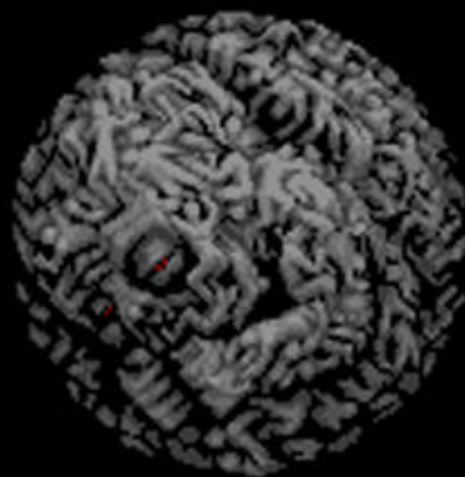


Castlevania

Waltz of Woe

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Section I : The History of Castlevania

Castlevania Series History.....	4
Castlevania Story Timeline.....	5
Belmont Family Line.....	7

Section II: Characters

Thadax Belmont.....	8
The <i>Vampire Killer</i>	10
Mathias Cronqvist / Vladimir Tepes / Count Dracula.....	11

Section III: Gameplay

Waltz of Woe (Game Story).....	13
Level Concepts.....	15
Controls.....	16
Secondary Weapons.....	17
Other Items.....	18
Component Interaction Matrix.....	19
Enemies.....	21
Mini-Boss.....	22
Boss.....	22
Heads-Up Display.....	23
Sample Screen.....	24

Section IV: Production Details

Existing Technology Report.....	25
Target Platform.....	27
Content File Management.....	27
Proprietary Level File Format.....	28
Coding Standard.....	29
Workloads.....	30
Schedule.....	35

Section V: Acknowledgements

Bibliography and Content Sources	38
Special Thanks.....	39

Castlevania Series History

The Castlevania series has been immensely popular, captivating console gamers since its original release for the Nintendo Entertainment System in May of 1987. That original game spawned two sequels for the NES, *Simon's Quest* (a venture into role-playing) and the multi-character adventure *Castlevania III: Dracula's Curse*. A compilation of these original Castlevania games, *Castlevania Chronicles*, was released for the PlayStation in 2001. Prior even to these, however, were *Vampire Killer*, released for the MSX system in 1986, and the coin-op title *Haunted Castle*.

The original Game Boy boasted three Castlevania titles: *Castlevania Adventure* in 1989 and *Castlevania II: Belmont's Revenge* in 1991. In 1998, the classic came to life on the Game Boy Color in *Castlevania: Legends*, featuring the indomitable (and apparently pregnant) Sonia Belmont. The Game Boy Advance title *Castlevania: Circle of the Moon* shipped in 2001. In late 2002 and early 2003, two Castlevania titles appeared on the Advance, *Harmony of Dissonance* and *Aria of Sorrow*.

Not long after the Super Nintendo Entertainment System was released, Konami answered with *Super Castlevania IV*, on which the interface for *Waltz of Woe* is based. Another SNES game was released in the series, *Dracula X*, but this game saw limited success in the United States. This game had also seen incarnations on the Turbo-Graphx 16 and PC Engine systems, but neither ever made the trip to the US. However, the Sega Genesis was released, boasting better graphics, if a smaller game library. In 1994, Konami released *Castlevania: Bloodlines*, which tied the Castlevania series to Bram Stoker's *Dracula*.

Dracula's story was continued when he appeared in *Castlevania: Symphony of the Night* for the Sony PlayStation. *Symphony* was by far one of the most popular games in the series, boasting incredible graphics, a role-playing feel, and a riveting, high-energy soundtrack. One departure, however, was that the main character was Alucard, the son of Dracula and a human woman. *Symphony's* success led it to be ported to the Sega Saturn, along with additional levels and the ability to play as Alucard, Richter Belmont (he was available in the PlayStation version as a secret character), or Maria Renard. A project was planned for the Sega Dreamcast, *Castlevania: Resurrection*, but this project was cancelled when Sega announced plans to stop producing the Dreamcast console.

Nintendo, having finally making it more reasonable for developers to work with its new, cartridge-based Nintendo 64 system, negotiated a version of Castlevania with Konami in 1998. The game had an RPG-like feel (it was built from a derivative of the *Legend of Zelda: Ocarina of Time* engine) but the radical departure from the side-scrolling feel of the series, coupled with the absence of the Belmonts, relegated *Castlevania 64* to the bargain bins in short order. A sequel in spirit, *Castlevania: Legacy of Darkness*, featured the same world, but much better graphics and two additional characters. The interface was refined and tweaked, and the overall gameplay vastly improved, in this 1999 release.

The first venture of Castlevania into the next-generation console market came in October 2003. With a script that took nearly five years to write, *Castlevania: Lament of Innocence* details the manner in which the Belmont clan, lead at the time by Leon Belmont, first became involved in the business of vampire hunting. It was released for the PlayStation 2, and became an instant hit. It returned Castlevania to a 3D environment, but in a much smoother and more immersive way than the Nintendo 64 titles had done. This title's success sets the stage for even greater things from the series in the future.

