2-Environment

A mountain called “Anhum” which asaad will go through starting from the monk Shafaa’s house. in this environment the player will explore the forest and face extreme dangers such as cursed wolves and gets past obstacles by climbing rocks.



## 3-characters:

Asaad: the only son of king malkikarb, after the overthrow of his late father, the new king tried to assassinate him but he survived thanks to the help of an unknown person, he came back to avenge his father and retake the throne. a strong man who is well trained on martial arts and parkour.



Amer: a man with hidden features and unknown origins, it is said that he is one of the Elfs. he saved asaad from death and he knows a lot about the kingdom of sabaa and its new king as well as he is the most important person to asaad.

Wolves: Wild beasts inhabiting the forest of anhum who were cursed by the sorcerer of the castle and became more ferocious to the point that no one can escape from their fangs.





## 4-Camera

- **Main camera:** The principal camera.



- **Climb Camera:** specified to set the view on the climbing area of Asaad.



## 5-Gameplay Actions

- Control:
  - ❖ Enter: to show the next sentence in the dialogue.
  - ❖ Up, down, left, right: moving.
  - ❖ Space: start climbing.
  - ❖ I: draw a sword.
  - ❖ Mouse left/right button: Attack.

## 6.Generic Action

### Principal Objectives:

Get to the summit of the mountain after going through the forest and killing all the wolves attacking him.

## Secondary Objectives:

Exploring the environment.

## 7- Story accomplishment:

### Game over:

- a. Assad dies after a free fall from a high height.
- b. assad gets killed by the wolves.
- c. leaving the game without finishing the mission, resuming will take the player to the last checkpoint.

### mission accomplishment:

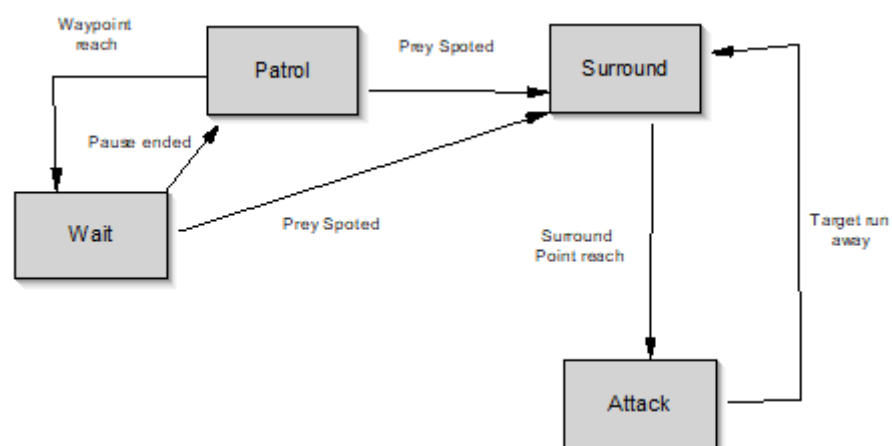
every time a mission is accomplished another chapter will be unlocked.

## 8. AI and attitude:

### wolves:

Attitude: All the members of the scouts work together. in order to detect their enemy the wolves surround the victim to attack and kill him .

AI :



## Conclusion

During this chapter the player becomes familiar with the (mechanics) of the game such as simple movements, climbing and fighting.



## Chapter 2: Don't trust anyone

### 1-Story

On his way to Belkis castle, Asaad walks through Nasibeen market, the biggest market in Saba, and tries to collect some information before facing Hira the sorcerer, afterwards, he starts talking to some sellers and falls victim of deception by the sorcerer's spy to end up facing some soldiers.

### 2-Environnement

a market called "Nassibeen Market", where "Assad" will collect some information related to Hira, the sorcerer ,from some sellers on his road to Balkis Castle to face him.



### 3-characters

- **Assad:**
- **Sellers:** give Hira information to Assad after going to the castle
- **Fish seller:** fat man, at the age of 50, works in Nassibeen Market.
- **Vegetables seller:** slim man, at the age of 60, works in Nassibeen Market.
- **The spy:** monk ,at the age of 50, seller in Nasibeen market and a spy to the sorcerer.
- **Soldiers:** strong men, between the age of 25 and 35, trying to kill Assad to stop his path to the Belkis castle.



#### 4-Camera:

- **Main camera:** The principal camera.
- **Dialogue Camera:** specified to set the view during the conversation of Assad with sellers.



