



# Demon Hunter

## *Tone*

Demon Hunter takes place in an earth like world, but will have no specifically known locations and instead will have a variety of environments and small towns. The game will have a colorful and vibrant look, and will give the appearance of an artistically sketched out world. The player should be given a feeling of immensity from the world, through both large landscapes that they can traverse, as well as large scale enemies that they must face. The player should almost feel like they are the sole opposition against the swarms of demons that are invading the world. This should provide the game with a more serious undertone that will give the task of eliminating the demon threat a greater feeling of importance.

## *Summary*

Demon Hunter is a multiplatform, third-person, hack and slash, adventure game that takes place in a stylistic world that is being overrun by demons. Play as a Demon Hunter travelling from town to town trying to root out the main source of the demon infestation. The player will be accompanied by two companions, a priest and a demonologist, on their journey that will help them to craft new items/weapons and unlock new powers that will assist them in their fights against powerful demons. Demon Hunter will have heavy RPG elements as well as skill based combat dependent on position and attack location.

# Core Gameplay

For a majority of the game the player will be exploring different locations that they can travel to from the town hub that will be an explorable environment. Within these locations the player can choose to hunt and fight or avoid the local demons. There will be different locations that have their own difficulty ratings which determine the level and type of demon that can be found. There will also be certain items that can only be found in specific locations that are dependent on the environment. The higher level the area is, the more valuable the items that can be found will be. The game will progress along with a narrative and will give specific level ranges for each town or area that the player is in, as well as different level ranges for each location within that area.

The combat of Demon Hunter will have a unique feel to it compared to usual hack and slash games. Several of the demons found in the world will have their own unique accessories or special body extrusions (such as wings, horns, tails, etc...) that will not only be used as their own individual attack moves, but can also be detached or dropped with properly placed hits. If the player makes the demon drop their specific accessory or extrusion in combat before they kill the demon, it will become a unique item that the player can pick up and take to the demonologist to use as a crafting material for new equipment.



A stone church with a tall spire in a misty, mountainous landscape. The church has a thatched roof and a small figure standing in the doorway. The background shows rolling hills and mountains under a cloudy sky.

## *Core Gameplay Continued*

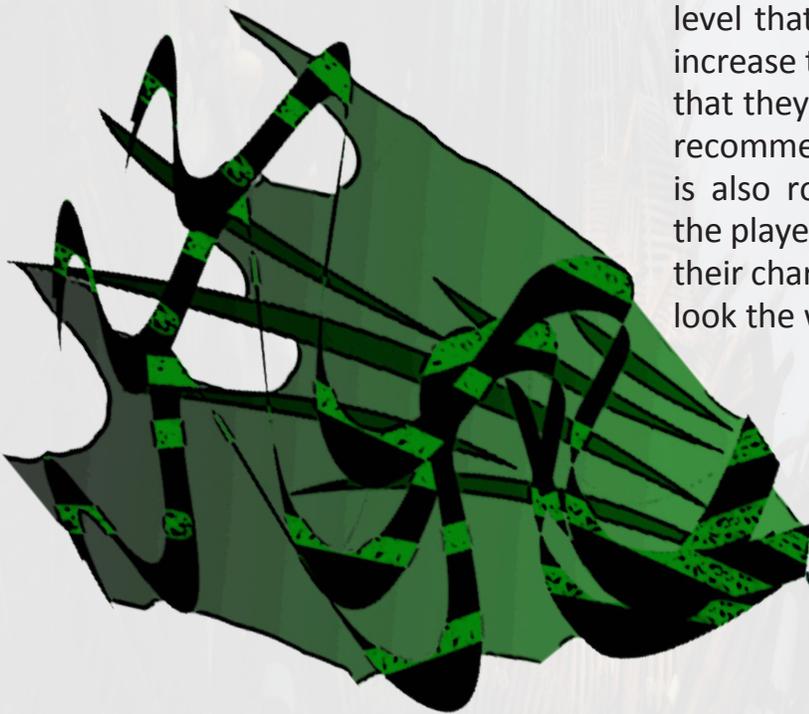
An example of this would be a demon with a very sharp, pointed tail that will try to thrust their tail at the player if they get near. If the player dodges the attack successfully by rolling or moving out of the way fast enough they will then be able to attack the tail while it is still sticking out and will eventually cut it off of the demon. The player can then run over to where the tail fell and pick it up and then continue to fight the already injured demon, or flee with what they came for. The demons will be intentionally difficult to kill, especially the ones who drop rarer items, and will give the player a desire to want to upgrade their weapons and gear to make the fights easier.