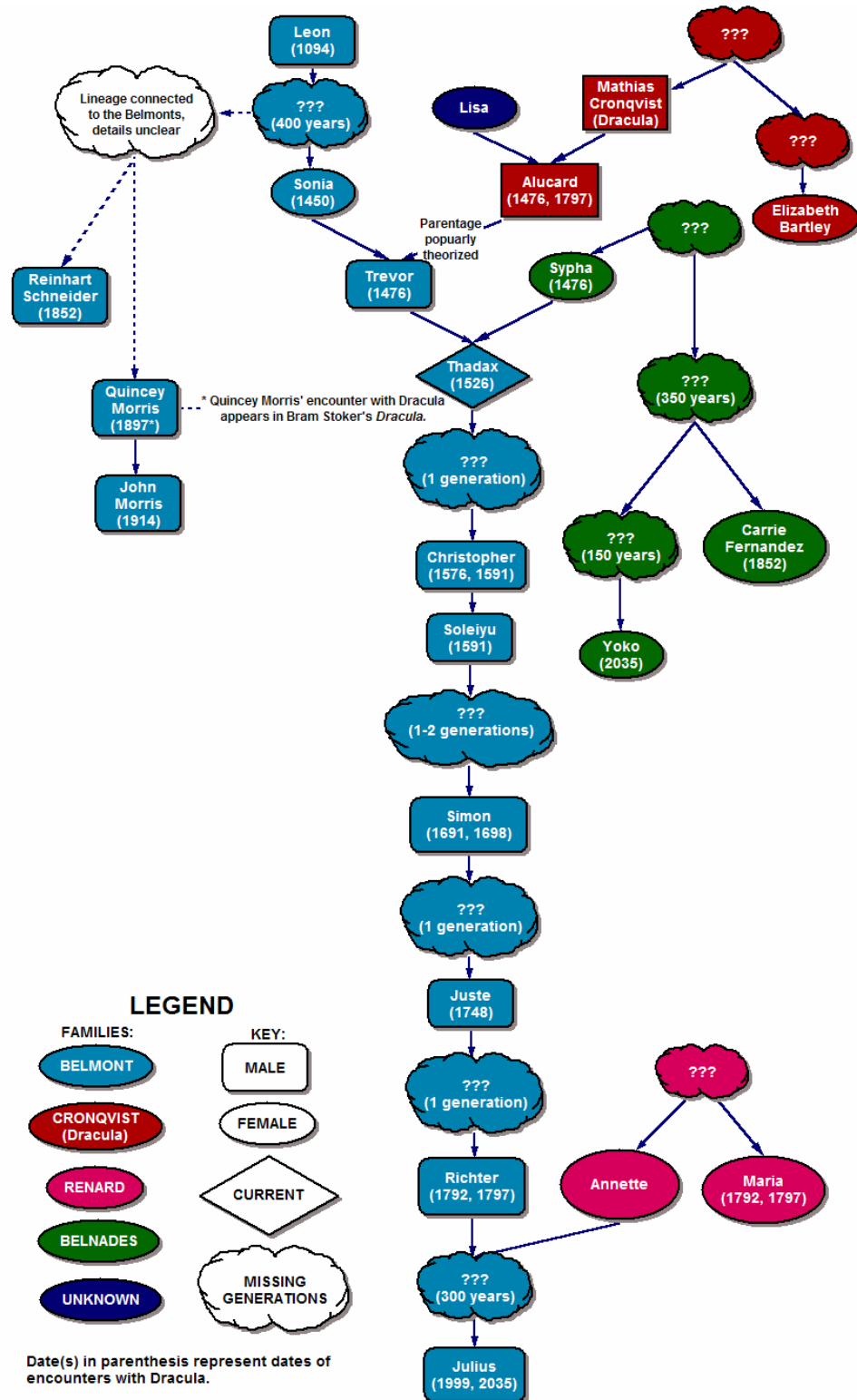
Castlevania Timeline

1094	<i>Castlevania: Lament of Innocence</i>	Leon Belmont
<p>Leon's fiancée, Sara, is kidnapped. His friend Mathias informs Leon of the kidnapping, and Leon rushes to the Eternal Night Forest to do battle with Walter, the vampire responsible. Using an alchemy-enchanted whip, he rescues Sara, but he is too late. Sara sacrifices herself and infuses her soul into the whip, which became the <i>Vampire Killer</i>. After Leon uses the whip to destroy Walter.</p> <p>However, it turns out that Mathias was in on the plot to kidnap Sara. He vanishes, continuing to build strength as a vampire. He emerges under a new name – Dracula. Leon swears that his family will forever hunt the lord of the vampires.</p>		
1450	<i>Castlevania: Legends</i>	Sonia Belmont
<p>When Dracula comes out of hiding, thinking the Belmonts gone forever, Sonia stands against him. She had been involved with Alucard, the Count's half-human son, and after defeating Dracula, she gives birth to a child, and the Belmont line continued.</p>		
1476	<i>Castlevania 3: Dracula's Curse</i>	Trevor Belmont
<p>Trevor, son of Sonia Belmont (and quite possibly, Alucard), enters the gates of Castlevania to do battle with Dracula yet again. In the castle, Trevor rescues two warriors who go on to assist him, the pirate Grant DaNasty and the priestess Sypha Belnades. Perhaps his greatest ally in his mission, however, is Alucard himself, who has come to see the end of his wicked father. When Trevor slays Dracula, Alucard goes into a self-imposed torpor, hoping to rid the world of his cursed bloodline.</p>		
1576	<i>The Castlevania Adventure</i>	Christopher Belmont
<p>Dracula rises from his hundred-year slumber, hopeful that the Belmonts were extinct. When Christopher arrives to challenge Dracula, he flees, hiding until he can find some way of successfully doing battle with a Belmont.</p>		
1591	<i>Castlevania 2: Belmont's Revenge</i>	Christopher Belmont
<p>Dracula returns from hiding, making away with Christopher's son Soleiyu and infecting him with the ways of evil. Christopher rescues Soleiyu and sends Dracula back to his grave.</p>		
1691	<i>Castlevania / Super Castlevania 4 (remake)</i>	Simon Belmont
<p>Dracula rises after yet another hundred years to do battle with the most storied of the Belmont clan. Simon is successful in destroying the Count, but not before the Count places a horrid curse upon the vampire hunter.</p>		
1698	<i>Castlevania 2: Simon's Quest</i>	Simon Belmont
<p>The curse of Dracula begins to infect Simon, who falls ill. Simon will die unless he can break the curse, and the only way to do this is to burn the living Dracula. As the vampire was already dead, Simon gathers the parts of his body from Dracula's minions, resurrects the monster, and sets him aflame, freeing himself of the curse.</p>		
1748	<i>Castlevania, Harmony of Dissonance</i>	Juste Belmont Maxim Kischine
<p>A child named Lydie Erlanger goes missing, and all signs point to Castlevania. Juste and his friend Maxim enter the castle to recover her. As it turns out, Maxim had attempted to recover the burned parts of Dracula's body and slay him in order to prove his mettle. Maxim was too weak, however, and Dracula's spirit possessed him. Juste ensures that Dracula's scheme ends.</p>		
1792	<i>Dracula X: Rondo of Blood</i>	Richter Belmont
<p>Annette Renard and her sister Maria are kidnapped by Count Dracula, along with a handful of others. This proves quite offensive to her fiancé, Richter Belmont. Richter finds Maria first, and the pair rescues the captives and sends Dracula back to his grave.</p>		

Castlevania Timeline

1797	<i>Castlevania: Symphony of the Night</i>	Alucard Richter Belmont Maria Renard
A dark priest named Shaft seeks overwhelming power, and figures to gain it with the help of Vlad Dracula. However, knowing that the Belmonts would seek to destroy Dracula, he curses Richter and forces him to mindlessly side with Shaft. The shockwaves of power caused by this event stir the vampire's son, Alucard. Alucard raids Castlevania, breaking the curse on Richter with the aid of Maria. Alucard hunts Shaft down and destroys him before challenging his father. Alucard achieves victory and returns to his slumber.		
1830	<i>Castlevania: Circle of the Moon</i>	Nathan Graves
Dracula is resurrected by the dark priestess Carmilla, and he kidnaps the vampire hunter Morris Baldwin. His son Hugh and another of his disciples, Nathan, rescue him. However, Hugh turns on Nathan in jealousy. However, Nathan is successful in destroying Dracula and his priestess.		
1844	<i>Castlevania: Legacy of Darkness</i>	Cornell
Dracula is resurrected by a cult of necromantic followers and begins to kidnap local children, looking for souls to steal in an effort to regain his power. The half-beast Cornell stands against Dracula when his sister Ada is taken. Cornell saves his sister, but fails to destroy Dracula.		
1852	<i>Castlevania 64</i>	Reinhart Schneider Carrie Fernandez
Children continue to go missing, and Reinhart Schneider (a descendant of the Belmonts) and Carrie Fernandez (a distant relative of Sypha Belnades) investigate. They rescue many children, including one by the name of Malus, who is carrying the soul of Dracula.		
1914	<i>Castlevania: Bloodlines</i>	John Morris Eric Lecarde
The vampire Elizabeth Bartley is unintentionally resurrected. Elizabeth is the niece of Dracula, and sets about arranging for his return. John Morris, the son of Quincy Morris (who died at the hands of Dracula's minions in Bram Stoker's <i>Dracula</i>) refuses to allow Dracula to continue his evil reign. With the aid of Eric Lecarde, whose wife was slain by Elizabeth, they attack the castle and slay both vampires.		
2035	<i>Castlevania: Aria of Sorrow</i>	Julius Belmont Soma Cruz Mina Hakuba
Soma and Mina venture into a shrine and somehow are teleported to the sealed Castlevania. Dracula's soul, seeking escape from the castle in which he had been sealed since 1999, infects Soma. With the aid of Genya Arikado, who may be Alucard in disguise, Soma manages to rid himself of the vampire's soul and escape.		

The Belmont Family Line



Thadax Belmont

History



Thadax Belmont is the son of Trevor. When our adventure begins, he is 25 years old. He was born in Romania, near the region known as Transylvania. His family had been exiled from the country in 1450 due to fear of the supernatural abilities of Sonia Belmont, Thadax's grandmother. However, when Dracula rose from the grave again in 1476, Trevor and his companions defeated him and Romania was all too glad to accept the Belmonts back.

His father and grandmother began training him in the ways of the vampire hunter on his fifth birthday. Sonia has since passed away, and Trevor is now 76 years old. Trevor's time as the Belmont slayer has passed, and the sacred whip *Vampire Killer* has passed into the hands of young Thadax. The whip is enchanted both with alchemy and the soul of young Sara, fiancée of the first Belmont ever to face Dracula. With this weapon comes great responsibility, as Thadax is about to learn first-hand.

Thadax is engaged to the lovely Eileen Brahmold, a silversmith's daughter. The pair met in Eileen's father's shop. Edmund Brahmold forged the custom silver armor that Thadax wears in *Waltz of Woe* as an engagement gift.

Physical Appearance

Thadax stands 6'1" and weighs a chiseled 217 pounds. He has shoulder-length brown hair and hazel eyes. He has a tattoo of a wooden stake on his left shoulder. It is tradition among the Belmont clan to have the stake tattooed on the shoulder at the age of sixteen, and the image of the Vampire Killer is added after the man has fought against the hordes of Dracula.