#### 5-GamePlay Actions

- Control:
  - ❖ Enter: to show the next sentence in the dialogue.
  - ❖ Up, down, left, right: moving

#### 6- Generic Action

##### Principal Objectives:

- Take the road to the castle through the market of nassibeen.

- Follow the seller to the castle.
- Kill soldiers.

### **Secondary Objectives:**

-Collect information from sellers.

## **7- story accomplishment**

### **Game over:**

- a. assad could get killed by the wolves.
- b. exiting the game without finishing the mission, resuming it will take the player to the last checkpoint.

### **Mission accomplishment:**

every time a mission is accomplished another chapter will be unlocked.

## **8. AI and attitude:**

### **Sellers**

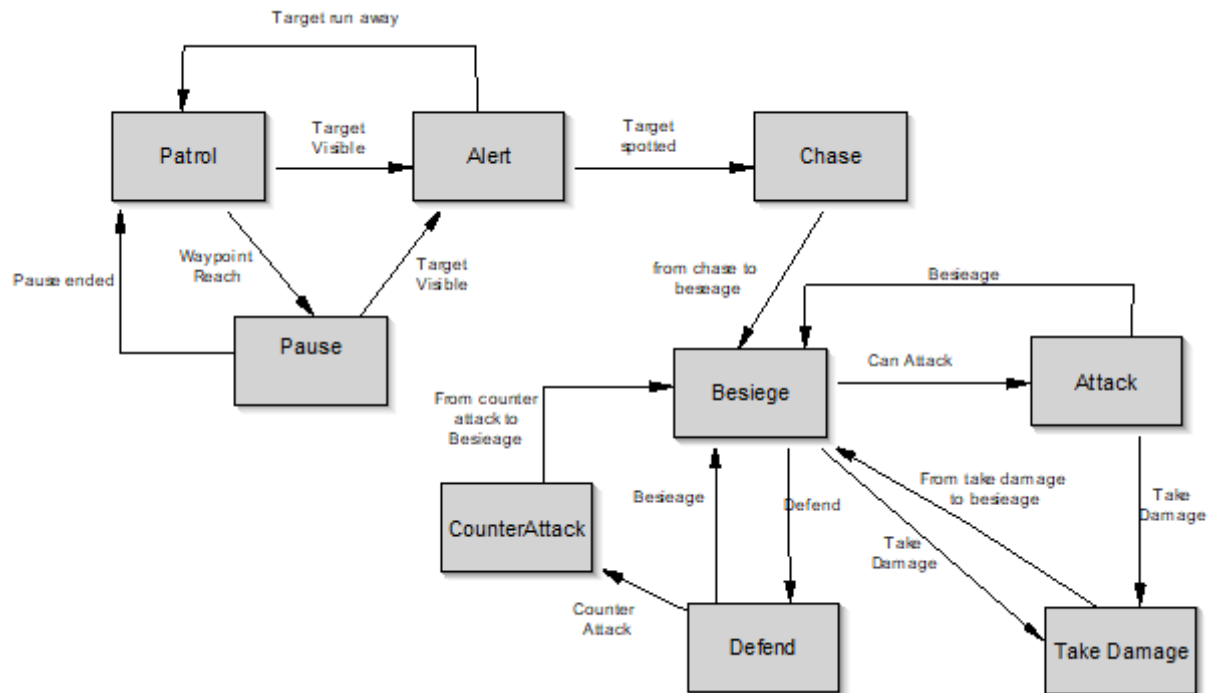
- ❖ attitude: when the player walks close to a seller, he starts a conversation with him.

### **Spy:**

- ❖ attitude: has the same attitude as the sellers, but after the end of the conversation, he starts going to the points of the path defined.

### **Soldiers**

- ❖ attitude: if one of the soldiers detects the player, the detection bar starts to get filled , once it's full he engages and attacks him, if another soldier detects the player he will attack him instantly.
- ❖ AI:



## Conclusion

During this chapter the player begins to know more about the story through the interactions and the dialogue system included in the game.

## Chapter 3: Inside the danger

### 1-Story

After his fight with soldiers, Assad reaches the bridge of Belkis castle, the edges of the castle are full of soldiers, so Assad will try to infiltrate the castle without their attention and reaches Hira's room where he agrees with him to meet in the Mahil island to talk about the son of Malkikarb.

