Let there be LIGHT

Let there be

Light

Group Nine

FORM SOFTWARE

LI SHEN 李绅, *University of Nottingham Ningbo China*

LIU YUXUAN 刘宇轩, *Jilin University*

JIANG ZIYAN 江子岩, *University of Nottingham Ningbo China*

XI NUWA 席奴瓦, *Harbin Institute of Technology*

ZOU LIHENG 邹立恒, *University of Electronic Science and Technology of China*

Let there be LIGHT

- <u>Shooter</u>
- <u>Roguelike</u>
- <u>Survival</u>

- *Survive the onslaught of hordes of enemies and shoot them back!*

- *Strive for a victory in each attempt using different weapons enforced by different skills!*

Core Game Points

- *You control one main character during each game attempt.*

- *Your goal is to survive the enemies' attack on flat 2D maps as long as possible.*

- *Enemies' formation is unique in each attempt.*

- *If an enemy hits you, you will lose hit points. The game will be over if you lose all of them.*

- *You can use weapons to shoot at and kill enemies.*

- *You can get random in-game upgrades by killing enemies or exploring the map.*

- *Survive the attack to claim a victory.*

Experiences

- *A pressure-relieving game experience for everyone.*

- *The longer you survive, the harder the game will be, simulating excitement.*

- *There will be variable, multiple possible options to beat the game between attempts.*

- *Matches of different weapons and skills will grant stylish different experiences.*

- *There will be elite enemies posing intensive threats and senses of achievements when beated.*

- *There will be multiple achievements, scenes and maps to explore.*

- *There will be stories of characters and endings waiting for you to discover.*

Game Background

- *One day, GOD said, "Brave young man, would you help us purge the seven demons in hell?"*

- *The pure and brave young man believed in HIM, and so he goes.*

- *He encountered the seven demons, each one condemned with one sin that HE sentenced.*

- *The great adventure of the brave young man so begins …*

Character Setting

- *Derived from the seven sins*

- *Total of eight level, each with three corresponding enemies and one BOSS*

- *After defeating each boss, the player will collect one more character with different skills*

FORM SOFTWARE

Game Manual

- **WASD** to move the hero, **left click** on mouse to shoot, shooting direction corresponding to the mouse
  - *Tips: Keep Pressing left key on mouse to keep shooting!*
  - *Tips: Move your hero strategically to avoid attacks from the enemies!*
  - *Tips: RougeLike game has no saving point, so do your best to cherish your hero! (Especially as time goes by!)*
  - *Winning Condition: Survive 12 minutes! (NEW BOSS every 90s!)*
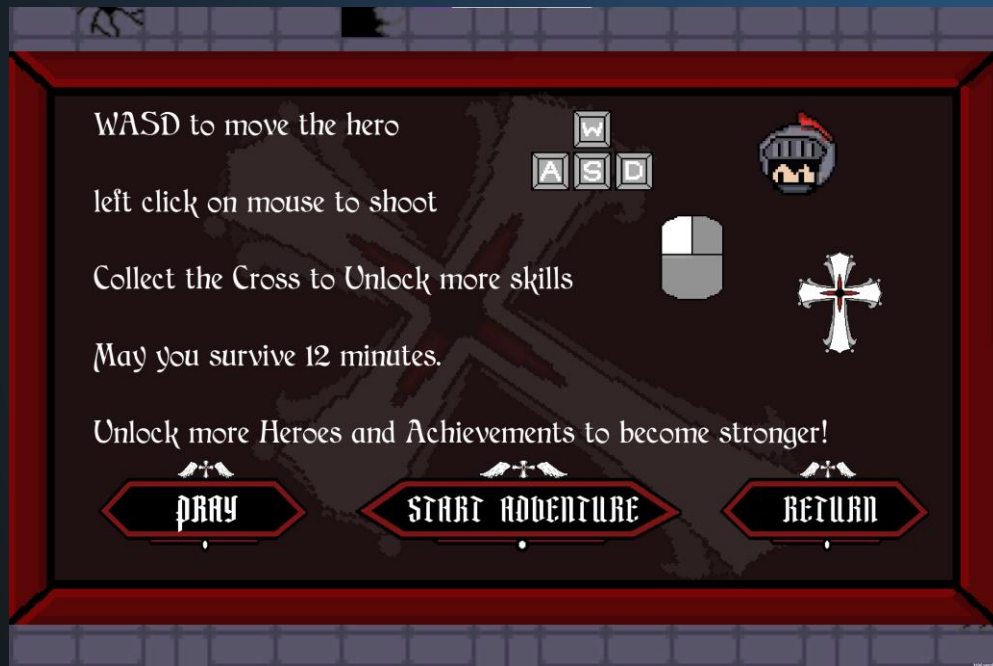
- *Game introduction: get tips from GOD by praying!*

Game Manual

- *Adventure System : See all the enemies you have encountered (24 minions + 7 BOSS in total!)*

