

Game Design Document 3C

ISART[®]
D I G I T A L



Castlevania
Symphony of the night

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GAME DESIGN

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Game Summary

As a descendant of vampire hunters, you want to put an end to Dracula's bloodline. Will you be able to rid the world of this unspeakable terror?

Prepare yourself to uncover the mysteries of Castlevania and embark on an adventure as legendary as vampires themselves.

Symphony of the Night starts with Richter Belmont's attempt to defeat Dracula. This is the conclusion of the Rondo of Blood's episode.

After Richter combats Dracula, he goes missing.

Maria, who is a direct relative to Richter, goes searching for him. She sees Dracula's home rising up in the distant horizon and courageously goes towards it. Castlevania, rising in its grace every 100 years, stands before her.

...

**What awaits you: over 140 different enemies, bosses, and ghastly creatures. As well as awesome magical spells to transform into a bat, a wolf or disappear altogether! Don't forget the hidden weapons, secrets and characters...
The largest Castlevania ever!**

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GAME OVERVIEW

Scope

This document intends to present and explain each part of the game, from its development to its marketing.

It is intended to be read by game programmers, artists and game designers that are involved in this process.

This document serves as a guide that contains instructions which will need to be considered with great attention and care.

This will ensure that both the structure and functioning of the game end up being transformative and original.

Game Structure

This production is an **action platform/role-playing** video game which was originally released for the Nippon Electric Company PC Engine (TurboGrafx 16) in 1993, in Japan.

As an original production within the Castlevania series, Symphony of the Night opted for a more free and coherent layout.

Thus, objects such as moving platforms and pits, staples of the stage-based games, were removed, and the castle's areas functioned more similarly to how a **Metroid** game would.

However, classic elements, such as spikes, have been left in the game to add more challenge to its layout, along with several traps, such as spikes strapped to motion-detecting, rolling contraptions.

Game Genre & Details

Developer: **KCEK - KONAMI**
 Website: www.konami.com
 Release: **October 2, 1997**
 Genre: **Action-adventure RPG**

Rating(s):

(ESRB) :  **Teen** (ELSPA) :  **Ages 11+** (USK) :  **Ages 12+**

Franchise: **Castlevania**
 Player(s): **1 Player**
 Console(s): **Playstation | Sega Saturn | Xbox 360**
 Accessories: **Memory Card 1 Block**
 Media(s): **CD-ROM, digital download**

Director: **Toru Hagihara**
 Composer: **Michiru Yamane**
 Alternate Title: **"Akumajo Dracula X: Gekka no Yasoukyoku"**

Game Story

The story takes place in 1797, 5 years after the events of Rondo of Blood. It starts with Richter Belmont's defeat of Count Dracula, at the end of the former game. Nonetheless, despite Dracula being defeated, Richter vanishes without letting any trace. Castlevania rises again five years later, and in the absence of Richter, Alucard, the son of Dracula and his mortal wife Lisa, awakens and decides to investigate what has been going on.

Alucard possesses the power of his vampire father, while still maintaining his mortal side. He is determined to destroy the castle of his father and prevent his revival. Meanwhile, Maria Renard, Richter's sister-in-law, enters Castlevania herself to search for the missing Richter. She assists Alucard multiple times throughout the game, even though their objectives are different.

There are four separate endings to the story. If a certain sequence of events is followed, Richter is revealed to be under the influence of the dark priest Shaft. After the latter is defeated, an upside-down version of Castlevania, the Reverse Castle, appears from the heavens.

This castle contains another entire series of adventures, that ends with an ultimate face-off between Alucard and his revived father, Dracula himself.



THE GAME WORLD

Symphony of the Night is highly inspired by the Gothic and Renaissance styles. This can be seen in both the architecture and sculptures of the game world.

There is great emphasis on symmetry and geometrical designs. However, several flourishes are present, such as in the Transition Rooms, where you can encounter multiple angelic figures as well as sculptures.

Details are also important. Stonework and pillars present a greatly designed structure that look ancient due to their shape and color. Statues are varied in their poses and designs.

Bits of bricks and stone can be seen and are distinct from the general layout, which makes an interesting contrast and catches the attraction of the player.

The complexity of the architecture is also apparent in places such as the Royal Chapel, with its original structure and composition. Castlevania's areas also demonstrate graphical techniques, such as multiscrolling in areas like the Underground Caverns, with their natural pillars and waterfalls.

There are also interesting scrolling objects, such as the clouds in the Castle Keep and Royal Chapel.

There also is the utilization of 3D techniques in the backgrounds that create the illusion of shifting perspectives. This is evident in the Royal Chapel with the stained glass windows and large cross in the background.

As the player walks or jumps, the windows and the arching ceiling will transform their shapes to match the player's location.