## *Towns*

Throughout the player's journey, they will travel from town to town found within their own different biomes and environments. For the most part they will be primitive in nature with simpler buildings and small community based populations. There will be a larger city found later in the game with a more advanced feel that will have its own government structure with a mayor, as well as a fake town along the way that will actually be demons in disguise to trick passersby. The player will be able to explore these towns which will have random stores and NPCs that will provide you with information or even ask for specific requests, other than just ridding their home of demons. The town is also where the player will find the demonologist and priest set up in their own areas.

## *Demonologist Detailed*

The demonologist is essentially the hub for the crafting system in the game. This is where the player can take different items found in the environment or dropped from demons and use them as materials to make new items. These include melee and ranged weapons, footwear, leggings, upper body armor, and headgear. The player does not have an individual character level that they level up, and must instead increase their level through the equipment that they are using. Higher level areas will recommend using higher level gear. There is also room for aesthetic additions that the player can create for pure stylization of their character so that they can make them look the way that they want.



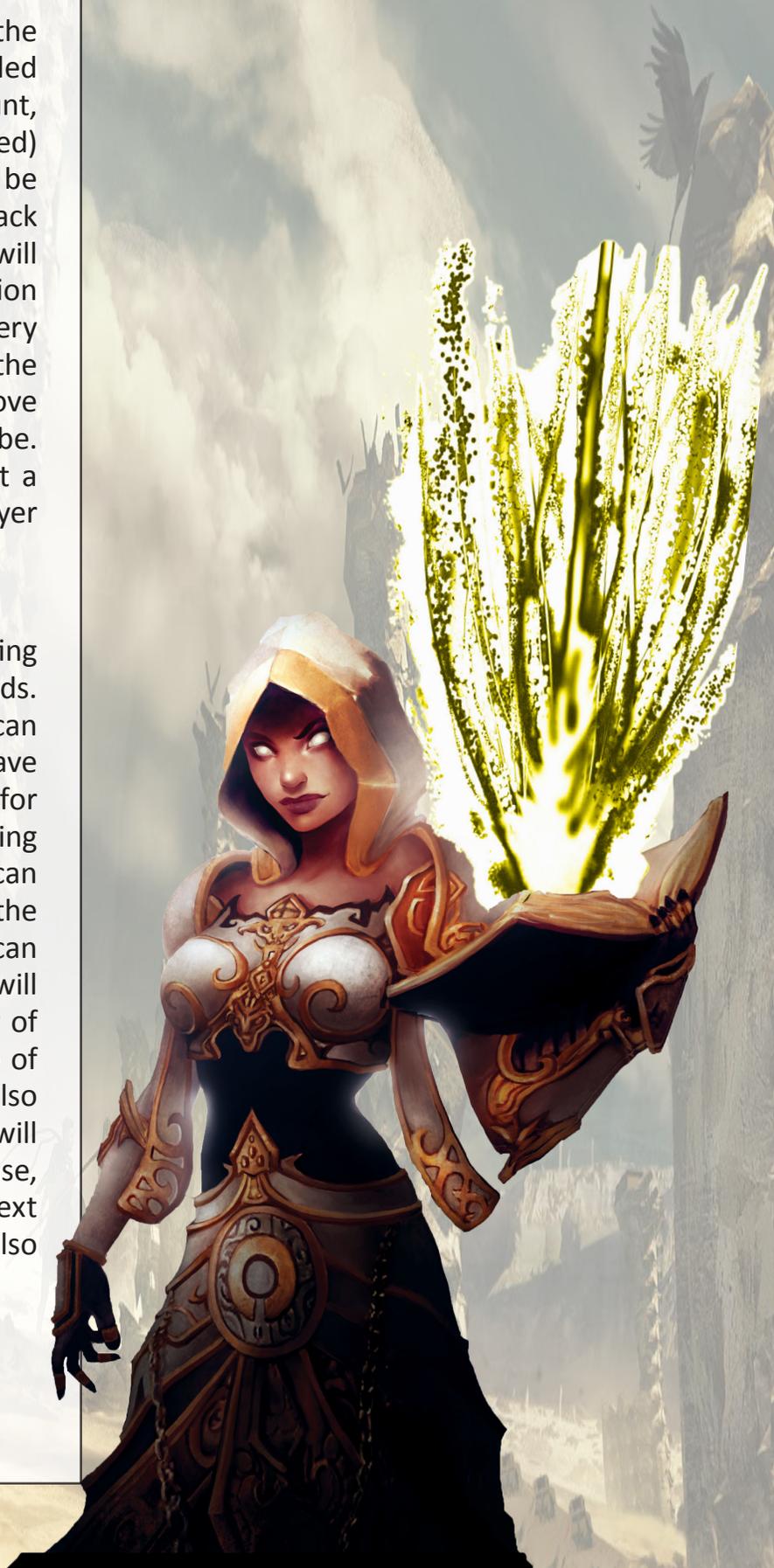
The craft-able items will be based in sets that will be increasingly more powerful depending on the rarity of the materials used, and the levels of the demons that drop said items. When the player arrives in a new area, the lowest level set will always be the easiest to make, and will require materials from the demons in the lower level sections. There will still be certain demons that are more difficult to fight or show up less often for each area. These demons will be the source of the rarer items that will be required for the weapons or style pieces.