- *Hero System: Unlock more heroes to restart your adventure by defeating the BOSS! (8 heroes for you to explore!)*

- *ALL Our Artwork (music included) are original! Hope you enjoy the design by our artists!* ☺
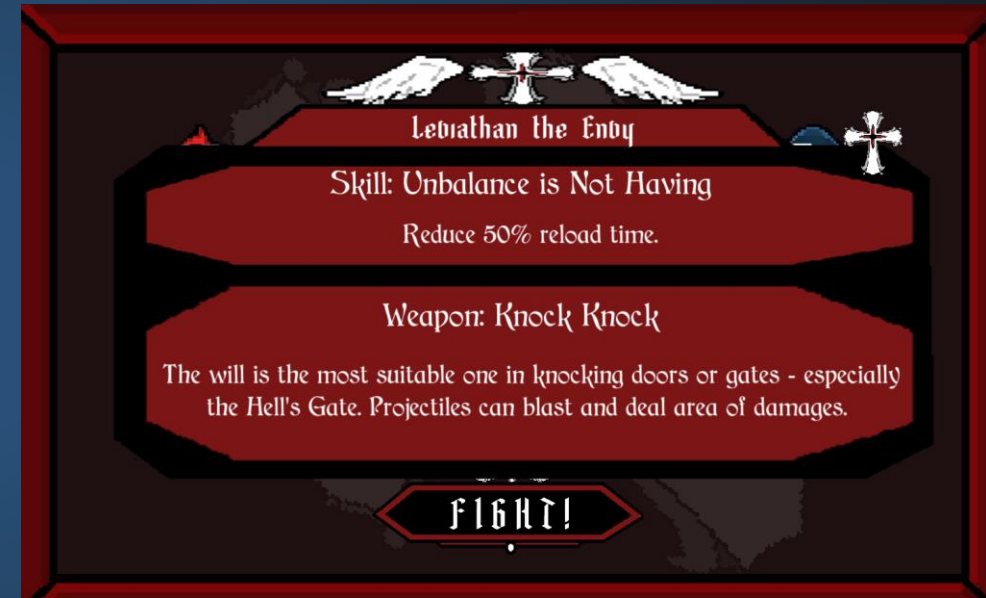
Game Manual

- *After defeating each enemy, collect the CROSS they drop to get more skills for your hero*

- *Skill Tree System : You can upgrade your existing skill to become stronger (58 skills for you to integrate!)*
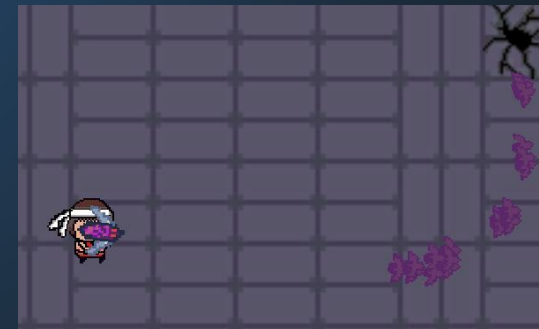
Enforced

Gain 50% damage - but decrease 20% fire rate.

Enforced

Projectiles inflict poison - dealing 15% of projectile damage each second for 3 seconds.

Enforced

Decrease 30% reload time - but decrease 5% fire rate.

- *Tips: Everytime your hero level's up, you can unlock/ upgrade one more skill!*

- *Tips: You have to first unlock the level 1 (previous level) skill to upgrade the same skill to level 2 (next level)*

- *Tips: You have to unlock all skills to level 1 (previous level) before you can upgrade any skills to level 2 (next level)*

Game Manual

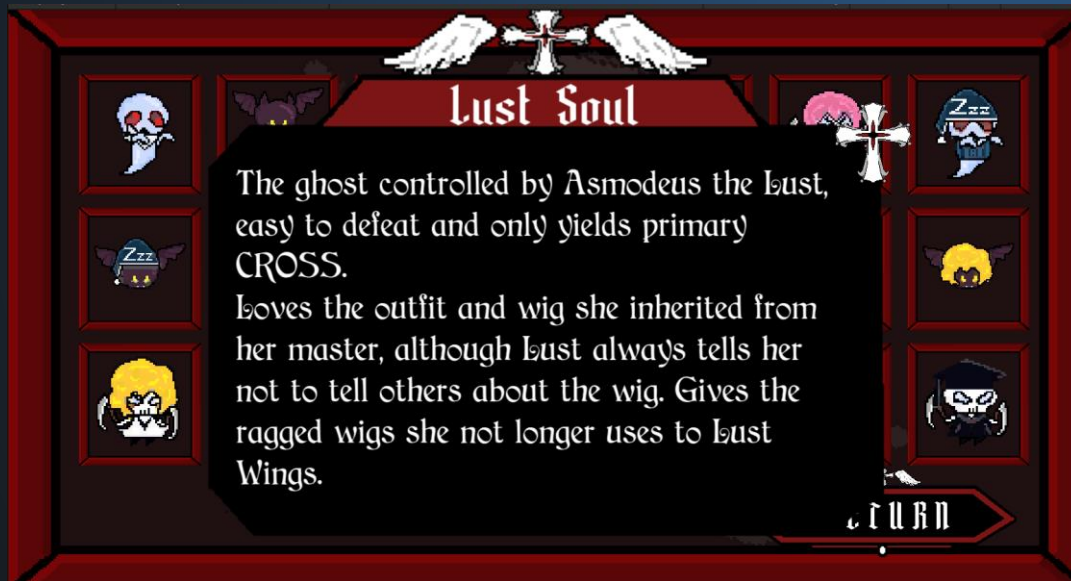- *Complete Achievement system: realize achievements to unlock permanent buff!*

