

WITCHHUNTER

A dark, atmospheric scene featuring a wooden structure with a prominent cross on top, possibly a church or a crucifix. The structure is surrounded by dense, dark foliage and trees, creating a somber and mysterious atmosphere. The lighting is low, with the cross and the structure's outline being the primary light sources, casting long shadows and highlighting the texture of the wood and the leaves.

Witch Hunter: A Multiplayer Horror Game

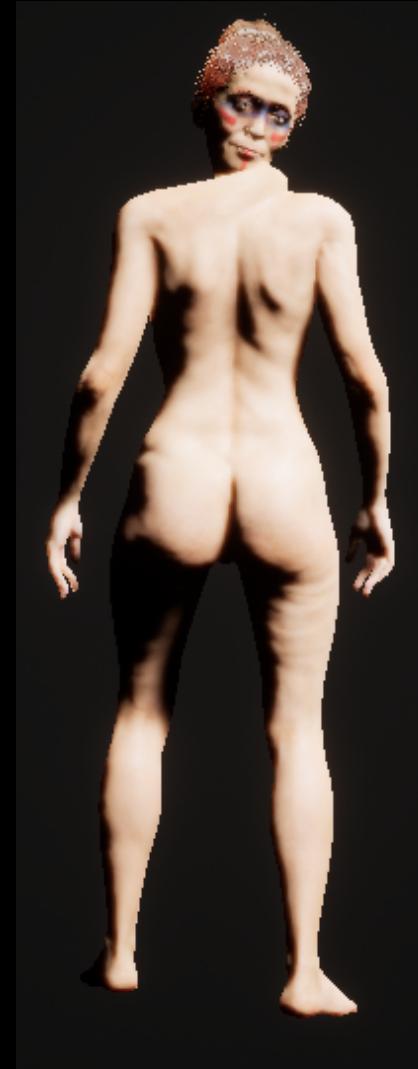
Characters



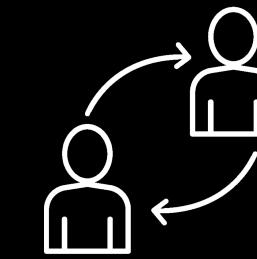
Emma



Eric