# *Priest Detailed*

When the player decides to go out of the town and into the environment, it is called a Hunt. If the player dies during a Hunt, any progress (items picked up or gathered) that was made in that specific Hunt will be taken away and they will be returned back to town. Not only that, but the player will be given a certain amount of corruption that can be stacked more and more every time the player is defeated. The higher the corruption the slower the player will move and weaker their attack damage will be. Eventually the corruption would cap at a certain percentage and render the player almost useless in combat.

Luckily the priest is ready and waiting for all of your corruption removal needs. Whenever the player is defeated, they can run over to the priest in town and have the corruption removed in exchange for certain items that can be found during Hunts. There are also other items that can be found or purchased in town that the priest can imbue with holy power that can be used against demons. The player will also start the game with a set number of these items already for leeway. On top of removing corruption, the priest can also provide holy buffs to the player that will give them stronger attack, more defense, or faster movement speed for the next Hunt. These can all be stacked, but also require certain items to be received.



# Combat Specifics



The Demon Hunter is equipped with an arsenal of melee weapons, ranged weapons, and various items that can stun or even lure and trap demons. When the player goes out into a Hunt they have to choose which weapons and items to have on them when they go. The player will be limited to one type of ranged weapon and one type of melee weapon, and will make them choose between different play styles. The list of ranged weapons includes a "Cross Bow", dual-wielding pistols, a shotgun, and a slingshot like bomb shot. The list of melee weapons include a giant blade, dual-wielding short blades, a spear, and power glove fist weapons.

When the player has their ranged weapon out, they can naturally attack from a longer range, but they also move in a strafing movement with a very slow speed and will turn slowly as well. In the cases of the cross bow and pistols the player can lock on to a specific part of the demon which would help when trying to get a drop item from a demon. Otherwise, every ranged weapon will give the player a reticle that the player centers on and will fire where the reticle is at, doing more overall damage with the shotgun and bomb shot.