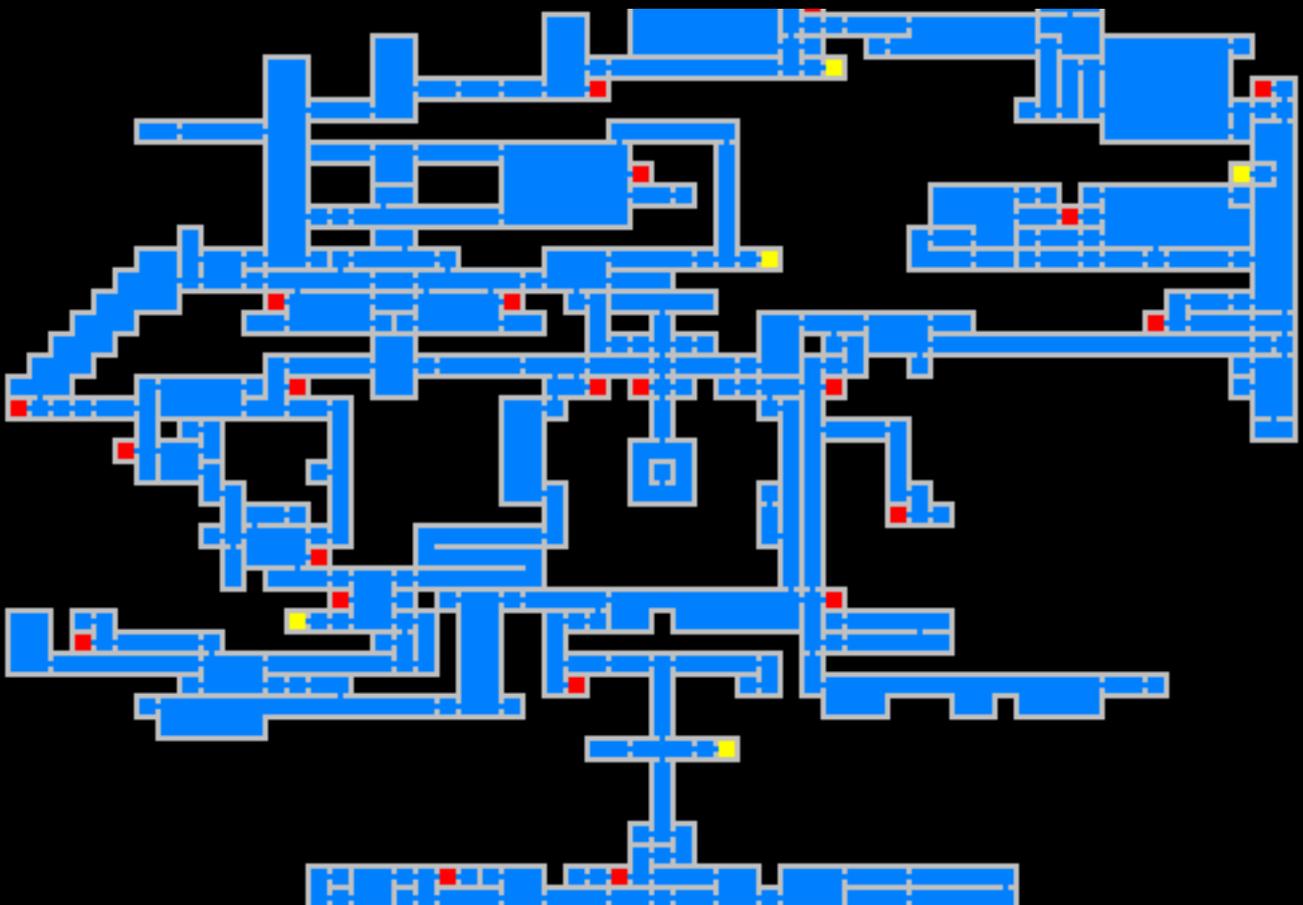
The World Layout

In a way, *Symphony of the Night* adopts the general layout of the other games of the series, such as *Harmony of Dissonance* and *Aria of Sorrow*. It follows the traditional formula of *Metroid* series, where the player must gain new powers by exploring unknown regions and bypass certain obstacles. There are also classic elements, such as spikes, that add more challenge to its layout, along with several traps.

However, the game remains unique because it presents very interactive areas. Bridges can collapse, gears can be hit to open doors, obstacles are destroyed in a wide variety of ways. Moreover, *Symphony of the Night* uses a lot of hallways with little platforming and “Zig-Zag Rooms” (a name given by players). These rooms are vertical rooms that let the player move left and right, up or down a series of structures, to reach the next destination.

Symphony of the Night also shows hidden rooms (which are usually accessed by attacking certain parts of a wall, floor, or ceiling) that contain more enemies and items, along with some of the game’s biggest secrets. Alucard will utilize shapes such as the Form of Mist to travel through thin spaces, or the Form of the Bat, to gain access to higher areas.

The map of the two castles (the maximum is 200.6%).



CAMERA VIEW

This game is a side-scrolling one (or side-scroller), that is a video game in which the gameplay action is viewed from a side-view camera angle. The player's character moves left or right, and the screen scrolls with them.

This game makes use of scrolling computer display technology. Actually, the move from single-screen or flip-screen graphics to scrolling graphics, during the golden age of video arcade games, has proved to be a pivotal leap in game design.