Cordelia

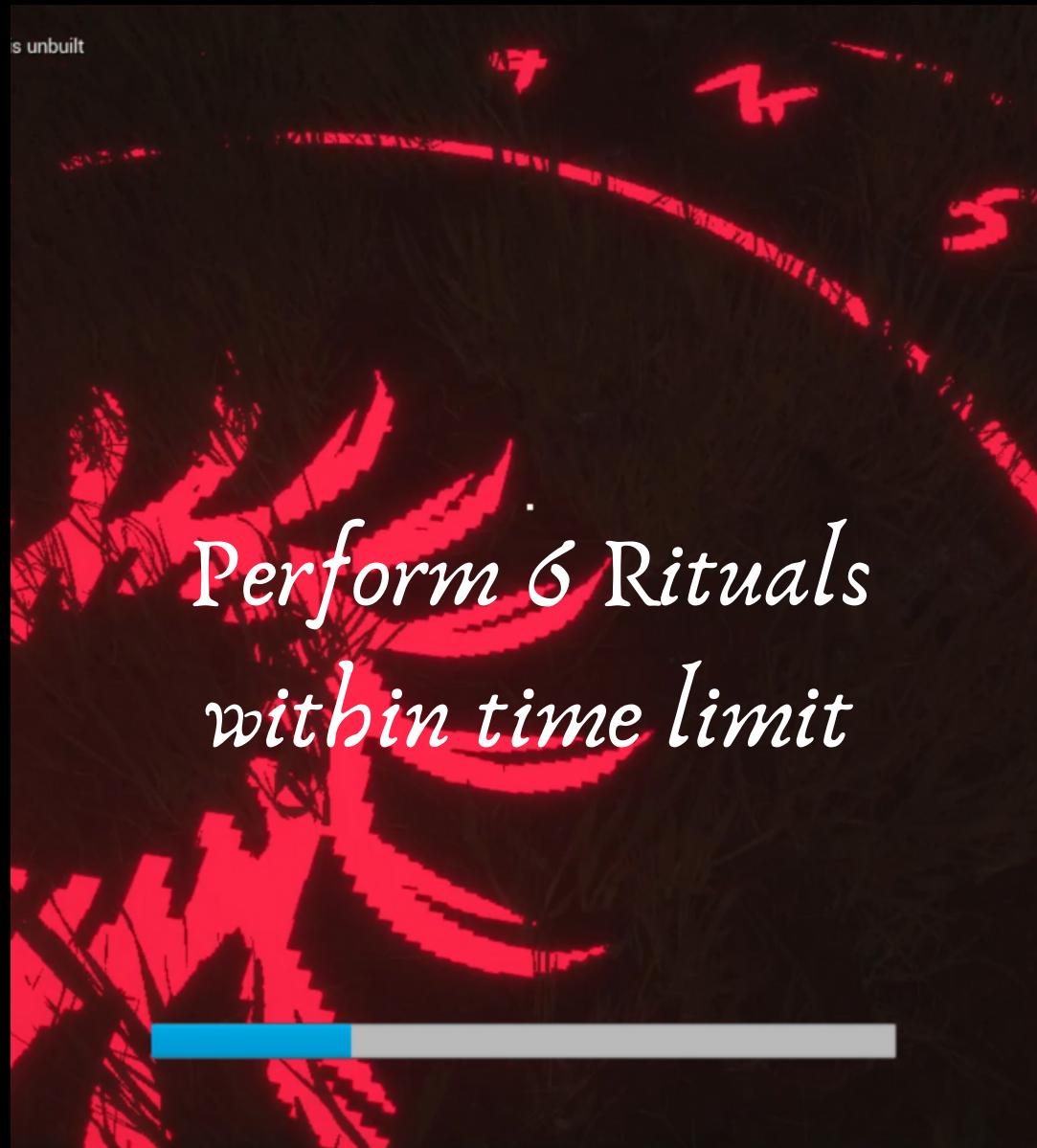


Lovely Innocent Deer

Hunter Team

Witch Side

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



UI



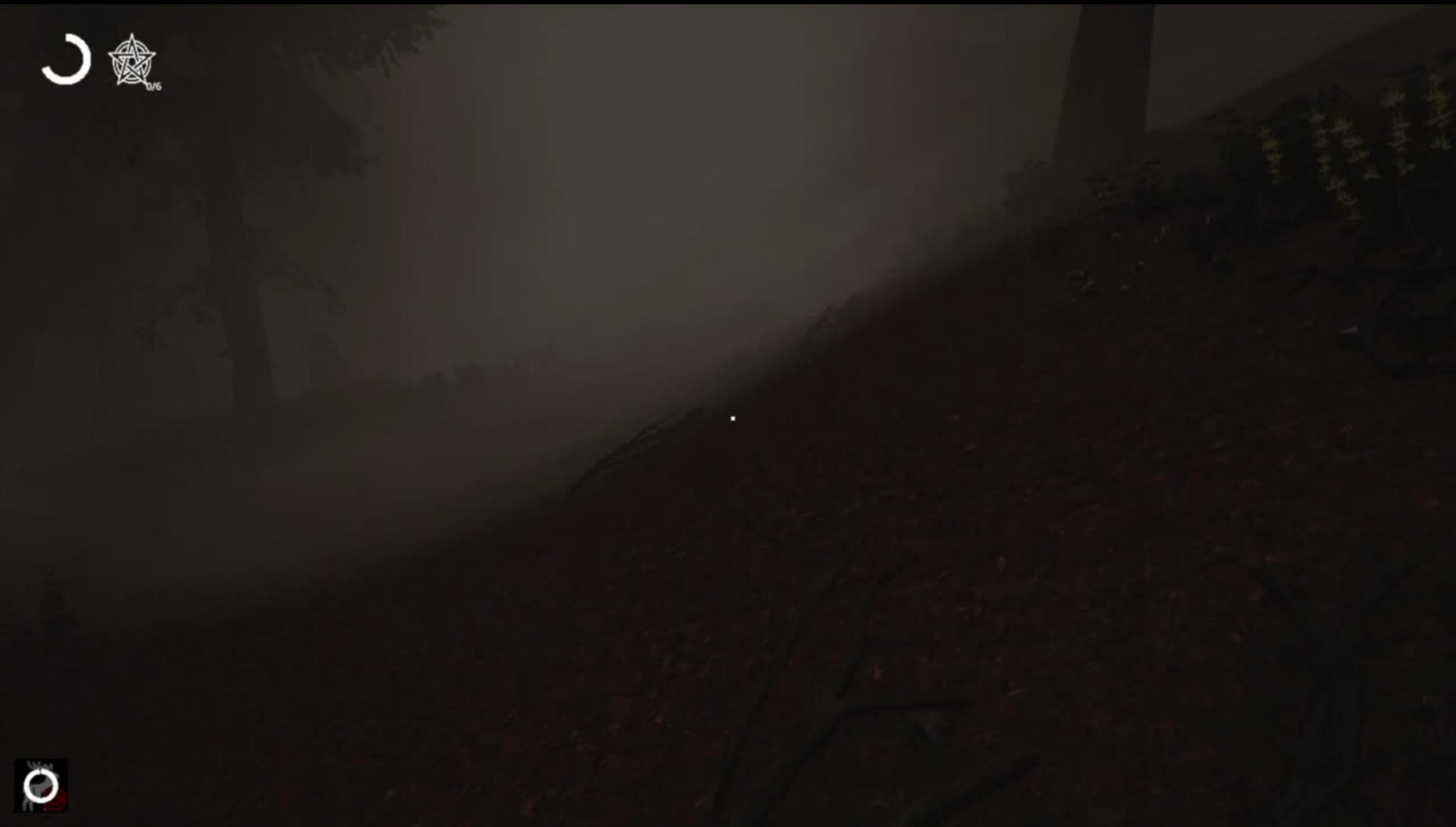
Kill deer by throwing knife



Stun Witch using Throwing Knife



Deer Possession