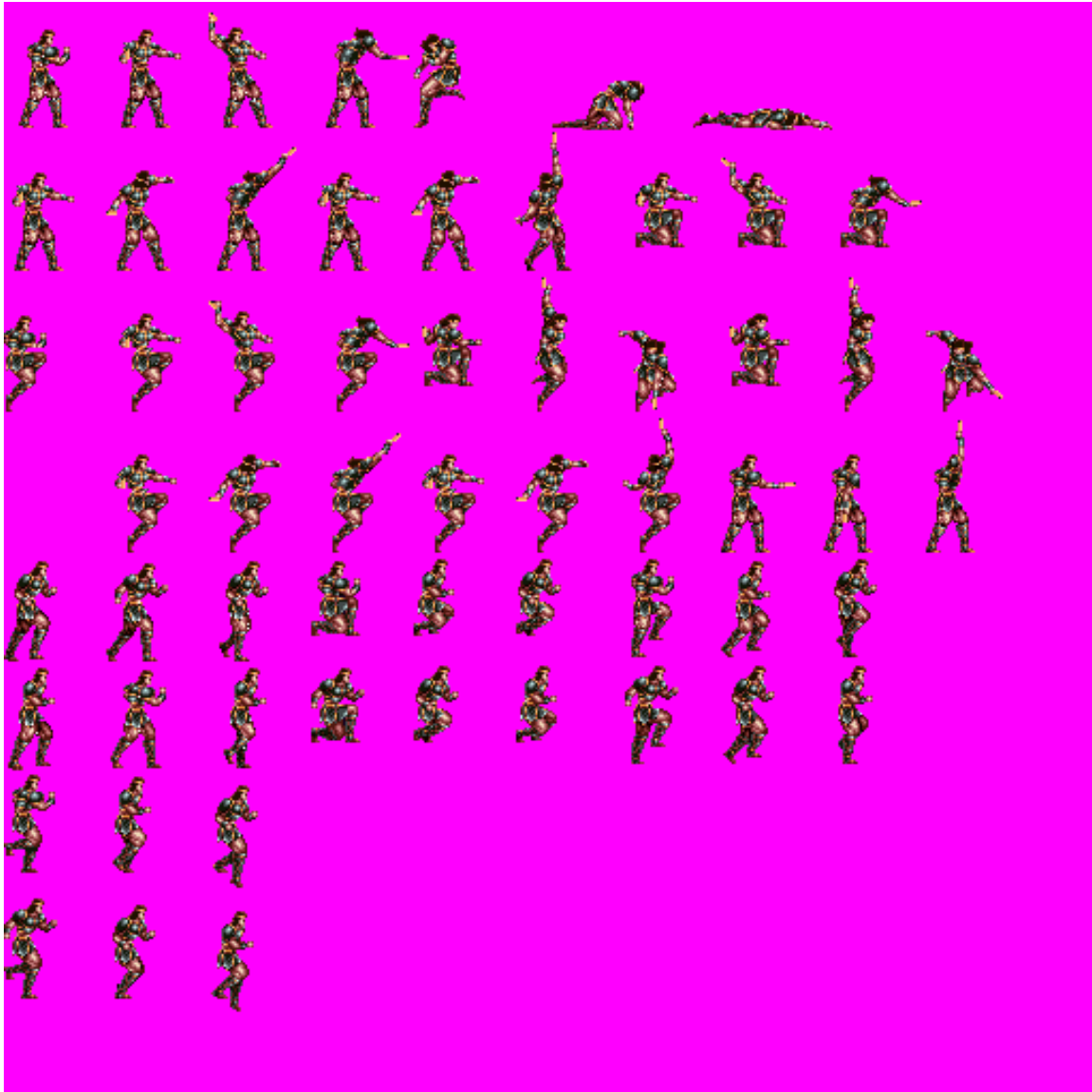
When he enters battle, he wears a light breastplate of silver, a pair of silver bracers on his wrists, and brown studded leather leggings and boots. It has the Belmont family crest, a wooden stake with the Vampire Killer coiled around it, emblazoned over the heart and the underside of both bracers. This set of armor is eventually passed down from Thadax through six generations of Belmont men and makes its way to the young Simon.



Game Mechanics

Thadax has 100 hit points. Each bar on the Heads-Up Display (HUD) corresponds to five points of health. His damage-dealing capacity is detailed in the description of his weapon, the Vampire Killer.

Sprites



The Vampire Killer

History

Over 430 years ago, a man named Rinaldo bestowed upon the holy knight Leon Belmont a whip enchanted with the power of alchemy. This weapon was able to pierce the defenses of the undead and injure them where swords and maces failed. Not even this enchantment, however, could make this simple strand of leather able to pain a vampire.

Leon, armed with this whip, set out to the Forest of Eternal Night in search of the vampire Walter. Walter was holding Leon's fiancée, Sara, captive. Leon did rescue Sara, but she had already been infected with the vampire's curse. There was no saving her. In one final act of selflessness, Sara sacrificed herself, and her soul was fused into the magical whip. This weapon, now inhabited by the soul of one who had been touched by vampires but remained pure of will, became the legendary Vampire Killer, with which Leon was able to destroy Walter.

This whip is the most treasured heirloom of the Belmont clan. From generation to generation, it has been passed down to Belmont men (and in some cases, women) along with the charge to hunt down the bloodthirsty Count Dracula wherever he might hide, and send him once more to his grave at all costs.

Physical Appearance

Though it is simple in appearance, there is nothing that makes the black hearts of the undead quake so much as the Vampire Killer. The whip is made of tough, brown leather, though some Belmonts have chosen to reinforce it with a sturdy silver chain and spiked barb. It is five feet, six inches long from the handle to the tip.



Game Mechanics

The Vampire Killer deals 1 point of damage per strike in its original state. Each whip upgrade (see Other Items) will double the damage-dealing capacity of the Vampire Killer. No more than three power upgrades (8 damage per strike) can be used at any given time.

Mathias Cronqvist / Vladimir Tepes / Count Dracula

History



Count Dracula is the lord of all vampires. While the exact date is lost to the mist of history, it is believed that he became undead sometime in the winter of 1094, at the age of 31. He was born Mathias Cronquist, and lived in a small town in Romania.

Mathias was a trusted friend of Leon Belmont for some time. However, he became bitter when his wife passed away. Despair turned to anger, anger to hatred. Mathias renounced the Christian God in his madness, selling his soul to become a vampire. This fact he kept from Leon.

In the possession of another vampire known as Walter was a holy artifact, the Crimson Stone. This stone gave the bearer a great deal of power, and in the hands of an unholy creature like a vampire, the stone granted the power to destroy. Mathias craved this artifact, but was not strong enough to win it from Walter. Thus, he hatched a plan.

Mathias arranged for the kidnapping of Leon's fiancée, Sara, delivering her into the custody of Walter. He then rushed to tell Leon of his beloved's kidnapping. Leon was successful in defeating Walter, though Sara could not be saved. It was only then that Leon learned of his friend's betrayal. Mathias stole the Crimson Stone and vanished into the underground, and Leon swore that his clan would forever hunt the betrayer.

Four hundred years of waiting, learning, and scheming later, Mathias emerged again. He had used numerous names, including Vladimir Tepes, but most knew him as Count Dracula. Wearing a golden ring with the Crimson Stone set in it, he set out to spread terror over all of Europe. He had expected the Belmonts to die off, and indeed, there were no Belmont men to challenge him upon his return to the waking world. There was, however, a Belmont woman. Sonia Belmont defeated Dracula, consigning him to a grave he had eluded for over four centuries.

However, Dracula was a vampire, and as such, was never completely destroyed. Since then, recorded history has known at least twelve resurrections of Count Dracula, and each time, a Belmont has risen against him and destroyed him. His hatred of the Belmont clan is as strong as his blood lust, and he will stop at nothing to remove them as an obstacle to his evil schemes.