Achievements

RETURN

Kill 50 enemy

Kill 100 enemy

Kill 200 enemy

Leviathan the Envy

Skill: Unbalance is Not Having

Reduce 50% reload time.

Weapon: Knock Knock

The will is the most suitable one in knocking doors or gates - especially the Hell's Gate. Projectiles can blast and deal area of damages.

FIGHT!

- *Weapon System: New weapons for each hero with different effects.*

Game Manual

- *Detail information and background stories for minions as well!*

- *Storyline System: Unlock the stories behind each demon(hero?) through the adventure!*

Lust Soul

The ghost controlled by Asmodeus the Lust, easy to defeat and only yields primary CROSS.
Loves the outfit and wig she inherited from her master, although Lust always tells her not to tell others about the wig. Gives the ragged wigs she not longer uses to Lust Wings.

RETURN

Gluttony
Food...... Yum Yum......More food......

SKIP

Game Manual

- *Stage change in RougeLike Game*

  - *4 stages: each has different scenes and background music!*

  - *As the stage progresses, the difficulty progresses as well!*
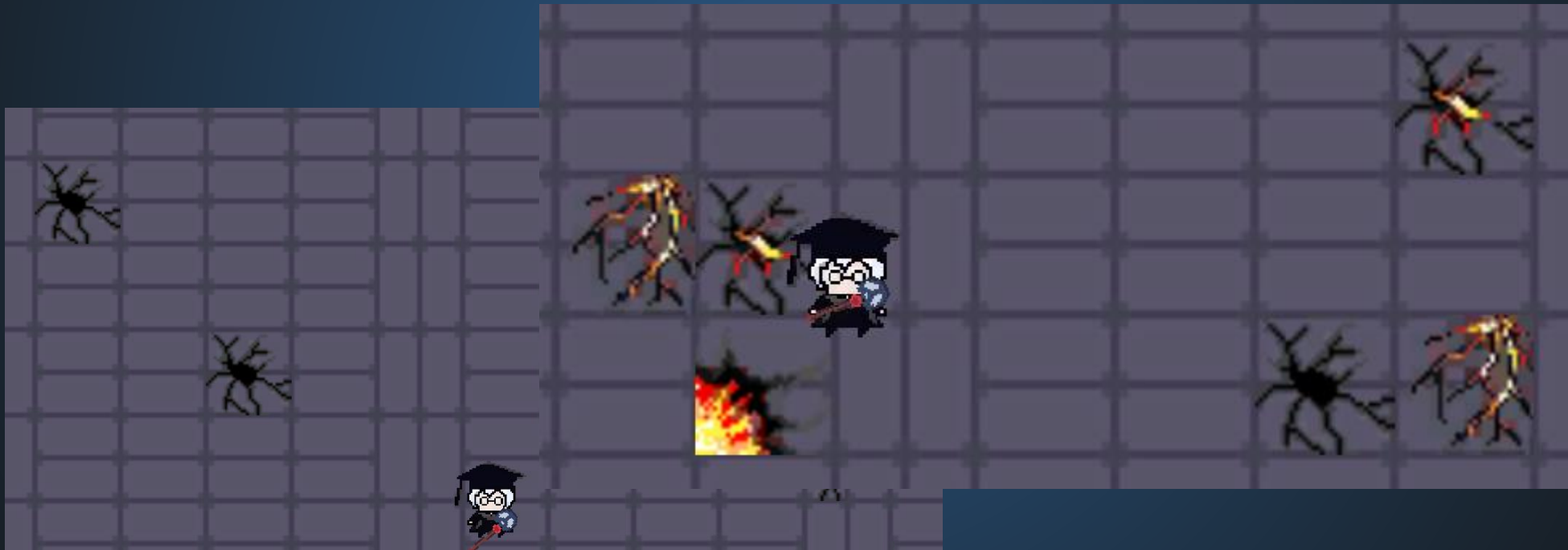
FORM SOFTWARE

FORM SOFTWARE

Thanks for Listening