### 2-Environnement

The famous castle in Saba, Belkis castle, which Assad will try to infiltrate to reach Hira's room and talk to him

### 3-characters:

**Assad:**

**Hira:** sorcerer at the age of 70, strong man despite his age, the wizard of the king "thou nawas", he is the most important person in the castle after the king.

**Soldiers:**

### 4-Camera

- **Main camera:**
- **Dialogue Camera:** specified to set the view in the conversation of assad with sellers.
- **Climb camera:**

### 5-GamePlay Actions

**Control:**

- ❖ Enter: to show the next sentence in the dialogue.
- ❖ Up, down, left, right: moving

### 6-Principal Objectives

- infiltrate the castle
- find the room of Hira and talk to him.

## **7- Story accomplishment**

- **Game over:**
  - ❖ Get the attention of soldiers
  - ❖ Exiting the game without finishing the mission, resuming will take the player to the last checkpoint.
- **mission accomplishment:**
  - ❖ every time a mission is accomplished another chapter will be unlocked.

## **8. AI and attitude**

### **Hira:**

- Attitude: when the player walks close to Hira, he starts a conversation with him.

### **Soldiers:**

- Attitude: attack in group, when one of soldiers detect the player, he alerts the group to chase and attack him.
- AI :

## **Conclusion**

Through this chapter the player uses all of his abilities and mechanics to achieve his goals and accomplish the mission.



# Chapter 4: The Face Off

## 1-Story

At night, Assad meets Hira in the “Mahil island», to talk about “Malkikarb son” and starts a nervous conversation which escalates to a big fight. The island becomes a battlefield of massive fights revealing the true face of Hira the sorcerer.

## 2-Environnement

“Mahil Island», the place used by Hira to practice his magical rituals and where Assad will defeat him.

## 3-characters

- **Assad:**
- **Hira the sorcerer:** the true Face of Hira is revealed, use magic and a handful of demons to try to kill Assad, he goes through 3 phases of raging.



- **Ghosts:** creatures cloned on Hira which tries to kill Assad.

## 4-Camera

- **Main camera :** ...
- **Dialogue Camera :**
- **Cinematic camera:** specified to set the view on Assad and Hira during their fight.



## 5-GamePlay Actions:

### Control:

- ❖ Enter: to show the next sentence in the dialogue.
- ❖ Up, down, left, right: moving

## 6-Principal Objectives:

- decrease the strength of Hira by classic hits.
- avoid ghosts and fireballs sent by Hira.
- kill Hira.

## 7- Story accomplishment:

- **Game over:**
  - ❖ if Assad dies.
  - ❖ Leaving the game without finishing the mission, resuming will take the player to the last checkpoint.
- **mission accomplishment:**  
every time a mission is accomplished another chapter will be unlocked.

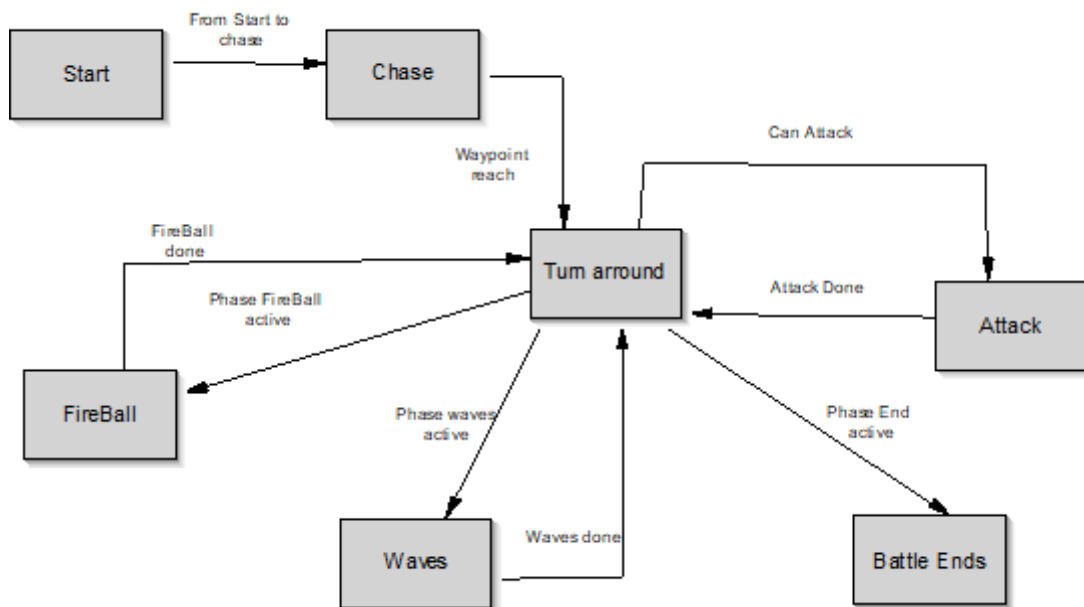
## 8. AI and attitude:

### Hira:

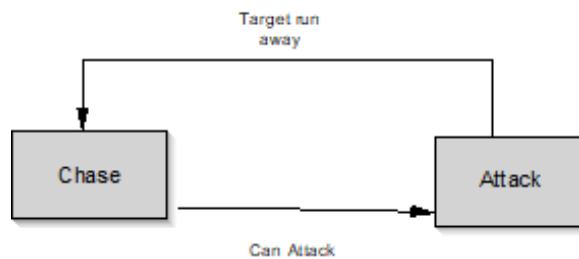
Attitude: goes through 3 phases:

- Physical attack (classic attack) until the decrease of his strength under 60%.
- Waves creation phase: creating creatures (ghosts) cloned on him aiming at killing Assad.
- Fire Ball phase: throw fire balls on Assad.

AI:



**Hira Ghost :**



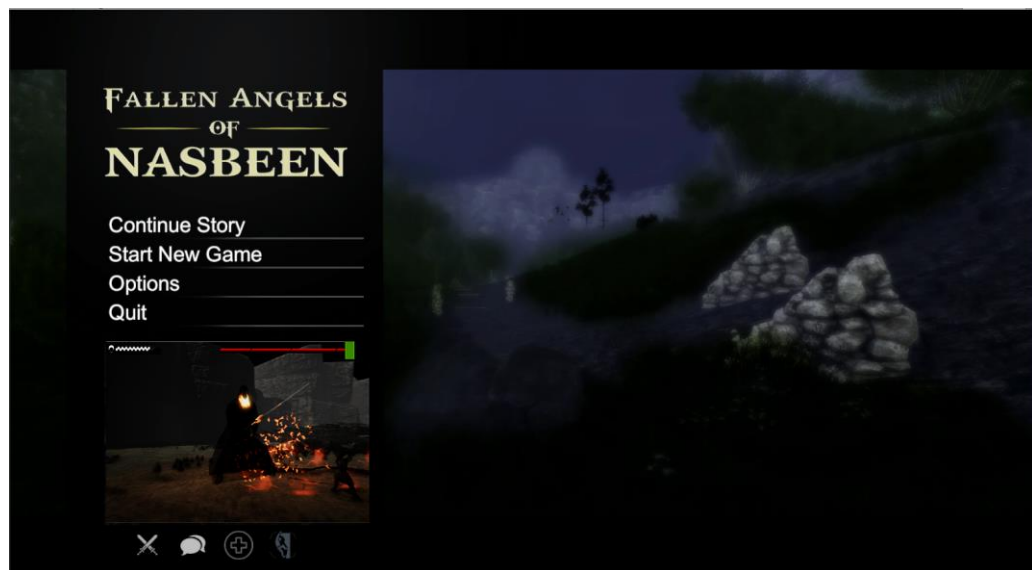
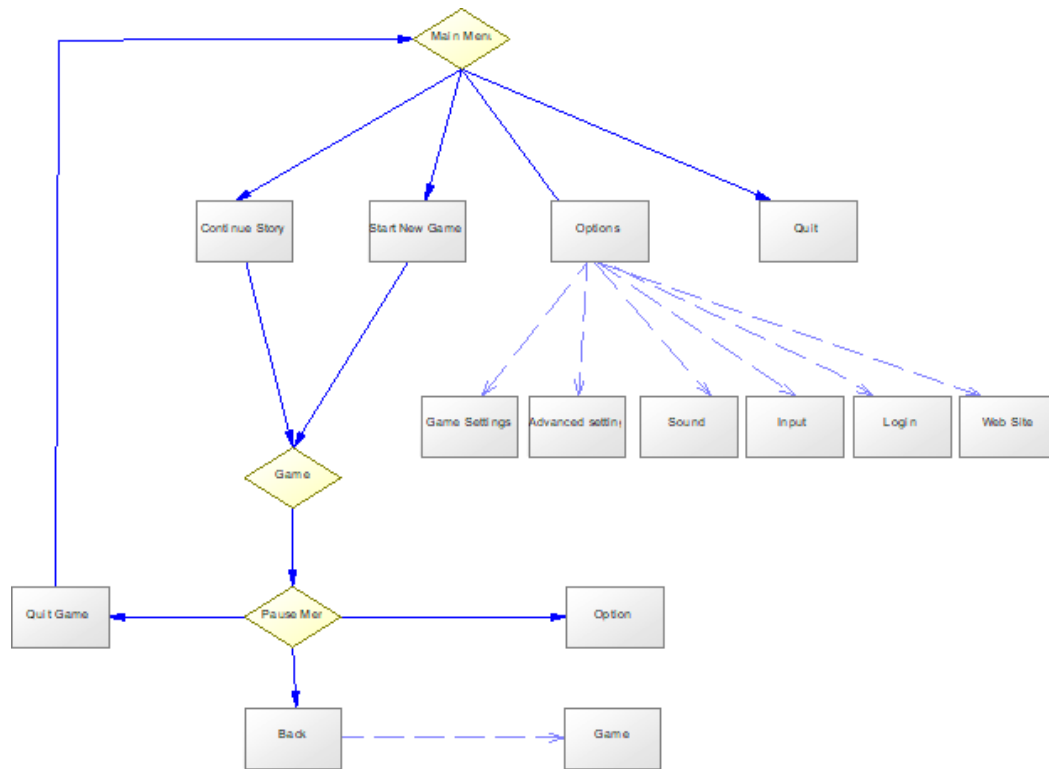
## Conclusion