At some point during his long life, Dracula fathered a son. Little is known about the child's mother, save that she was human and that she did not agree with Dracula's ways. Her name was Lisa. Though Dracula sought to raise the half-breed in his dark footsteps, his mother fled. She named the child Alucard, the reverse spelling of his father's name, in the hopes that he would lead a life identically opposite to Dracula's. (He was born Adrian Fahrenheit Tepes.) Indeed, the immortal Alucard has challenged his father on more than one occasion, and manages to destroy him in the stead of Richter Belmont in 1797.

Mathias Cronqvist / Vladimir Tepes / Count Dracula

Physical Appearance

Count Dracula is tall, standing an estimated 6'9". His figure is imposing, though he is fairly slight. His skin is usually pale, a result of the state of half-life in which he exists. His hair is jet black and is usually slicked back, though he has been known to let it grow long on occasion. Dracula has two long fangs on his upper and lower jaws, and uses them to puncture the necks of his victims.

Dracula is almost always clad in expensive black suits, including his trademark cloak. It is made of heavy, fine velvet and is black on the outside and blood red inside, with a high collar surrounding his neck.

Special Abilities

While Dracula's power level has fluctuated over the centuries, there are certain powers he has maintained. With a flick of his cloak, Dracula can launch a trio of fireballs at his opponents. He can levitate and hover around a room in his human form. However, he is also capable of transforming himself into a bat, a wolf, and even into a cloud of fine mist. Dracula has been known to project his soul into the minds of others in order to survive, preferring children for this task.

The year is 1526. Twenty-five years earlier, Trevor Belmont, with the help of the priestess Sypha Belnades, the pirate Grant DaNasty, and Alucard, the half-vampire, banished Dracula to his grave. Afterward, Alucard, seeking to purify the world of the cursed blood that spawned both himself and the father he had helped destroy, entered into a state of torpor. He sealed himself away from the world, tormented with the knowledge of who he was and what evil inherently flowed in his veins.

Trevor, meanwhile, had undone the sense of uncertainty the Romanians felt toward the power of the Belmont clan. When the Romanians lifted the banishment they had imposed on the family, he returned there with his mother, Sonia. There, he took Sypha Belnades as his bride. The couple had their first and only child, Thadax Belmont, in 1501. Dracula remained dormant, and all was well.

However, sometimes the calm is deceiving. Dracula had all but disowned his only child after Alucard had aided the Belmonts in destroying him. There was also the issue that Alucard was presumed to be Trevor's father. There was now a vacuum at the foot of the dark lord's throne. Victoria Reprusu sought to fill it.

Victoria was a demoness, a succubus kept for entertainment at Castlevania. For centuries she had begged for the Count's favor, and received nothing more than the other slaves did, which was not much. She ached to be his favorite, and fate had denied her. But now... now, she could finally prove herself to the Count. She would resurrect him, and he would surely show her appreciation. But first, she would deal with a thorn in Dracula's side, and ensure that her beloved master stayed around.

She would eradicate the Belmont blood from the world.

Thadax, now twenty-five, had been passed down the Vampire Killer three years ago. He was now the Belmont slayer, and should trouble arise, he would be the one to answer. He was always training, always ready. Always, except for today. Thadax had spent the afternoon wandering through the flowery banks of the Danube. He had been gathering tulips, his mind in the clouds. There was no Dracula today, no second thought paid to the soul-enchanted whip that dangled from his belt. Eileen had said yes. He was to be married. He was asked to the home of her father, the town's silversmith, to celebrate, and he would bring flowers. All gentlemen do.

He rapped on the Brahmdolds' door some three hours later, and it creaked open slowly from the knocking. Hearing no answer, Thadax slipped into the house. He looked about, wondering why he didn't smell Eileen's cherry pies baking. He slipped into the kitchen to surprise her with the flowers he had picked. Instead, Eileen surprised him. She lay on the floor, dead.

Slumped next to her was her father, a cleft sword still clutched in his hand. Thadax screamed in rage, dropping the flowers to the floor. His head spun, and he dropped to his knees in a pool of his fiancée's blood. This couldn't be happening. He was gone, dead. Father had dealt with him fifty years ago. This was impossible, and no one but Dracula could have so brutally destroyed something that was once so fair. Choking back tears of grief and rage, he lay a blanket over the bodies. He would come back and bury her, but first, he needed to speak to his father.

Thadax sprinted home, and his heart fell like a stone when he found his front door hanging from the top hinge. Kicking the door out of his way, he screamed frantically for his father, darting through the house like a wild man. Indeed, he had come home too late. Trevor lay at the entrance to his bedroom, an old, worn whip in his hand. At least, the largest part of him did. Thadax sat on the bed. What was he to do now? In an instant, he was alone in the world.

He lifted his father's body gingerly, slowly walking to the door. The least he could do was bury them. As he crossed the threshold, Trevor's cold, limp foot edged the dangling door. It fell to the porch with a loud, wooden clatter, and Thadax glared down at it. With a start, he realized that it had been marked. Laying his father on the cold earth, he walked closer and examined the door. It was carved deep, but with multiple strokes, as if by a claw. Blood stained the edges of the grooves, fading near the end. One word was etched into the oak: *Castlevania*.

With a scream of fury, Thadax tore the Vampire Killer from his belt. One flick of his arm, and the door splintered into seven pieces. "Father, Eileen, I'm sorry. You're going to have to wait," he muttered to himself. "Whoever did this to you, I will find them. If they want a Belmont on their doorstep, they're going to get one."

Thadax hurried to the castle, staring at the gate like so many of his forefathers had before. Victoria had not yet resurrected Dracula. The moon was not red. There was still time. He could still stop her. With a sigh of self-reassurance, he shoved open the black gates of Castlevania.

Level Concepts

Note: These level concepts are still in their very early stages. Some aspects may need to be changed, based on the availability of content.

Level One: The Castle Entrance

This level is fairly lengthy, but not difficult. Enemies include Skeletal Patrols and a few Skeletal Dragons. This is the outer castle grounds, and is littered with rocks and ruined walls. There is no water and no spike tiles in this level. There is no boss, but there is one Undead Knight standing guard near the end.

Level Two: The Overgrown Graveyard

This level houses the cemetery full of Dracula's victims and kin. The same monsters reappear from level 1, but Skeletal Warriors and Demon Ghosts are added. There are tombstones everywhere, as well as tomb walls and the beginnings of the castle proper. Vines and tall grass cover everything. The platforming is considerably more difficult here. If the optional feature for swinging from the whip is implemented, this will be heavily used here. The boss of this level is the Giant Skull.

Level Three: Encounter with Victoria

This level is very short, consisting of only a short brick hall to gain a few power ups before entering the square room in which the player confronts Victoria. The situations surrounding this battle can be found in her description.

In-Game Controls

<i>Action</i>	<i>Joypad</i>	<i>Keyboard</i>
Walk left/right	D-pad left/right or analog stick	Arrow keys left/right
Climb stairs	D-pad up/down or analog stick	Arrow keys up/down
Jump	Button 1	X
Crouch	D-pad or analog stick down	Down arrow key
Whip	Button 0	C
*Swing from whip	Whip swing post, hold button 0 Use d-pad / stick to throw weight	Whip swing post, hold C Use arrow keys to throw weight
* Dangle whip	Hold button 0 Use d-pad / stick to move whip	Hold C Use arrow keys to move whip
Secondary weapon	Button 2	Z
Pause	Button 3	P
Inventory menu	Button 4	Space bar

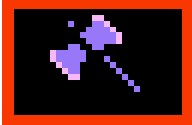
** Optional feature*

Menu System Controls

<i>Action</i>	<i>Joypad</i>	<i>Keyboard</i>
Menu navigation	D-pad left/right or analog stick	Arrow keys left/right
Menu select / use item	Button 0	C or Space bar
Menu back one level	Button 1	X or Esc

Secondary Weapons

Secondary weapons are gathered throughout the course of the game. They have a cost in *hearts* associated with their use, as listed below. Unlike previous Castlevania games, in *Waltz of Woe*, the player has the ability to select from an inventory of secondary weapons through an in-game menu. *Graphics subject to change in final version.*

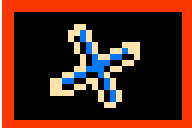


Axe

Heart usage: ♥♥

Damage: 3

The Axe is thrown upward at a 45 degree angle, and flies in a parabolic motion while spinning. It is exceptionally useful for taking out flying enemies and as a ranged attack against bosses.