Resurrection



Ending Scene



5/5

Demo

Other Improvements

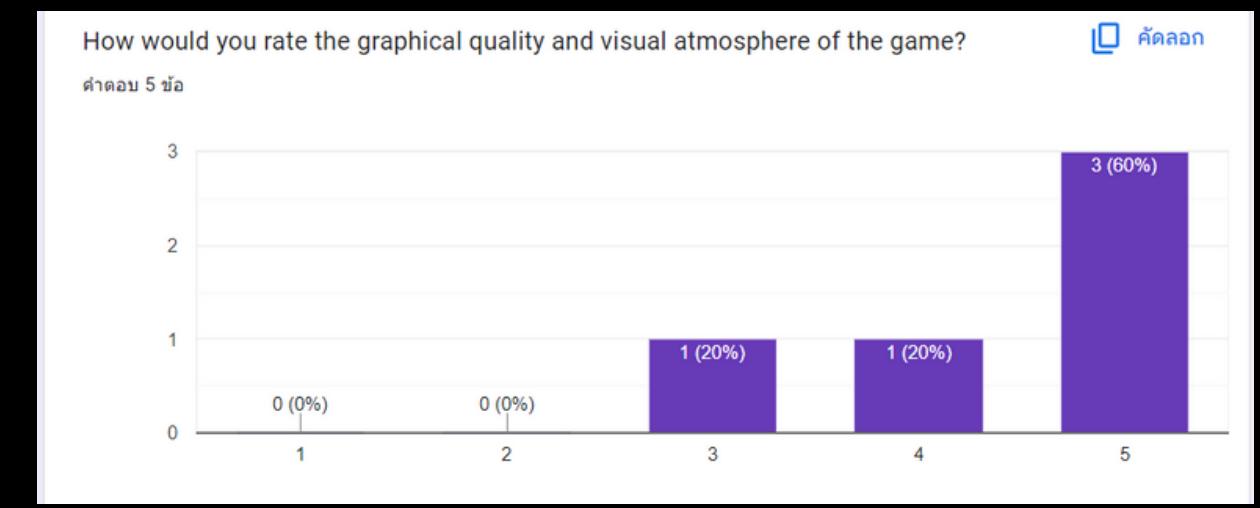
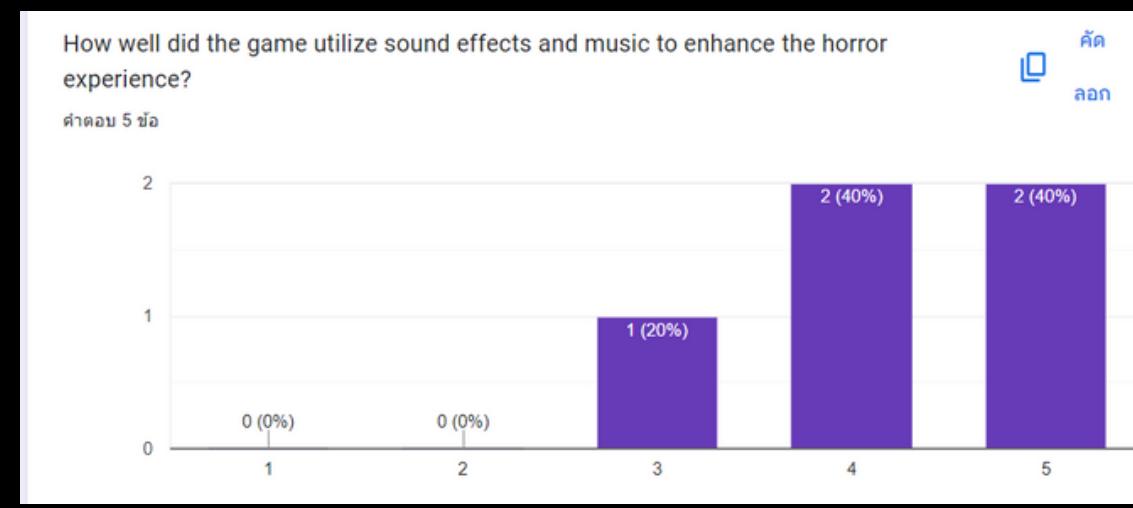
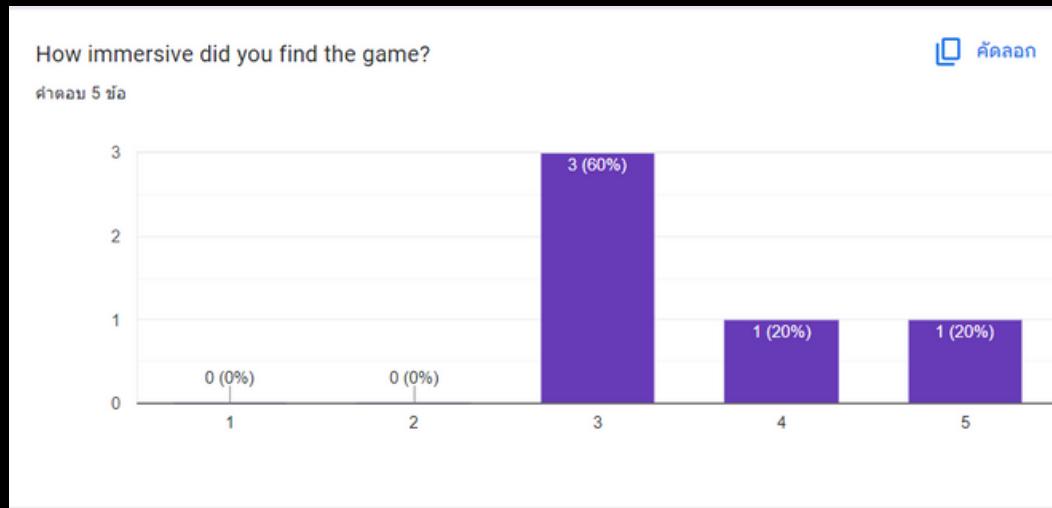
- Improve SFX, music both sounds and simulation
- Improve Animations
- Improve networking