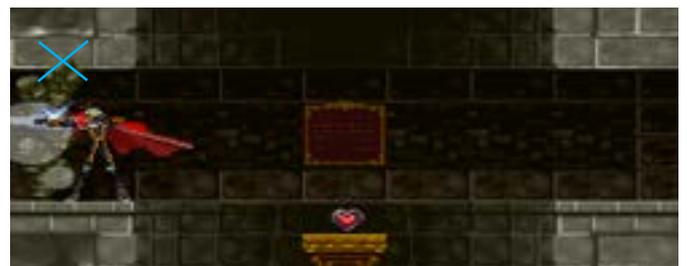
Scrolling platformers



A camera follows the player who jumps and bounces on various platforms and surfaces like buildings, clouds and hills.



The camera in this game follows the side perspective, like almost the standard mode of 2D platform games. The character remains practically throughout the game in the central part of the screen, however certain



movements and skills of the player make him transfer to other points on the screen, but always returning to the original point.

Some secret areas are subtly revealed by the camera.

Side view

The game uses a traditional “platforming” viewpoint where the action is seen from the side. This perspective can be used for 2D as well as 3D games, both scrolling and static.

HUD

The camera always respects the HUD bar on the left above. We also have the inventory showing up in full screen.



Parallax Mode

The camera respects the parallax effect, present in almost all scenarios.

Character

The camera always follows the character, practically in the central position of the screen.

Movement

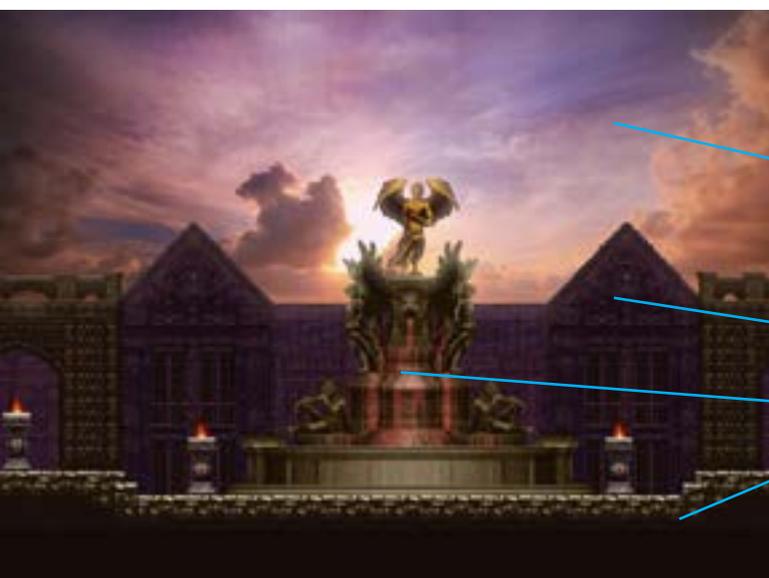
The camera follows the orientation of the movement, sometimes the character will leave the camera vision in just forcing a high speed, the camera will subtly work the subtle direction giving a precise notion of movement, and returning smoothly to the central point.



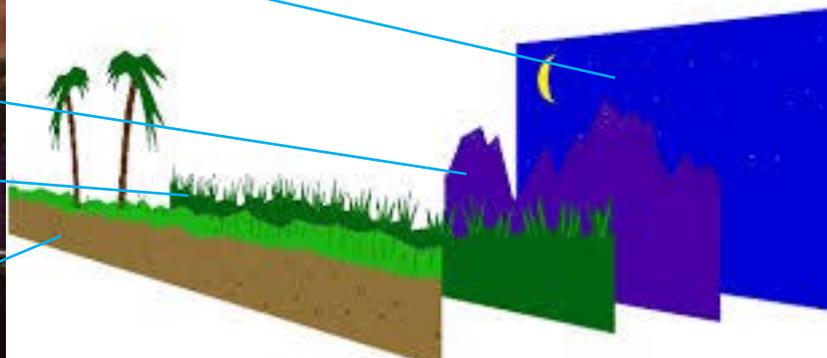
The game camera consists of practically the same way throughout the entire game, we only have one change at the end of the game with the final scenes in CG (Computer Graphics).

Parallax Mode

Parallax scrolling is a technique in computer graphics where background images move past the camera more slowly than foreground images, creating an illusion of depth in a 2D scene of distance.



The effect is found in almost every game, at different points the scenario passes a sense of detachment the moment the player moves on the scene.



GAME CHARACTERS

Character #1 Dracula

Originally a human called **Mathias Cronqvist**, Dracula fell into madness after the death of his first wife and became an immortal vampire thanks to the powers of the Crimson Stone. With his dark powers, he built an army of creatures and his fortress, Castlevania.

Role(s): **Dark Lord, main antagonist**
 Species: **Vampire**
 Place of origin: **Transylvania, Romania**
 Date of birth: c. **1062 A.D.**
 Age: **Immortal**
 Weapon(s): **Magic**

Since the 11th Century, the Belmont Clan stood in opposition to Dracula and legendary warriors confronted him each time he came back from the dead.

He was eventually definitively destroyed in 1999 by the last descendant of the Belmonts.