Cross

Heart usage: ♥♥

Damage: 2

The Cross is weighted to be thrown horizontally. It spins in the air, dealing significant damage to all the enemies in its path. When it travels far enough (half the screen width), it will return to Thadax's hand like a boomerang.

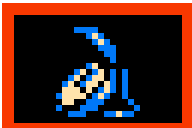


Holy Water

Heart usage: ♥

Damage: 1 + burns

Holy water is tossed out horizontally, but falls due to gravity until it hits the ground. The vials break, and a bright flame erupts from the liquid against the cursed floors of Castlevania. Enemies caught in this flame suffer 1 damage per second until the flame burns out (5 seconds), they escape the flames, or die.

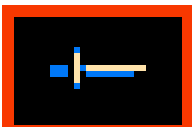


Stopwatch

Heart usage: ♥♥♥♥♥

Damage: 0

Unlike most secondary weapons, the Stopwatch does no damage to enemies. However, it renders them unable to move, frozen in time, for a period of five seconds. Thadax can use this invaluable time to strike or to escape.



Throwing Knife

Heart usage: ♥

Damage: 1

A weaker weapon than others, its advantage lies in speed and range. The Throwing Knife will dart across the entire screen very quickly, piercing the enemy with its silver blade.

Other Items

In addition to secondary weapons, other items can be found in the candles and torches of Castlevania. These items can be of invaluable use to Thadax as he infiltrates the dark lair of Dracula.



Treasure Bag

Over the centuries, Dracula has amassed incredible wealth. Money is power, and power in the hands of a vampire is bad news. Thadax, however, could use this money to continue to fund the Belmont family's vampire hunting business. A much nobler cause, indeed. Red bags give Thadax 500 points, yellow give 750, and purple 1000.



Power Stone

These glowing stones, believed to be fragments of the Crimson Stone, are carried by the overlords that guard sections of Dracula's lair. They will replenish Thadax's health and increase his power to prepare him for the tougher challenges ahead.



Drumstick

Vampire slaying is hungry work! Stopping for a snack like this will restore up to half of Thadax's health. Now, if only we could find a fork!



Flagon of Mead

This honey-based beverage, if consumed in significant quantity, causes a temporary blocking of the nerves in the human body. If Thadax manages to down a few sips of this, he can fight for ten seconds without feeling any damage from enemy attacks.



Chain Links

These silver links can be woven around the Vampire Killer, doubling its damage-dealing potential.



Hearts

The souls who have lost their lives in Dracula's castle offer their power to Thadax in his fight. Gathering them will enable him to use his secondary weapons. Small hearts are worth one heart point, while large ones are worth five.



Rosary Necklace

The holy power in these beaded necklaces causes the forces of evil to tremble. Simply raising a Rosary in the air will destroy all enemies presently in Thadax's view. Using the Rosary's power in this way will burn the necklace away, however, so use it wisely!

Component Interaction Matrix

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
A	X	X	X	X	X	X	X	X	X	X	X	X	12	12	12	X	X	X	X	12	12	X
B	1	X	X	X	X	X	2	2	2	2	2	2	1	X	X	X	X	X	X	1	1	X
C	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	18	18	X	X	X	X	X
D	3	X	X	X	X	X	3	3	3	3	3	3	3	X	X	X	X	X	X	1	1	X
E	4	X	X	X	X	X	2	2	2	2	2	2	1	X	X	X	X	X	X	X	X	X
F	5	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
G	6	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
H	7	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
I	8	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
J	9	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
K	10	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	16	X	X	X	X
L	11	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	16	X	X	X	X
M	12	X	X	X	X	X	X	X	X	X	X	X	14	X	X	15	15	16	X	14	14	X
N	12	X	X	X	X	X	X	X	X	X	X	X	X	X	X	19	19	16	X	X	X	X
O	12	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	16	X	X	X	X
P	X	X	X	X	X	X	X	X	X	X	X	X	15	X	X	X	X	X	X	15	15	X
Q	X	X	X	X	X	X	X	X	X	X	X	X	15	X	X	X	X	X	X	15	15	X
R	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
S	13	X	X	X	X	X	2	2	2	2	2	2	X	X	X	X	X	X	X	X	X	X
T	12	X	X	X	X	X	X	X	X	X	X	X	14	X	X	15	15	X	X	X	X	X
U	12	X	X	X	X	X	X	X	X	X	X	X	14	X	X	15	15	16	X	X	X	X
V	4	X	X	X	X	X	X	X	X	X	X	X	17	X	X	17	X	X	X	X	X	X

Objects:

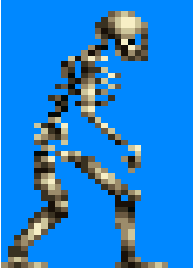
A:	Player	L:	Big Heart
B:	Block Tile	M:	Enemy
C:	Candle Tile	N:	Enemy Projectile (Whippable)
D:	Swamp Tile	O:	Enemy Projectile (Non-Whippable)
E:	Spike Tile	P:	Thrown Weapon
F:	Hook (Swing) Tile (optional)	Q:	Whip
G:	Score up	R:	Stopwatch
H:	Whip power up	S:	Stairs
I:	Secondary weapon Pick up	T:	Boss Enemy
J:	Rosary pick up	U:	Sub-Boss Enemy
K:	Small Heart	V:	Bottom of Screen

Component Interaction Matrix

Interactions:

- 1: Collision on top of tile - Player stands on block
Collision from side of tile - Player is prevented from going forward
Collision from bottom of tile - Player is prevented from getting any higher from jump
- 2: Collision from top of tile - Stop Object from falling, object rests on given tile
- 3: Player/Object sinks slowly
- 4: Trigger death animation, player loses one life.
- 5: Trigger swinging sequence
- 6: Score +2500
- 7: Player has leather whip - Player gets short chain whip; Trigger freeze frame
Player has short chain whip - Player gets long chain whip; Trigger freeze frame
All occurrences - Player is awarded +5000 score
- 8: Weapon added to selectable inventory
- 9: All enemies on screen die
- 10: Player gains one heart
- 11: Player gains 5 hearts
- 12: Player loses a given amount of life based on the kind of attack hit with. Player loses one level of whip power-up, if he has any.
- 13: Trigger walking up/down stair sequence
- 14: Enemies reverse X direction
- 15: Enemy loses life point, if enemy has only one life point enemy is destroyed and deleted
- 16: Object/Enemy is frozen at its current x and y position for 10 seconds
- 17: Object/Enemy is deleted
- 18: Candle is destroyed, power up is dropped
- 19: Projectile is destroyed

Enemies



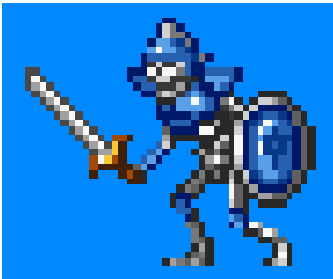
Skeletal Patrolman

Damage dealt: 5

Hit points: 2

Actions:

- **Patrol:** Walks back and forth on current platform, changing direction when it reaches the end.
- **Spot Thadax:** Continues facing Thadax as long as he is within its range of vision.

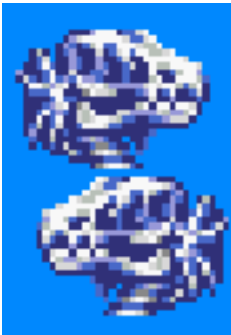


Skeletal Warrior

Damage dealt: 15 Hit points: 10

Actions:

- **Patrol:** Walks back and forth on current platform, changing direction when it reaches the end.
- **Spot Thadax:** Continues facing Thadax as long as he is within its range of vision.
- **Leaping Attack:** Jumps high into the air in an attempt to slash Thadax with its sword.



Skeletal Dragon

Damage dealt: 5

Hit points: 5

Actions:

- **Fire:** Launches three consecutive whippable fireballs in each direction every 4 seconds..



