

WITCHHUNTER



Characters



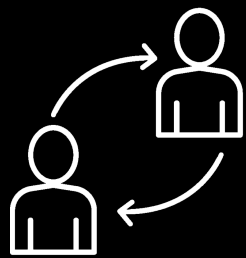
Emma



Eric



Cordelia



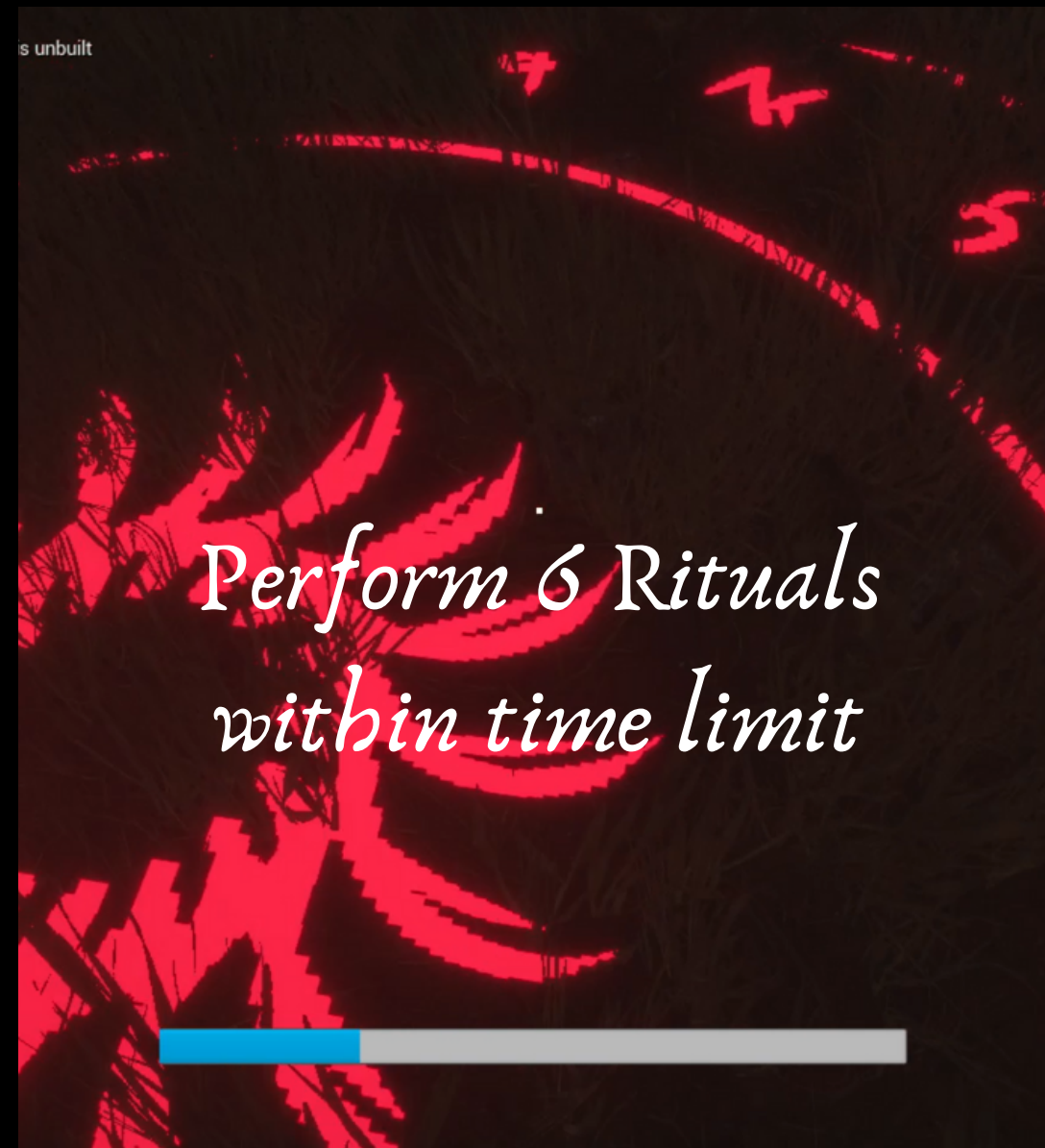
Lovely Innocent Deer

Hunter Team

Witch Side

Witch Hunter: A Multiplayer Horror Game

Gameplay(Hunter)