Abilities:

- **Hellfire**
- **Dark Inferno**
- **Demonic Megiddo**
- **Dominus Hatred**
- **Power of Dominance**
- **Soul Steal**



Character #2 Alucard

As the offspring of an unnatural bond between Dracula and a human woman named Lisa, Adrian had special powers and was destined to be stronger than any human but not potentially as strong as his father. After Lisa was killed, having been mistaken for a witch, Adrian grew

up under the influence of his father, whence he was taught in the dark arts and molded into a warrior who would one day fight for the side of evil. Alucard is an adept swordsman and typically wields one-handed swords. Alucard's other attacks use dark magic.

Role(s): **Vampire Prince, Vampire Hunter**
Species: **Dhampir**
Place of origin: **Transylvania, Romania**
Date of birth: **15th Century**
Age: **Immortal, physically 18**
Weapon(s): **Swords, Shields and Magic**

Abilities:

- **Ability to transform into a bat, wolf or mist**
- **Excels in magic spells (Dark Metamorphosis, Hellfire, Soul Steal, Teleportation)**



GAME CHARACTERS

Character #3 Richard Belmont

He is a descendant of Simon Belmont and Juste Belmont. He is a renowned vampire hunter. He has a strong sense of justice and unwavering will. Every generation of the Belmont Clan has produced tougher, more dedicated vampire hunters — yet Richter

stands as one of the most powerful in the family. Brandishing the legendary sacred whip which so many of his predecessors wielded, this hot-headed youth pushed Dracula to the brink.

Role(s): **Vampire Hunter**

Species: **Human**

Place of origin: **London, England**

Date of birth: **1773**

Age: **25**

Weapon(s): **Vampire Killer, Sub-Weapons**

Abilities:

- **Item Crash**

- **Somersault**



Character #4 Maria Renard

She is a young vampire huntress and a distant relative of the Belmont Clan. She was only twelve years old at the time she makes her first appearance in the series, yet she has already achieved mastery over magic spells, animal spirits for familiars, and the four celestial beasts

Role(s): **Vampire Huntress**

Species: **Human**

Place of origin: **Transylvania, Romania**

Date of birth: **1780**

Age: **17**

Weapon(s): **Doves, Hands, Sub-Weapons, Animal spirits**

As a courageous vampire huntress, the twelve-year-old Maria Renard stood up against Dracula's minions with the possession of her magical powers.

Abilities:

- **Item Crash**

- **Guardian Knuckle**



STATE MACHINE

You still go through “stages”, battling typical Castlevania enemies and bosses along the way. But special items or abilities need to be obtained in order to proceed to new areas. It has everything you’d expect from an action/RPG: level gaining, equip weapons/armor, collect money for a store, HP/MP stats, etc. You often need to backtrack through areas you already walked through in order to travel to other areas or discover secrets you couldn’t reach before.

You gain abilities like a double jump and super jump. You gain spells like Hellfire (shoot fireballs) and Soul Steal (steal HP from enemies). You gain the ability to transform into a wolf, mist and bat. Furthermore, you gain abilities for the wolf/mist/bat forms. Some abilities allow you to uncover secrets or proceed further into a stage. For example, the double jump lets you reach high platforms, and the bat’s sonar allows you to see in dark areas.

For Reaching High Points

An interesting aspect of this game is the ability to explore most diverse points of the map, in order to discover secret areas.

This would not be possible without certain abilities. These allow you to uncover secrets or proceed further into a stage.

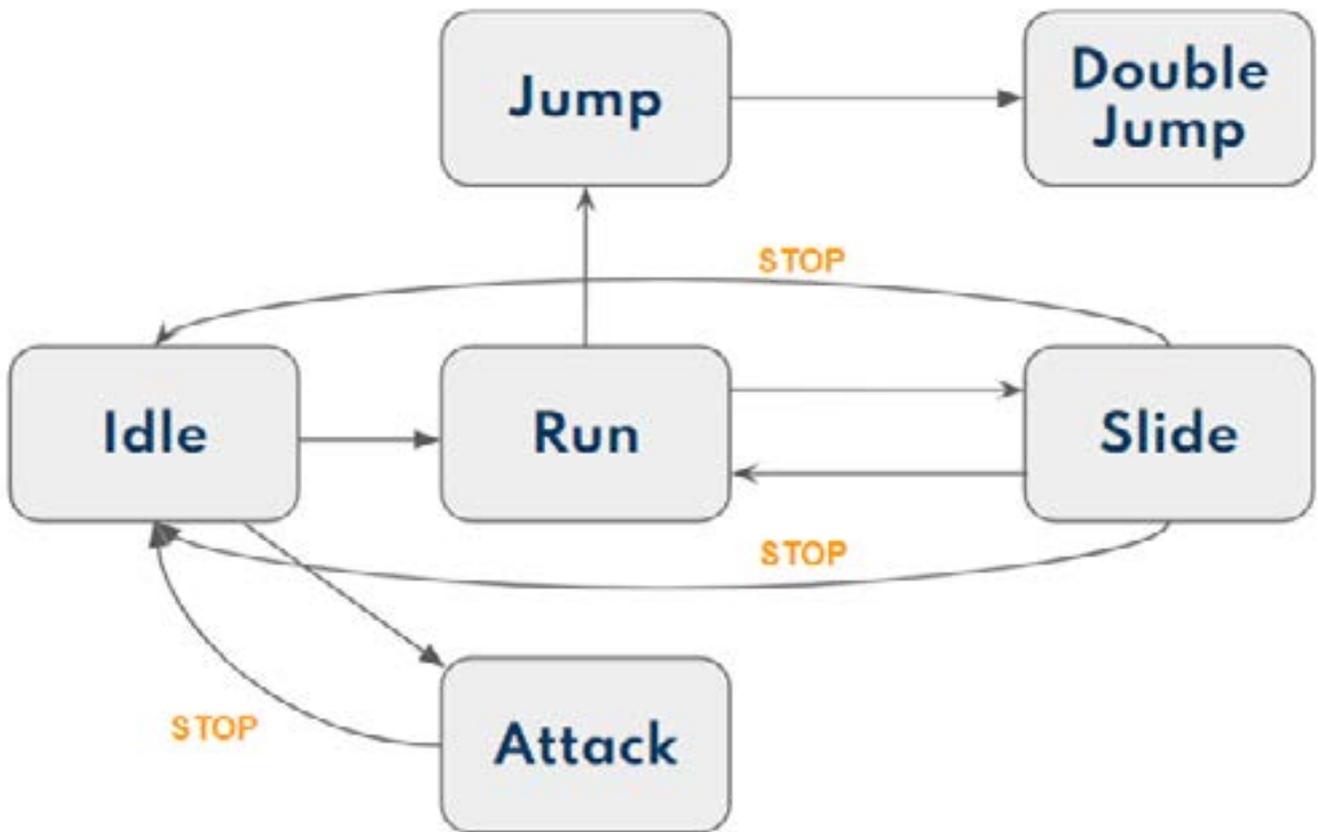
For example, the double jump lets you reach higher platforms. You gain abilities like a double jump and super jump. You gain spells like Hellfire (shoot fireballs)