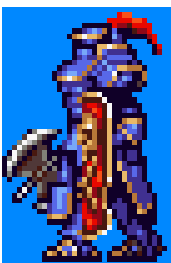
Demon Ghost

Damage dealt: 5

Hit points: 3

Actions:

- **Attack:** Flies at the player



Undead Knight

Damage dealt: 15

Hit points: 20

Actions:

- **Patrol:** Walks back and forth on current platform, changing direction when it reaches the end.
- **Spot Thadax:** Charges at Thadax and attacks with its axe.

Mini-Boss – Giant Skull



Giant Skull

Damage Dealt: 5

Hit Points: 130

Actions:

Shift sides: Dodges attack and shifts to the opposite side of the screen

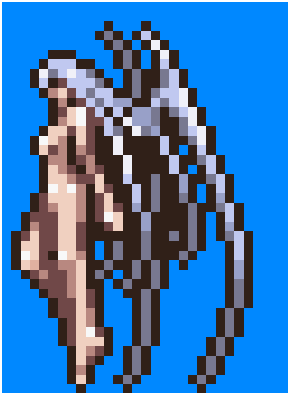
Attack 1: Does 2 small circles and lunges for player

Attack 2: Launches fireballs from the hole in its forehead (random speeds)

Attack 3: Charges for 4 seconds and delivers large energy blast from eyes

Taken 50 ponits of damage: Jaw breaks off, cracks appear

Boss - Victoria Reprusu



Victoria Reprusu *Damage varies*

Hit Points: 350

Actions:

Attack 1: Victoria flashes for one second, then sends a copy of herself behind the player. The copy attacks high, 250 ms after appearing, requiring the player to duck to avoid the hit. (10 damage)

Attack 2: Victoria swoops down in a dive, attacking the player. (15 damage)

Attack 3: Victoria flashes for one second, and then the whole screen flashes. If the player is facing Victoria during the screen flash, he is immobilized for three seconds. While the player is paralyzed, Victoria will perform a random attack from Attacks 1, 2, and 4.

Attack 4: Victoria shoots 3-7 whippable fireballs in the general direction of the player. (5 damage each)

Attack 5: Victoria flashes for three seconds, and if the player does not damage her during this time, she releases a powerful beam of energy directly downward at the player. (25 damage)

Heads-Up Display

The Heads-Up Display (HUD) is displayed at the top of the screen during gameplay. It will show the player's current status as well as other important information about the game state. *Note: The graphical appearance of the final HUD may differ slightly from this concept art.*



A: Player Score

B: Player's Health

C: Level Boss's Health

D: Currently Selected Secondary Weapon

E: Current Level

F: Number of hearts Thadax has collected

G: Number of lives remaining

H: Time remaining to complete the level (in seconds)

Sample Screen

Note: Not all graphics are finalized. The enemy pictured is conceptual only and is considered optional for inclusion in the final game.



Existing Technology Report

This represents a list of core technology that is coming forward from previous projects. We will be able to use these segments of code, albeit with modifications, to dramatically speed the production process on *Waltz of Woe*.

DirectX Wrapper Classes

- **DirectInput Wrapper (CDirectInput)**
This class includes support for the keyboard, mouse, and multiple joysticks. It supports both buffered and immediate input for the keyboard and mouse. Buffered input for joysticks will need to be added, and additional testing done. Action mapping will need to be added as well.
- **Direct3D Wrapper (CDirect3D)**
This class includes standard initialization and shutdown routines for Direct3D. It includes functionality for drawing 2D text to the screen. It does not encompass drawing, as this is done in the CBitmap manager class.
- **DirectSound Wrapper (CDirectSound)**
This class includes initialization and shutdown for DirectSound. It creates its own variable quality primary buffer.
- **DirectShow Wrapper (CDirectShow)**
This class includes initialization and shutdown routines for DirectShow. It also includes functionality for loading and playing content files.
- **DirectX Macros (DXMacros.h)**
These macros automate and consolidate many DirectX functions into one line of code.

Content Managers

- **Bitmap Manager (CBitmap)**
This class includes dynamic bitmap loading and displaying. It has the capability to tile an image across a given screen rectangle.
- **Bitmapped Font Manager**
This code supports the loading and use of bitmapped fonts in-game. It will need to be modified to support both uppercase and lowercase letters, additional punctuation, and so forth.
- **Animation Manager**
This code includes full capability for sprite animations at variable sizes and speeds.
- **Sound Manager (CSounds)**
This class includes dynamic sound loading and playing. It includes functionality for adjusting the frequency, volume, pan, etc. of sounds being played.
- **Logger Class (CLogger)**
This singleton class allows for configurable log management.

Existing Technology Report

This represents a list of core technology that is coming forward from previous projects. We will be able to use these segments of code, albeit with modifications, to dramatically speed the production process on *Waltz of Woe*.

Object Hierarchy

- **Base Class (CObject)**
This defines things such as gravity and keeps track of the velocity (x and y) of each individual object. Furthermore, it contains two separate collision algorithms: one which detects for a collision in general, and the other which determines the results of that collision by returning which side of the object the collision occurred on.
- **Player Class (CPlayer)**
Defines input and states for various player movements and conditions. It is derived from CObject. This class contains additional collision detection routines. It also contains a state machine revolved around the player. Additional work may be needed in order to support the level of interactivity desired for this project. Also, this code may need to be included in an Enemy class in order to support enemy AI.
- **Shell Level Class (CLevel)**
This class will need to be derived from in order to achieve working game levels. The CLevel class contains base functions for interacting with the tile engine and other pre-existing code.

Miscellaneous Tools

- **Bitwise Flag Class (CBitFlag)**
The CBitFlag class allows for dynamically-resizable flag bank objects. This will clean up the task of using bitwise flags for Boolean-type data in-game.
- **WinMain**
This code includes the main game loop, DirectX initialization calls, and Windows messaging. It will need to be modified in order to account for the new game information.
- **Tile Engine (CTile, CTileSet, CTileMap)**
This set of classes includes view port scrolling, layering, and dynamic loading of tile sets and levels. It supports multiple tile sizes and level sizes, and has built-in capability to determine the in-game properties of each tile in the set. It will need to be modified to operate with binary input as opposed to ASCII in order to conform to project requirements.

Target Platform

The following are specifications for the PC platform on which *Waltz of Woe* is intended to run. Play testing will be done on weaker machines to see if the minimum requirements can be lowered in order to maximize our install base.

<i>Minimum Specifications</i>	<i>Optimum Specifications</i>
Pentium-class processor, 1.0 GHz	Pentium-class processor, 2.0 GHz
100 MB hard disk space	100 MB hard disk space
128 MB memory	256 MB memory
32 MB video memory	64 MB video memory
Sound card required for music	128-voice sound card
Windows 98	Windows XP
DirectX 9.0a or later runtime	DirectX 9.0a or later runtime

Content File Management

<i>Content Type</i>	<i>File Format (Extension)</i>	<i>Relative Pathname</i>
Sound effects / voice	WAVE (.wav)	/sounds
Background music	MP3 (.mp3)	/sounds
Graphics	Windows bitmap (.bmp)	/graphics
Tile maps	Custom binary file format (.lvl)	/levels

Proprietary Level File Format (.lvl)

Level Header (28 bytes)

#BEGINLEVEL

1 byte	Number of layers in our level
2 bytes	Height of map (in tiles)
2 bytes	Width of map (in tiles)
1 byte	Height of a tile
1 byte	Width of a tile
21 bytes	Name of the level

Layer Header (27 bytes)

#BEGINLAYER

1 byte	Layer ID number
1 byte	Layer transparency value
4 bytes	Floating-point scroll speed
21 bytes	Name of the layer (for z-sorting)

Tile Record (8 bytes per tile)

2 bytes	The ID of the tile to draw at this location
1 byte	Bitwise flags representing how to draw the tile:

- | | |
|-----------|---|
| 1 | If this bit is on, the tile is invisible. |
| 2 | If this bit is on, the tile is mirrored in the X direction. |
| 4 | If this bit is on, the tile is mirrored in the Y direction. |
| 8 | If this bit is on, the tile is rotated 90 degrees. |
| 16 | If this bit is on, the tile is rotated 180 degrees. |

1 byte	Tile transparency value
2 bytes	Unique trigger number for events and animations
2 bytes	Bitwise flags representing game logic properties of a tile. (bit values to be determined as needed during development)

File Headers

```
////////////////////////////////////  
///      File:          "filename.h"  
///      Creator:       John Q. Programmer  
///      Created:       October 31, 1094  
///      Purpose:       This is where we describe what this file does.  
////////////////////////////////////
```

Function Headers

```
////////////////////////////////////  
///      Function:      "FunctionName"  
///      Last Modified:  October 31, 1450  
///      Input:         none  
///      Output:        none  
///      Return:        none  
///      Purpose:       Describe the function's purpose here.  
////////////////////////////////////
```

Variables

Hungarian notation will be used throughout the code. Variables will be named in such a way as to clearly denote what the purpose of the variable is. Global variables are acceptable in code, but should not be used unless there is no other sufficient way to solve the problem apparent. There will be no public member variables of classes. Member variable names will be prefixed with m_.

