

INTRO/ABSTRACT

Hemorrhage is a fast-paced FPS action game with a focus on risky gameplay and dodging enemy attacks. Fight your way through hordes of grotesque creatures and make it to the end! The player starts with limited health but can steal more from killing enemies. Then, you can unleash this stored-up health to deal massive damage to your foes!

METHODS

Hemorrhage was developed using the following technologies:

Game Engine: Unity 2021.3.9f1 (LTS)

Scripting: C#, Visual Studio 2019

3D Assets: Maya, Adobe Substance Painter

2D Assets: Clip Studio Paint, GIMP

Sound Design: FL Studio, Audacity

Version Control: Perforce (Helix Core P4V)



RESULTS

Our game successfully challenges the player and creates interesting dynamics where the player must choose to save up health or to sacrifice it in order to progress. Using these mechanics, the player can create situations that cater to their preferred playstyle.

Development on this title will continue in the future, allowing these concepts to be fully explored and additional mechanics to be implemented.



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Hemorrhage is a fast paced FPS game about balancing risk/reward and making quick decisions.



Fig. 1 - Environment Design



Fig. 2 - Player uses melee attack against a group of enemies



HEMORRHAGE

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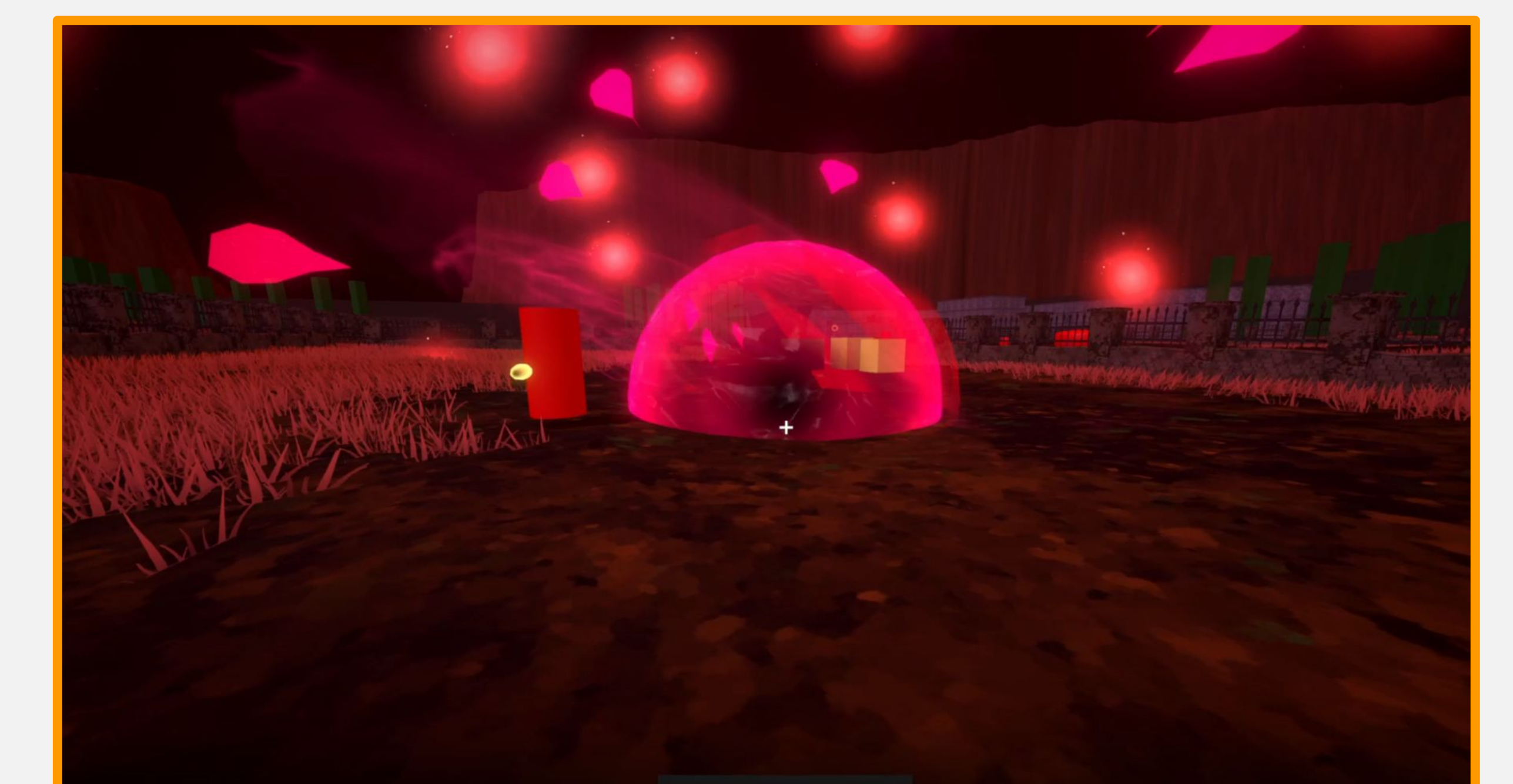


Fig. 3 - Player uses Bloodshot projectile to deal AOE damage

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