and Soul. You gain the ability to transform into a wolf, mist and bat. Furthermore, you gain abilities for the wolf/mist/bat forms.

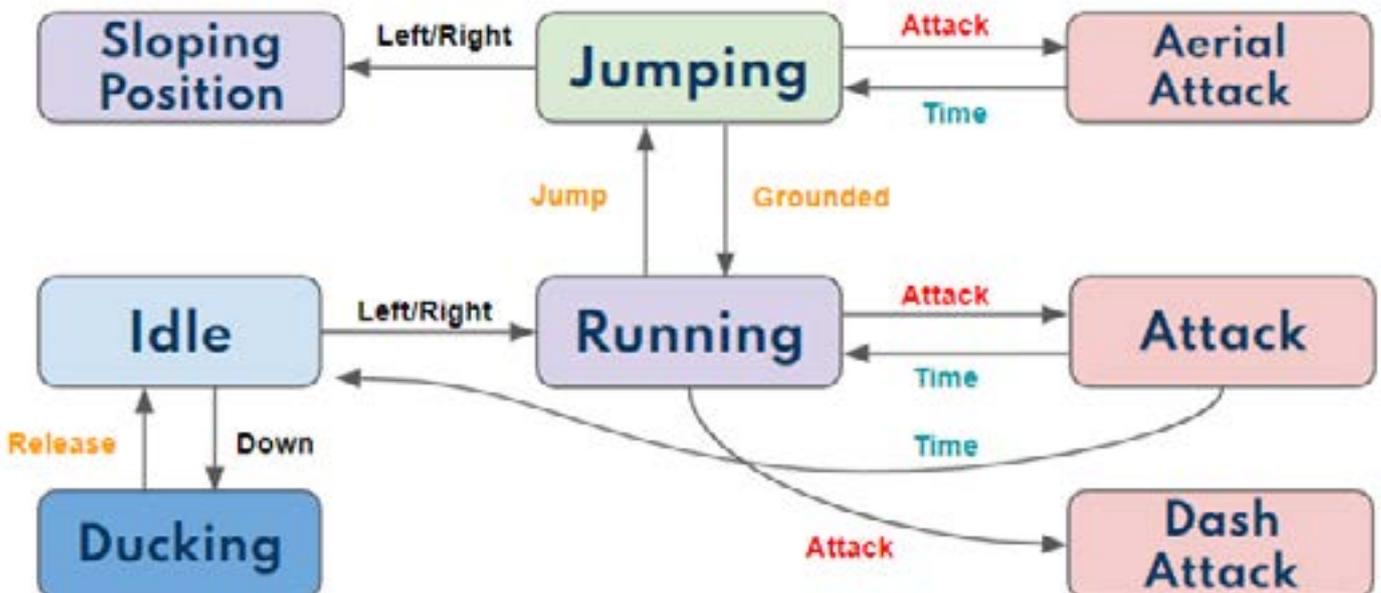
These sequences make the State Machine complex, allowing various combinations to reach certain destinations.