Inline Functions

Functions may be declared inline if their definitions are fewer than eight significant code statements.

File Separation

Each class will have its own header and CPP file, unless the classes are directly related (either via containment or inheritance) and one of the classes is of negligible complexity. Negligible complexity is defined as having fewer than 10 member functions and fewer than 20 member variables.

Content Naming Convention

All content file names will be prefixed with **DI_** (Dark Isle). Content will be divided into appropriate subdirectories in the final build, including **graphics** and **sound**.

Compilation Standard

Programmers will strive whenever possible to ensure that all code submitted to the final build is free of errors and warnings.

Soundtrack

Target Date: January 13, 2004

This task will consist of the selection process to determine what songs will be included in the soundtrack for *Waltz of Woe*, and their placement in-game.

Tile Engine

Start: January 13, 2004

Due: January 17, 2004

The tile engine is the core technology with which the levels are constructed and displayed. The engine will allow for maps of nearly unlimited size, containing up to 256 distinct layers of image data. These layers may include animations, sprites, tiles, and static bitmaps, in any order. The engine will support on-demand drawing of a given range of layers, and allow each layer to have its own scroll speed. This feature will permit either standard smooth scrolling or parallax scrolling simply by changing a floating-point value. Layers can be set as invisible or partially transparent and can be reordered at runtime. The tile engine will read each layer from a binary file and parse it accordingly during the loading phase of the level.

The tile class itself contains the ability to know what type of tile it is, and what that means to the game. By defining a set of conditions using the preprocessor, we can easily determine on a tile-by-tile basis if Thadax has collided with a damage tile, a tile that he can stand on, or so forth. Tiles can be rotated by 90 degrees at a time and can be mirrored about the X and/or Y axes. They can also be individually set to have their own transparency coefficients. The engine will also support individual tile animations.

Each tile also contains an event trigger. This trigger is a sixteen-bit integer that, if set, will be unique in the level. We can use this trigger to signify when certain things have taken place. For example, if Thadax collides with a trigger tile, we might say in code that its event number defines the tile at which the door to the castle should begin to close, the monster should attack now, or a cut scene begins.

Level Editor

Start: January 16, 2004-01-15

Due: January 19, 2004

The companion to the tile engine, the level editor will allow the team, or the end user, to design content for *Waltz of Woe* with ease. While targeted work on the editor is slated for January 16 – 19, it is really being constructed in unison with the tile editor. All the code generated for the engine will be re-used in the editor, which makes the main focus of the editor simply the ability to modify the tiles being displayed and saved.

The level editor is a separate tool from the game executable itself. It will support the inclusion of any number of the features listed for the tile engine into a particular level, exporting this content to disk in binary format. While it is designed mainly as an in-house tool for *Waltz of Woe* content creation, every effort will be made to make the interface attractive and user-friendly to increase its appeal to the end user.

Loading Screens

Target Date: January 20, 2004

This feature allows for a splash screen to be shown to the user indicating that the system is currently loading the content for a particular level. Optionally, a progress indicator or scrolling box of file names will alert the user to the overall progress of the load.

Inventory Menu Target Date: January 20, 2004

This menu system will allow Thadax to carry about his secondary weapons and other useful items with him, selecting and using them at need during gameplay. It will be fairly simple graphically to avoid adding unnecessary complication and distraction from the platforming aspect of *Waltz of Woe*.

Memory Monitor Target Date: January 22, 2004

The memory monitor will be a huge help in detecting memory wastage and leaking. It will be designed to track the dynamic memory allocated during the game's operation, and communicate any losses to the programmer via a log file and optionally, to the screen with a toggle. Optionally, the ability to have the monitor alert the programmer of the specific location where the memory leak is occurring may be added.

Integration Conducted every Tuesday, Thursday, and Saturday

While self-explanatory, this task is included for completeness. Each Tuesday, Thursday and Saturday, the team will integrate whatever code has been completed and is verified as 100% ready for inclusion into the main build. A copy of this new build, and a backup of the previous, will be made available to the team via the Internet that evening.

Optional Features

Cut Scene System and Editor

This option would entail two tasks combined: adding support for cut scenes (which may or may not include scripted character motion) into the game itself, and adding the ability to script said scenes using the level editor.

Gather Graphics Start Date: January 13, 2004 Due: January 23, 2004

This process entails gathering source content from various art sources and preparing it for use in *Waltz of Woe*. This preparation includes the generation of tile sets for the level editor to use and the compilation of sprite sheets to be fed into the animation manager class.

Bitmapped Fonts Target Date: January 15, 2004

This task defines the time needed to find a suitable font(s) for use in-game, and convert this font into a form that is usable by the bitmapped font manager class.

Physics Engine Target Date: January 16, 2004

The physics engine is the game's foremost authority on the real world. It has the ability to alter the direction of objects based on gravity and elastic collisions, and thus, must also know about collision detection. While other objects do contain certain specialized collision routines, the physics engine will also contain a robust collision mechanism which can be used game-wide. It will interact with the particle engine to create realistic trajectories for particles. Optional features include the ability to set objects to attract to each other to facilitate chaining and grouping effects.

Whip Dynamics Target Date: January 17, 2004

This involves the coding for whip collision, display to the screen, and motion. Many of these functions may utilize routines already present in the physics engine to accomplish this. Optionally, this may include the ability to dangle the whip and flick it about arbitrarily, and the ability to latch onto an object and swing from it.

Scoring System Target Date: January 17, 2004

This includes the system by which the score is updated and retained. It will allow points to be arbitrarily added for such actions as defeating an enemy or picking up a score bonus, and expose a function by which the HUD can retrieve the score and display it to the user.

Enemy AI Start Date: January 17, 2004 Due: January 24, 2003

Enemy AI for *Waltz of Woe* will include multiple states using a per-entity state machine architecture. Standard enemies have anywhere from one to three AI states, whereas the mini boss(es) and boss(es) will boast as many as seven.

Power Ups

This includes all gatherable items in *Waltz of Woe*, including rosaries (which destroy all enemies on the screen the moment they are gathered), power stones, hearts and score bonuses. Also included are secondary weapons, which will be coded individually to determine the method of use and damage. These items will be stored in the inventory menu for later use, as will the Drumstick.

Pause State

Target Date: January 13, 2004

This simply allows the player to freeze the current state of the game, visually indicating to them that this has occurred. The system will then wait for the player to toggle this state back off and resume normal gameplay.

GUI / HUD

Start Date: January 13, 2004 Due: January 24, 2004

The graphical user interface (GUI) for *Waltz of Woe* will be a non-cumbersome menu, and will mostly be visible outside of the game itself. It contains intro and outro screens, new game, continue game, (optionally) sound effect and music volume and selection, and any special features that are added due to optional features. It also includes a high score display to add an additional sense of competition to the user experience.

The Heads-Up Display (HUD) is detailed elsewhere in this document. In brief, it displays to the user the following information: player health, boss enemy health, score, current level, currently selected secondary weapon, the number of available hearts, lives remaining, and the timer.

Action Mapping

Target Date: January 15, 2004

Action mapping will allow us to specify specific actions that have taken place in the game as opposed to keyboard or joystick input. Thus, rather than having to check for both a joystick button and a keyboard button to perform an action (for example, "whip"), we can simply check for the action itself, and any input device or AI state that triggers that action will trigger it uniformly: (if (Action == WHIP))

Force Feedback

Start Date: January 16, 2004 Due: January 17, 2004

This task involves modifying the DirectInput class to handle force feedback devices, and sending effects to them. The final effect list is under development, but there will be at the least a base effect for the appropriate in-game occurrences. These include the player taking damage, and optionally, other effects such as the whip motion, changes in the terrain, etc.