Gameplay(Hunter)

- Throw knife or set trap to catch deer
- Stun witch using throwing knife
- Inventory: Can equip, drop, pick items
- Can heal (+1 HP from 3 max HP) by performing ritual
- Can revive 1 time only



Witch Hunter: A Multiplayer Horror Game

Gameplay(Witch)



Disguise



Gameplay(Witch)

- **Short range attack** using poisonous gas (Breath of Death)
- **Long range attack** using Fire (Inferno Soul)
 - Need to charge
 - Longer cool down
- -1 HP damage
- Teleport instantly by **possessing a deer**
- Can see living deers
- Can see ritual points on game start
- Can hear praying sounds from ritual points
 - Hunter needs to perform for 30 seconds



Map



UI

WITCHHUNTER

PLAY GAME

OPTIONS

CREDIT

EXIT

LOBBY

CREATE ROOM

OR

IP ADDRESS

BACK

JOIN ROOM

UI



Kill deer by throwing knife



Stun Witch using Throwing Knife



Deer Possession



Resurrection



Ending Scene



Demo

Other Improvements

- Improve SFX, music both sounds and simulation
- Improve Animations
- Improve networking

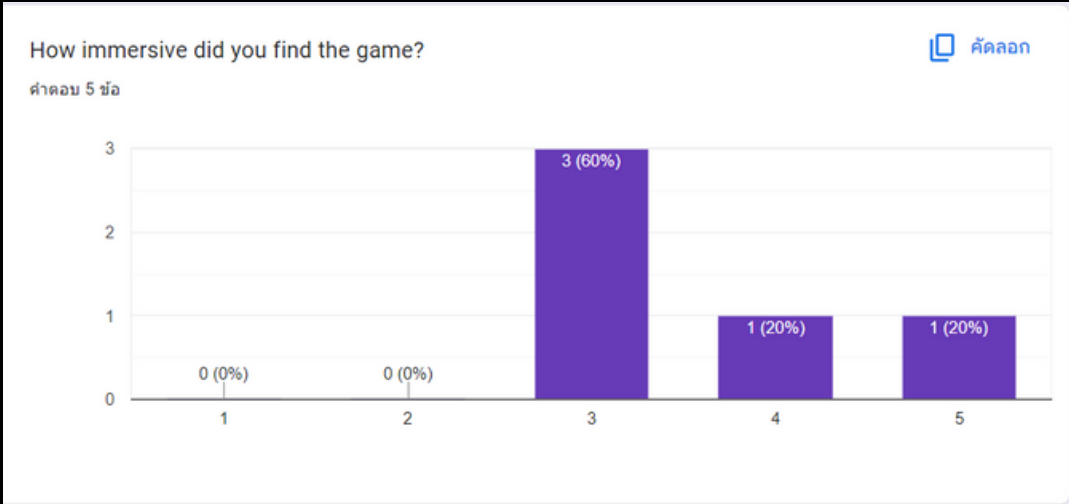
Witch Hunter: A Multiplayer Horror Game

Game Engine

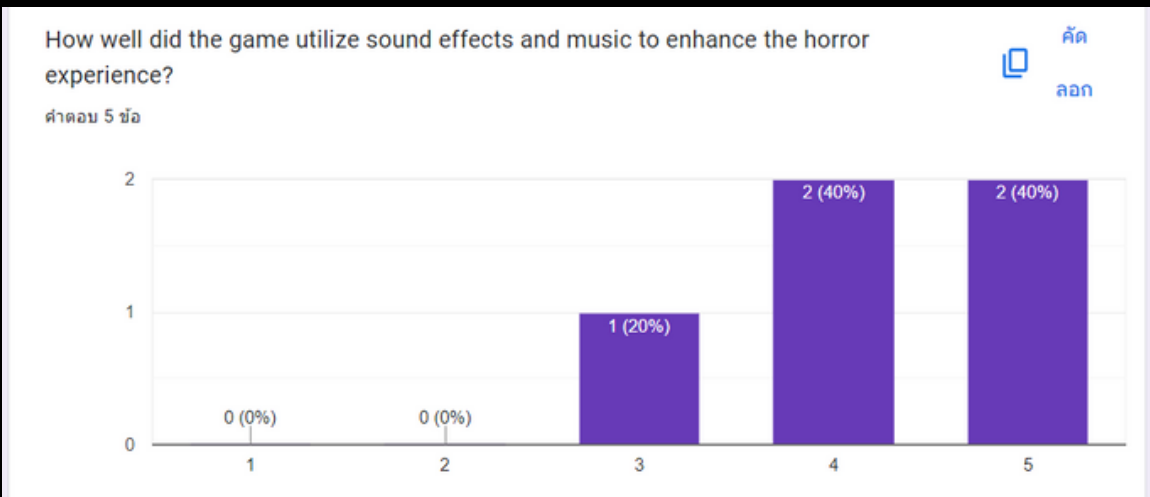
- Unreal Engine 5
- Version 5.1.0



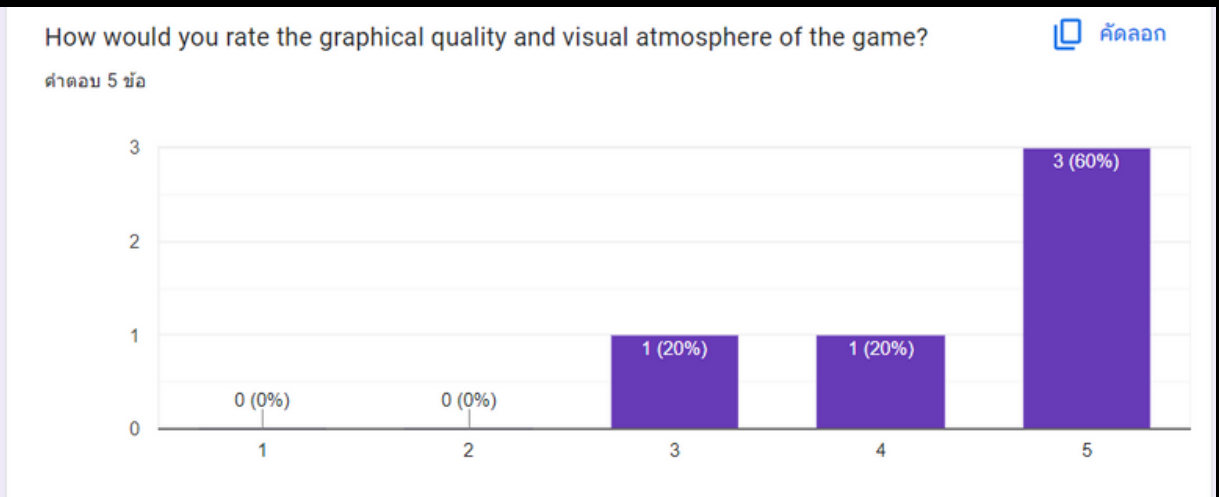
Testing



• Immersiveness

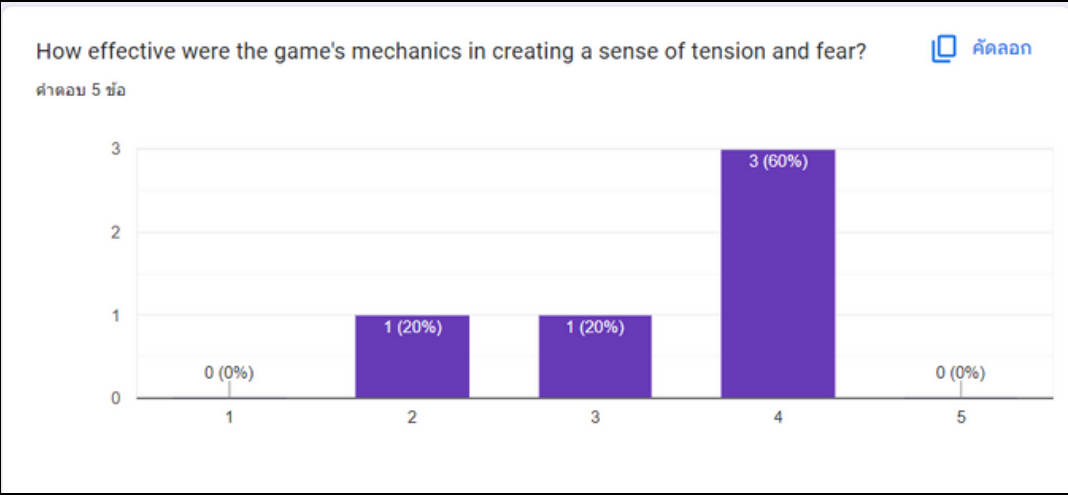


• SFX, music

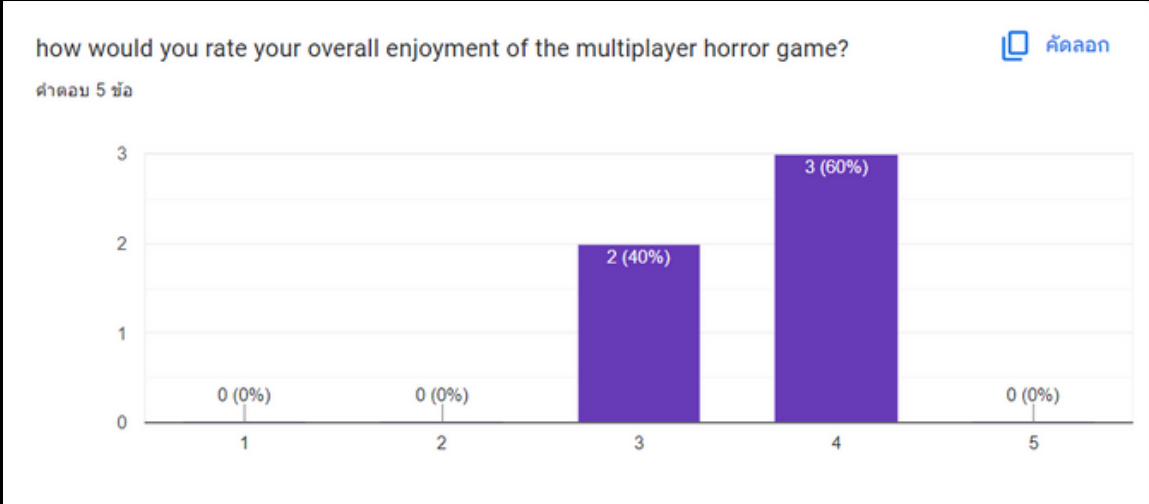


• Graphic, Visual

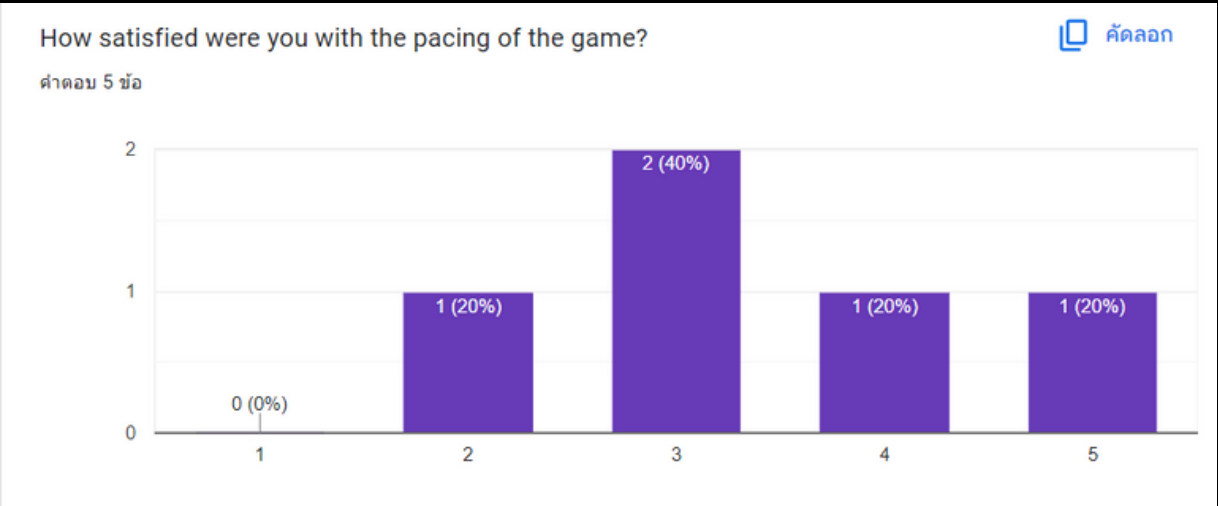
Testing



• Game Mechanic



• Enjoyment



• Pacing

Thank You

Q&A