Through this chapter the player's main objective is to survive the battle against the evil power of Hira .

## II.Game flow

### a. Menu

The screenshot below shows the different options that the player can visit through the main menu of the game.



**Main menu**

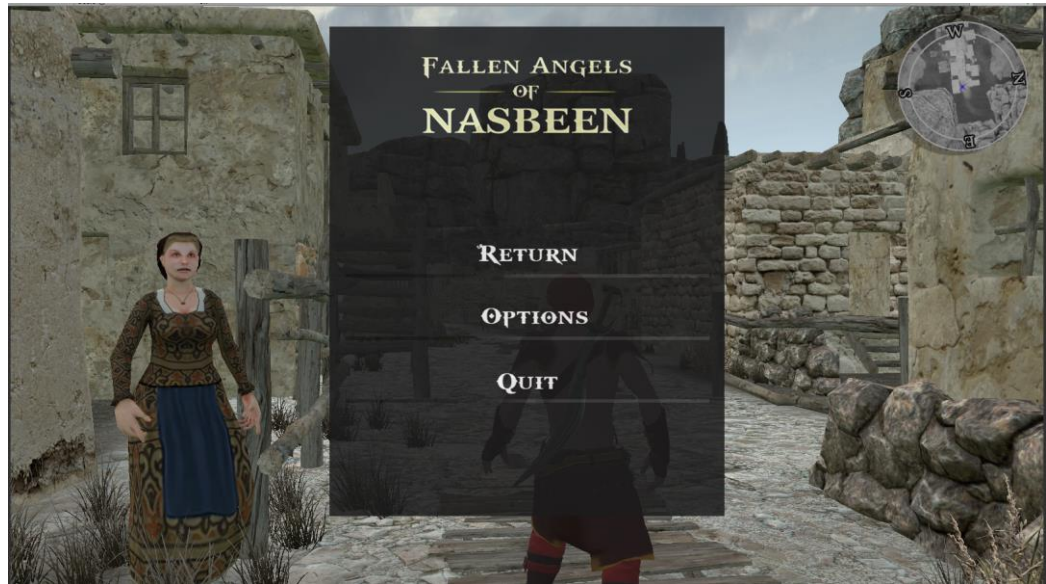
- Continue: Start the last mission saved.

- New Game: Create a new game.
- Options: Head to the Options menu.
- Quit: Leave the game.