Optional Features

Selectable Display Resolution

This would enable the user to select what display resolution he/she wishes to play *Waltz of Woe* in, and the system responding by displaying everything accordingly. It would involve a complete transition of coordinate systems into floating-point values.

Timer / Profiler Start Date: January 13, 2004 Due: January 14, 2004

The timer will allow us to mediate frame rates and game logic based on time, as well as determine the current play time to display to the user. The system is designed with a dynamic data structure to hold start times, so that any number of timers/profilers can be running at any given time from the one instance of the singleton class.

Extensions have been made to the timer to create a profiler, which exports to a log file the time consumed by a block of code surrounded by the timer. In this way, the team is able to identify code bottlenecks and determine what sections require optimization.

Game Save / Load Target Date: January 15, 2004

This code gives the player the ability to save his/her current status in the game to a binary file, and read it back on command to restore the game state at a later time.

Level Design Start Date: January 17, 2004 Due: January 19, 2004

This task involves using the level editor to craft the three levels, including boss battle areas, that will ship with *Waltz of Woe*, not including cut scenes, which are an optional feature. Placement of power ups and secondary weapons will need to be considered, as well as platforming death areas.

Particle Engine Start Date: January 16, 2004 Due: January 24, 2004

The particle engine will have the ability to create multiple unique and interesting particle effects during gameplay. It will contain an object that can dynamically create and control various particles. Functions will be exposed to allow other programmers to add particle effects to the game as desired.

Particle Editor Start Date: January 25, 2004 Due: January 26, 2004

Unlike the level editor, which is responsible for the actual played levels, the particle effect editor creates only the effects themselves. These effects can be added to the levels directly through code, or optionally, through the level editor. These effects will each be saved to their own file and can be called upon at need by the particle engine to recreate the designed effect in-game. Optionally, this may include a preview window of the effect to allow the effect designer to view the effect without loading the main game.

Schedule

Tuesday, January 13, 2003

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
Tile Engine		Code Profiler		Sprite ripping		Display intro screen	1.0
* Plan tile engine	2.0	* Timer class	6.0	* "Simon"	8.0	Display outro screen	1.0
* Base layer	2.0						
* Bitmap layer	2.0			Test integration	2.0	Make pause graphic	2.0
* Tile class	1.0					Pause feature	1.5
Soundtrack eval	1.5						
WinMain setup	0.5					Test integration	1.0
Integration	2.0						

Wednesday, January 14, 2003

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
Tile Engine		Code Profiler		Sprite Ripping		GUI / Menu	
* Tile layer	1.0	* Profiling	4.0	* Thadax	8.0	* New game	2.0
* Tile drawing	2.0						
* Test & debug	2.0					Research action mapping	2.0
						Research force feedback	2.0
Start game class	0.5						

Thursday, January 15, 2003

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
Tile Engine		Quick Save	4.0	Sprite Ripping		Action mapping	8.0
* layer disabling	1.0	Quick Load	4.0	* Enemies	2.0		
* layer sorting	1.0			Bitmapped Font	3.0		
* Tile loading	3.0						
				Existing Tech			
Integration	2.0			* Get to codespec	4.0		

Friday, January 16, 2003

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
Tile Editor		Research particle engine	4.0	Physics Engine		Force Feedback	4.0
* Scrolling	3.0			* gravity	2.0		
* Tile placement	5.0			* elasticity	2.0	High score table	4.0
* Layering	2.0			* collision	3.0		
* Planning	4.0			Thadax walking	7.0		

Saturday, January 17, 2003

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
Game class	1.0	Design level 1	4.0	Whipping	5.0	Force Feedback	4.0
		Design level 2	4.0	Scoring System	3.0		
Tile Engine							
* Animated tiles	5.0			Enemy AI			
Integration	2.0			* Enemy 4	4.0		
				Whipping	5.0		
Milestone:		Milestone:					
Tile engine, no anims		Save/Load		Milestone:		Milestone:	
Tile editor functional		Code Profiler		Thadax walking.		Action mapping works	

Schedule

Sunday, January 18, 2003

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
Tile Editor		Particle Engine		Enemies		GUI	
* Load/Save	4.0	* Emitter class	8.0	* Enemy AI		* High score table	4.0
				** Enemy 1	4.0	* Load/save	2.0
				** Enemy 2	4.0		
				** Enemy 3	4.0		

Monday, January 19, 2003

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
Tile Editor		Particle Engine		Powerups		HUD	
* Event triggering	2.0	* Particle class	4.0	* Whip upgrades	3.0	* Health display	3.0
* Animated Tiles	4.0			* Score up	.25	* Current 2ndary weapon	3.0
		Design level 3	4.0	* Health up	.25	* Score	1.5
				* Power stone	1.5	* Hearts	1.5
				* Hearts	.25		
				* Rosary	2.0		

Tuesday, January 20, 2003

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
Loading screens	4.0	Particle Engine		Powerups		HUD	
Inventory menu	4.0	Particles shooting	4.0	* 2ndary weapons	6.0	* Level	1.5
Game class	2.0					* Boss health	1.5
				Milestone:		* Testing of GUI/HUD	6.0
Milestone:		Milestone:		Thadax whipping			
Tile editor/engine 100%		Level 1-3 done		Physics integrated		Milestone:	
		Particle, Emitter		All powerups		Force feedback works	
				Enemies (2)		High scores	
Integration	2.0			Scoring		Load/Save	

Wednesday, January 21, 2003

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
MILESTONE PUSH		MILESTONE PUSH		MILESTONE PUSH		MILESTONE PUSH	
<i>Catch up if behind</i>		<i>Catch up if behind</i>		<i>Catch up if behind</i>		<i>Catch up if behind</i>	
Verify milestone		Particle Engine:					
		Particles behaving	4.0				
Integration	2						

Thursday, January 22, 2003 --- MILESTONE 3

Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh	
Tile Editor		Particle Engine:	6.0	Enemies		GUI	
? Cutscene editor	4.0			* Miniboss		* Music/SFX volume	8.0
Memory manager	4.0			** Rip sprites	2.0		
				** Miniboss AI	7.0		

Schedule

Friday, January 23, 2003						
Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh
Support		Particle Engine	4.0	Enemies		GUI
Testing				* Boss		* Music/SFX volume 8.0
Tweaking				** Rip sprites	2.0	? MP3 playlists
				** Boss AI	9.0	? Selectable resolutions

Saturday, January 24, 2003						
Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh
Testing		Particle Engine	4.0			Testing
Tweaking						Tweaking
Milestone:				Milestone:		Milestone:
Memory manager				All enemies done		GUI / HUD works

Sunday, January 25, 2003						
Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh
Testing		Particle Editor	8.0	Testing		Testing
Tweaking				Tweaking		Tweaking

Monday, January 26, 2003						
Matt Holden		Keith Butt		Mike Littlejohn		Greg Stambaugh
Verify Milestone		Particle Editor	8.0	Testing		Testing
Tweaking				Tweaking		Tweaking
		Milestone:				
		Particle engine				
		Particle editor				

Bibliography and Content Sources

History / Lineage Information

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The Castlevania Dungeon

<http://www.classicgaming.com/castlevania>

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Graphics

Super Castlevania IV

© Konami Entertainment, 1993

Super Nintendo Entertainment System

Castlevania: Aria of Sorrow

© Konami Entertainment, 2003

Game Boy Advance

Castlevania: Harmony of Dissonance

© Konami Entertainment, 2003

Game Boy Advance

Dracula X: Rondo of Blood

© Konami Entertainment, 1995

Super Nintendo Entertainment System

Soundtrack

Castlevania: Symphony of the Night

© Konami Entertainment, 1997

Sony PlayStation

Super Castlevania IV

© Konami Entertainment, 1993

Super Nintendo Entertainment System

Dracula Battle

© Konami Entertainment

Remix/Compilation CD

Best of Battle

© Konami Entertainment

Remix/Compilation CD