Game Engine

- Unreal Engine 5
- Version 5.1.0



Testing

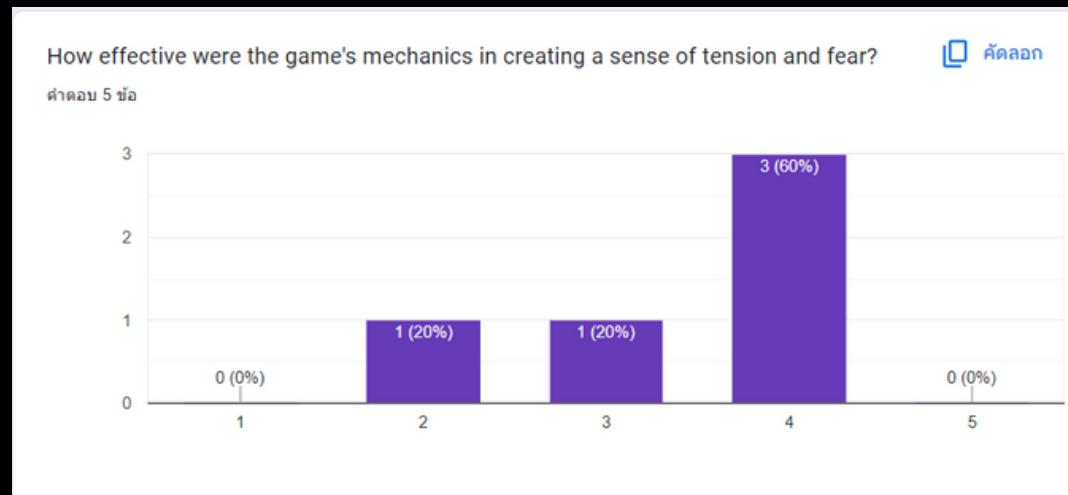


- Immersiveness

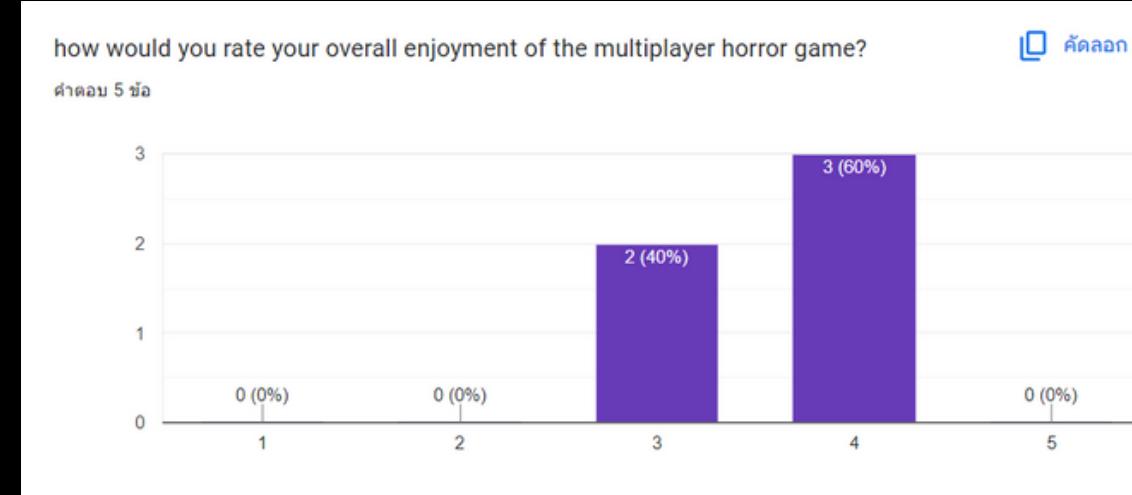
- SFX, music

- Graphic, Visual

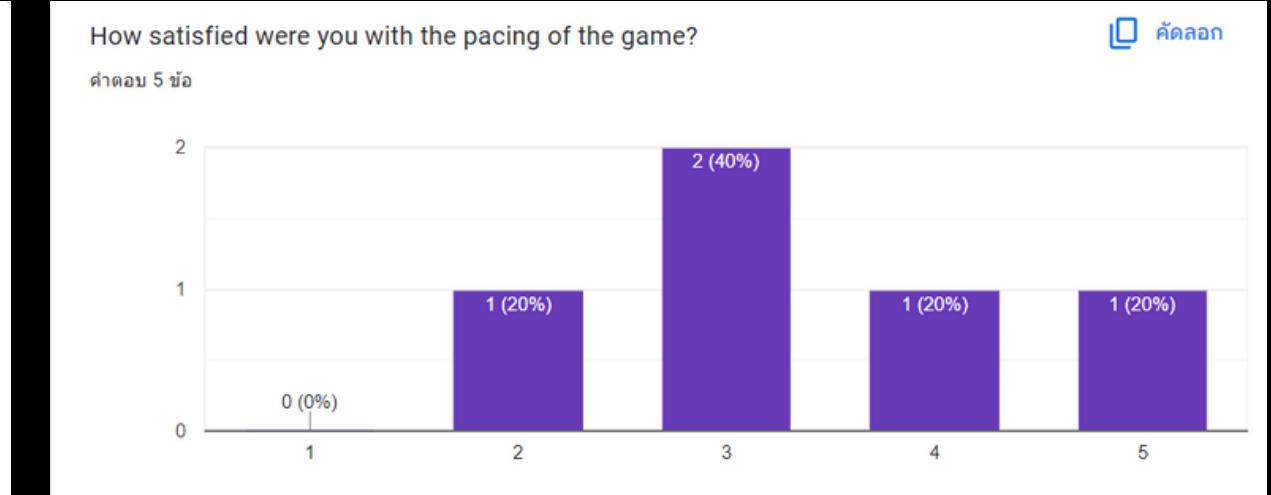
Testing



- Game Mechanic



- Enjoyment



- Pacing

Thank You
Q&A