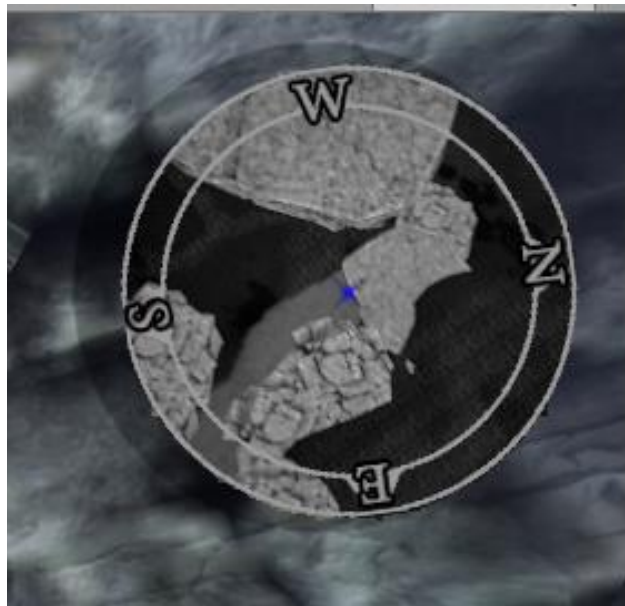
**Options menu**

- Game settings: allows enabling and disabling the different components of the interface.
- Advanced settings: allows configuring the screen display (resolution) and enabling and disabling the different visual feedback.
- Sound: allows configuring the different sound settings.
- Input: setting the input controls.
- Register: Allows creating a new account to access the web site.
- Web site: A link to the website.
- Credits: Displaying the names of the game creators.



**Pause menu**

## **b. HUD**



**Mini map**

- Mini map: Helps the player to visualize the surrounding environment.





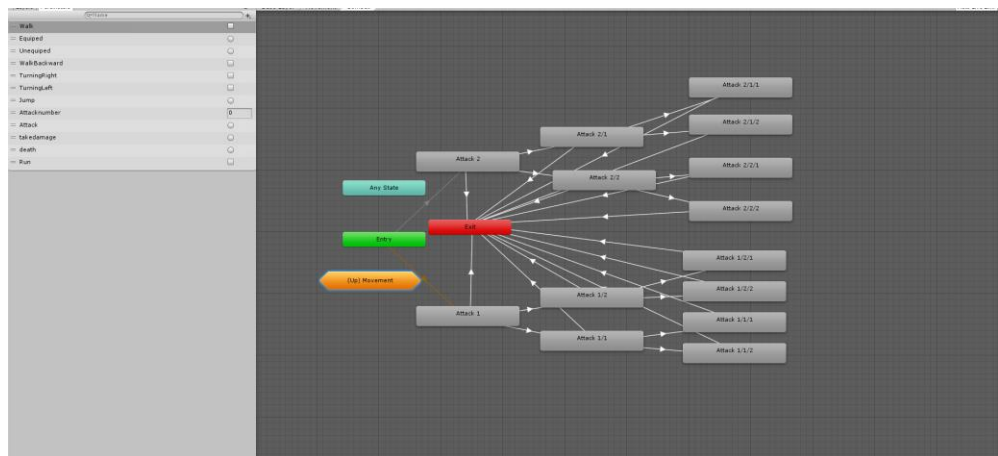
- **Player Health Bar:** Shows the level of health points of the player.



- **Boss Health bar:** Shows the level of health points of the boss.

### c. Technical document

- **Camera**
  - We have used the plugin ‘Cinemachine’ of unity assets which is an easy tool to install that allows us to add many functionalities to the camera .the cameras used in this project are Freelook Camera, Clearshot Camera and Target group camera.
- **Combat**
  - The combat system used in this project allows the player to launch different combinations through a predefined choice tree.



- **Dialogue System**
  - Activated when the player enters the NPC’s zone and interacts with it. A dialogue manager controls all the sentences, animations and vocals between the NPC and the player.
- **Pluggable AI**

- The Ai system is designed to be a plugin in the form of a database of different states and behavior that can combine any intelligent agent with several levels of intelligence.

#### **d. Wishlist**

- Website: since it's still under development the website of "Fallen Angels of Nasbeen" is currently just a link between the game and the story of each chapter. One of the next features of the website will be a platform that allows users to buy the game as well as the original book.
- We will continue the development of the remaining chapters (Characters, environments, Sounds,...)
- We will add new members to our team in order to enhance the quality of graphics and game mechanics