## *Combat Continued...*

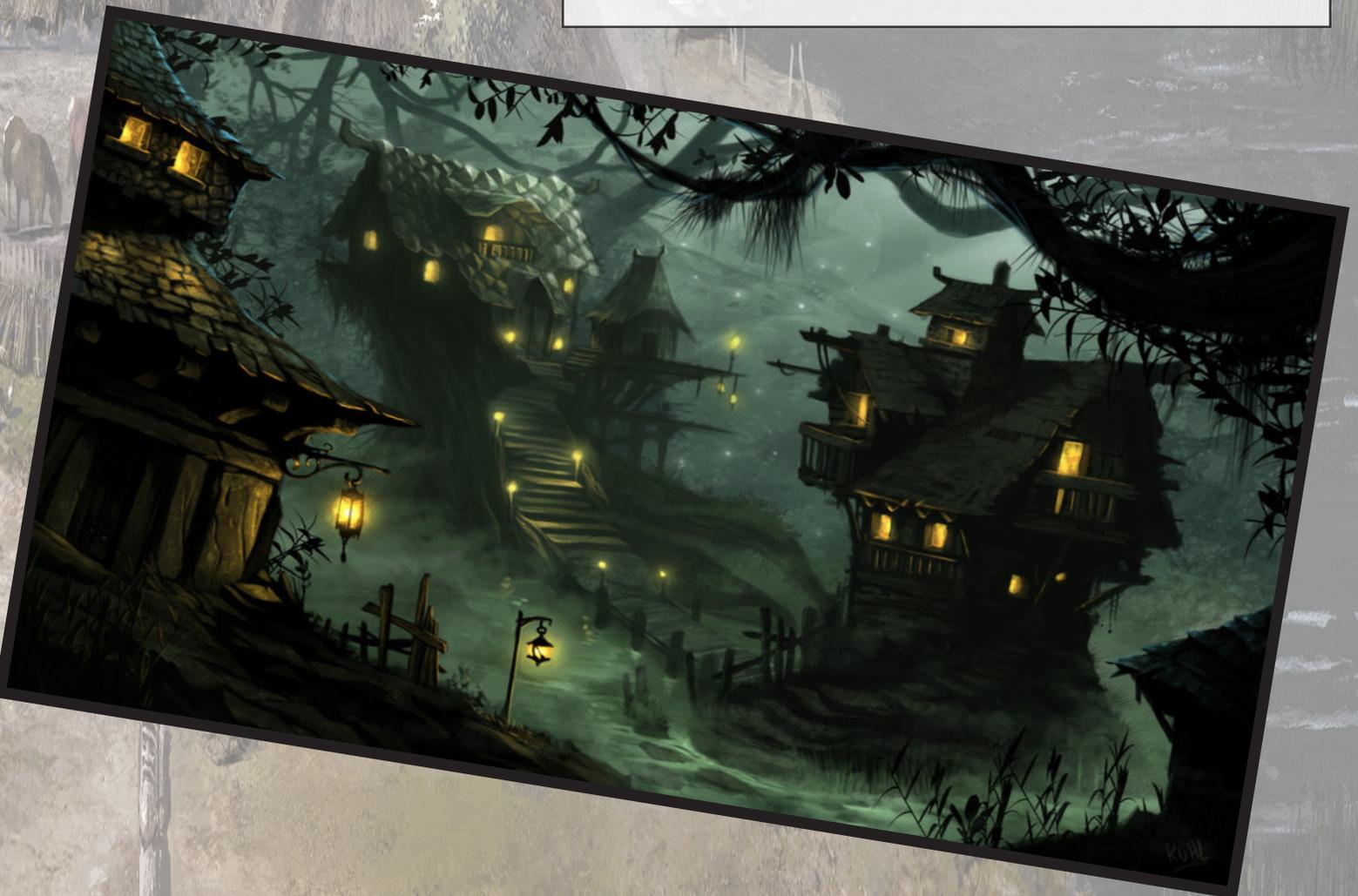
When the player has their melee weapon out they have a much freer range of movement and can make quick turns. Whether the player is using ranged or melee they can still perform a dodge roll to avoid attacks, but the dodge roll will interrupt a reload if using ranged. Depending on which melee weapon the player equips, they will have a different style of gameplay. The large blade is slow and will take longer to swing, so it does more damage than the others but leaves the player more vulnerable at times. The spear and short blades are reasonably quicker, but the spear gives the player a little more distance from the enemy, while the short blades allow faster attacks and combos. The fist-weapons are for gutsy players who like to get close and personal and do a lot of quick damage, but will make dodging that much harder. The melee weapons can sometimes be used to block attacks, but the fist-weapons lack in that department.

## *Customize Character*

The player is able to choose the gender of their character as well as set builds and facial features. When receiving new pieces of armor and weapons from the demonologist, you will be able to choose from several different styles and colors of that particular item. This, along with the special style items that the player can make allow for every player to create a somewhat meaningful character look that is unique to them.

## *The World*

The world as a whole will feel large and open. When a player arrives at a new location it will have a darker, corrupted look to it that will notify the player that the area is overrun by demons. The skies will be covered and make the world seem darker. The wildlife might seem disturbed or even hostile. Some areas might be so corrupted that there is no life around anymore at all. When the player gets through all of the areas from within each town, they will be given a final Hunt where they must face a boss level demon. After the player has beaten this boss demon, the area will lose its corruption and will become noticeably more peaceful and brighter. This will give the player a sense of impact on the world as they go through the game.



# *Target Player*

The target player of Demon Hunter is a younger audience of 13-24 and can consist of male and female due to the artistic look of the game, but will probably entice more male players because of the combat. The psychographic of the game would include someone who still likes to watch cartoons or anime, and enjoys otherworldly themes. They would probably enjoy movies such as Ghostbusters or more accurately Constantine. They should enjoy twitch gameplay and having to spend a little time getting used to controls or learning fighting patterns of multiple enemies. This is the kind of game that needs a lot of time overall to become good at, but can be played in small sections at a time with the Hunt system.