Basic character movement

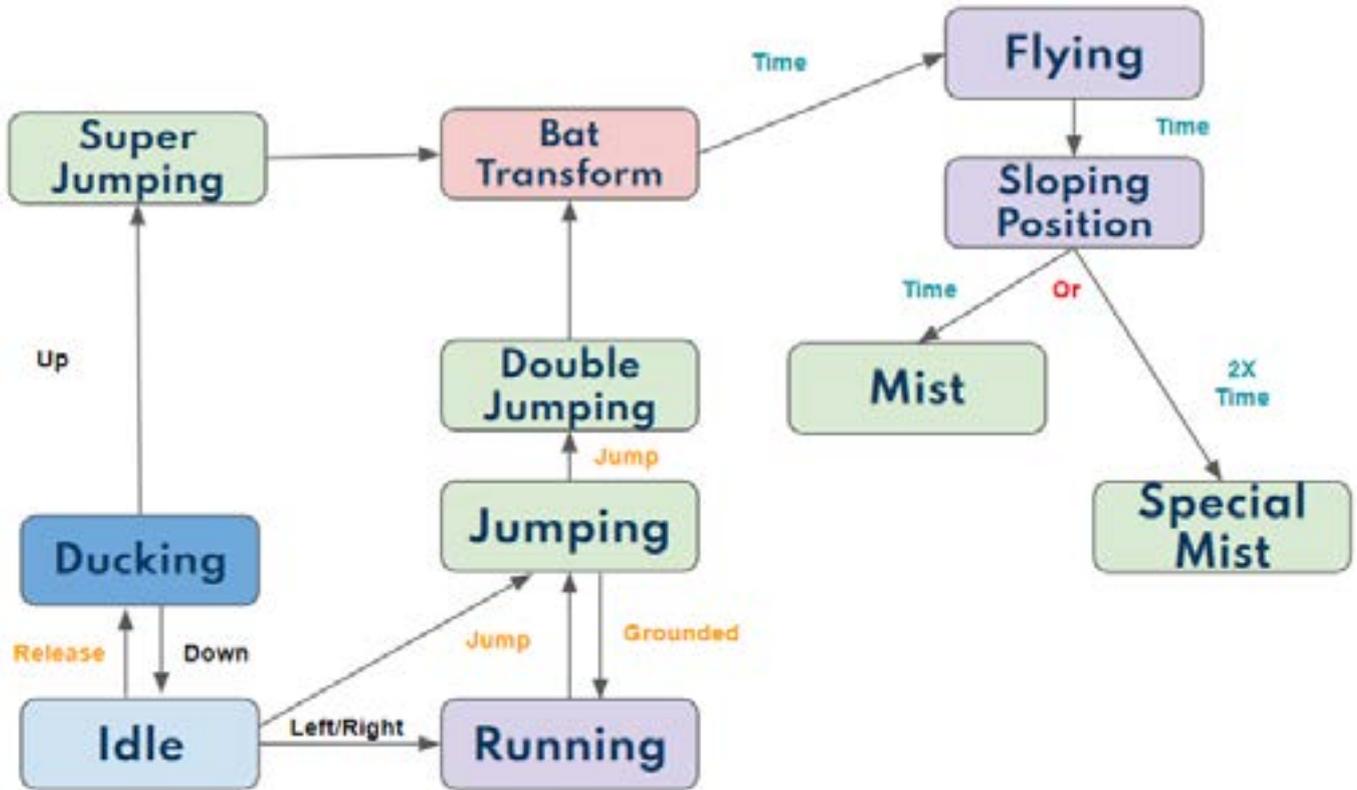


Advanced moves with attack

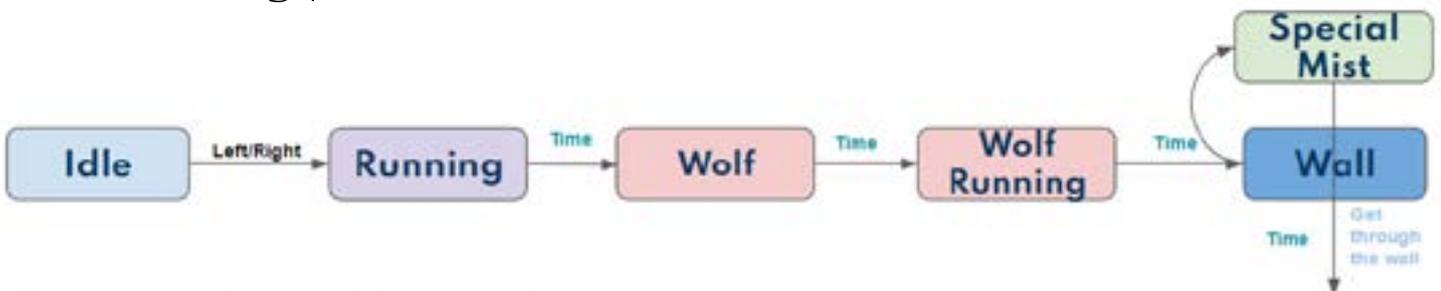


STATE MACHINE

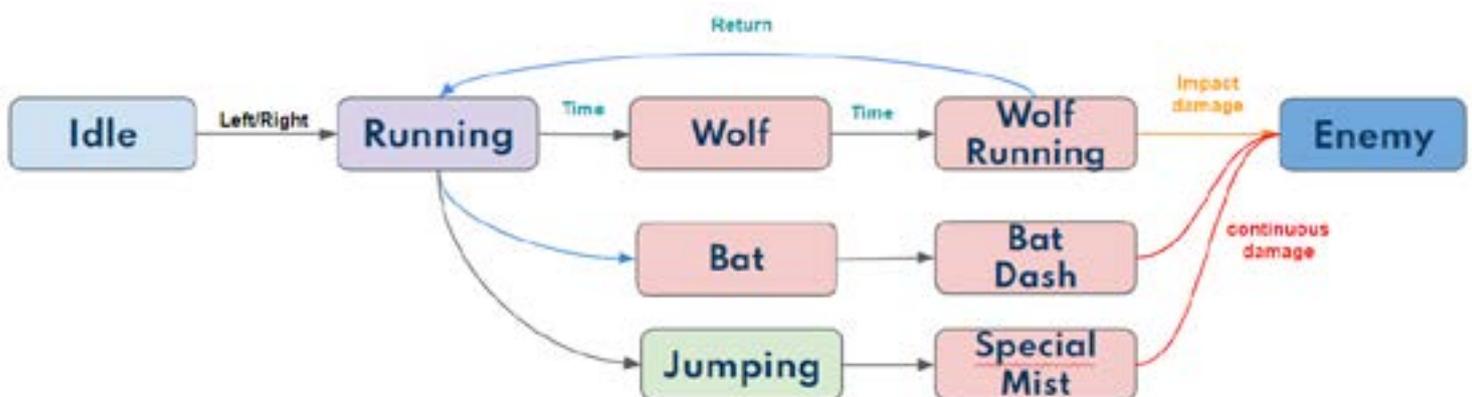
Possibility to reach high points



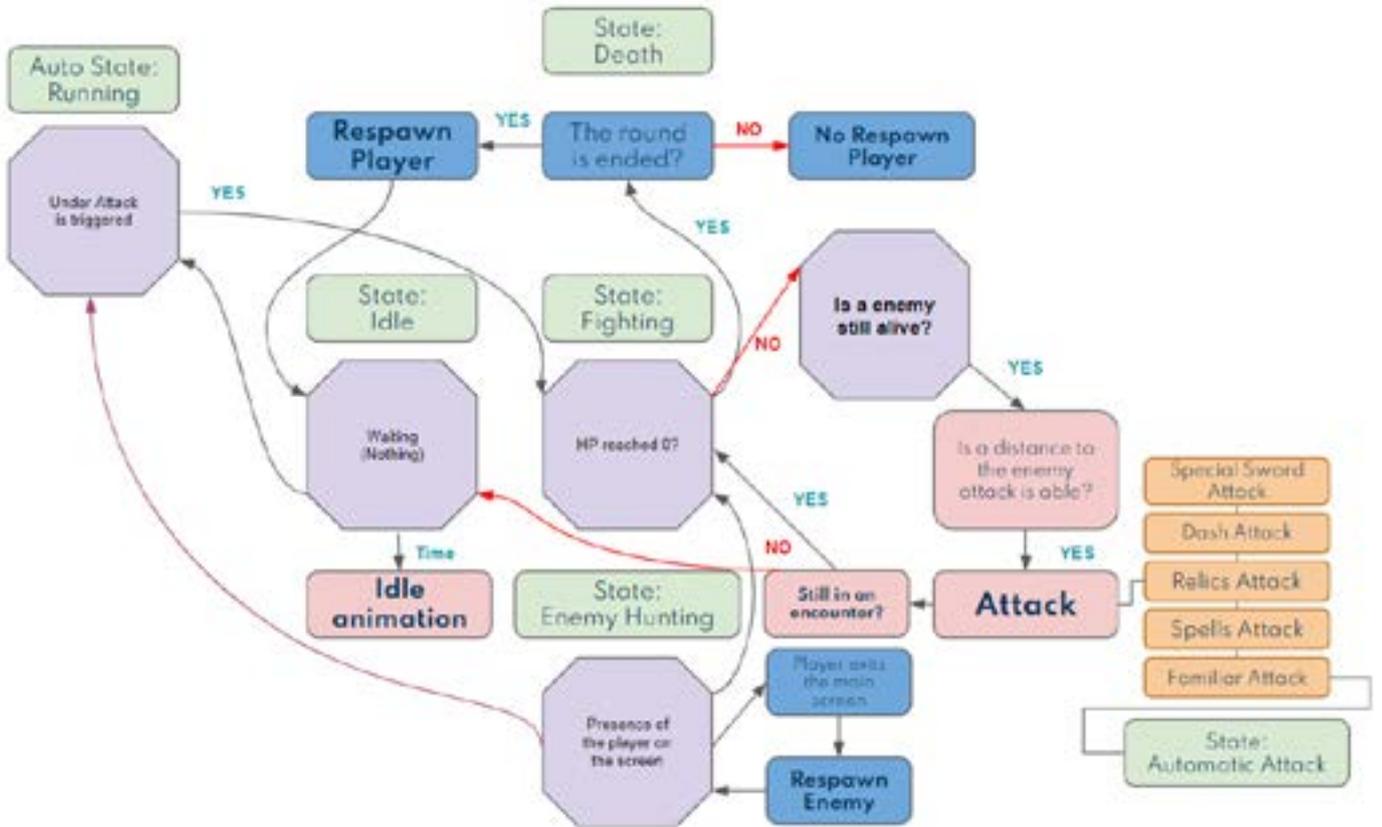
Fast running past barriers



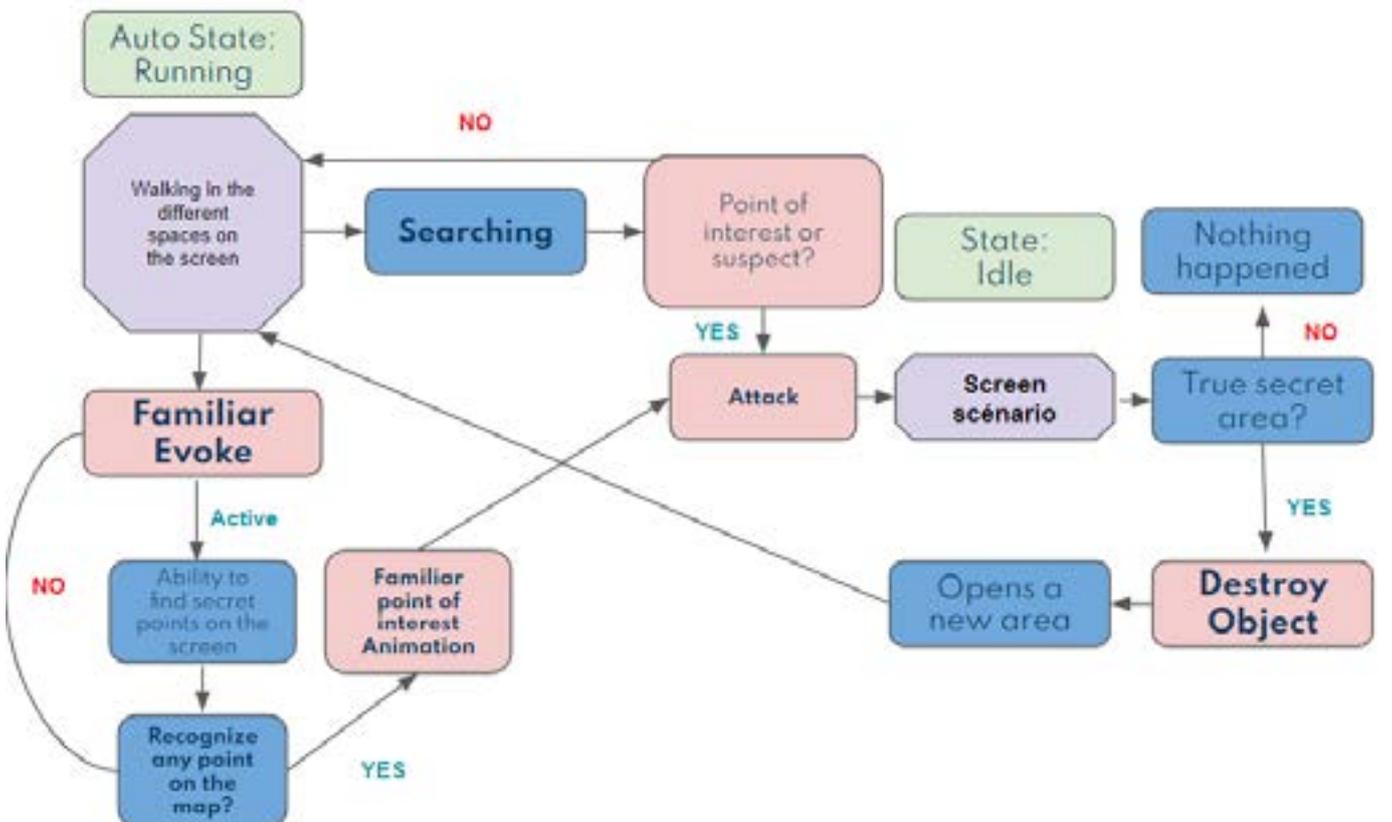
Fast running with attacks



Combat base



Hide Door Secret Solution



PLAYER CONTROLS

Symphony of the Night introduces a fluid control scheme for its protagonist. Unlike his predecessors, Alucard can backdash with a single button, and attack with a downward kick while jumping. Basic controls move the player through discovering ancient relics that open new paths.

Hidden weapons and magical items can be uncovered. Some weapons and items have restricted use. The player must earn "hearts" to enable them but they need to find the correct buttons for that.

As the quest continues, the player encounters myriad of monsters and dark forces that challenge their progress. Every victory gives the player experience, which yields power and strength.

Gradually, the player is able to face and defeat stronger and stronger enemies.

More and more the player gain new commands and movements to make the adventures more complex.

When the player receives damage, they lose some of their life force. Because Alucard is half human, he can be defeated more easily than his father. If his life drains to zero, the Start screen reappears, and (if is the player saved a game in the progress) they can resume playing from the last saved position....

Many times the player has to be adventurous, and discover and try random movements, so that they can discover something new.



Control of the mist is fluid and acts according to the movement that the player wishes, making them possible to pass through certain areas easily. However, time lapse of the mist is limited.

Once you have defeated Galamoth in the second half of the game, you will gain access to the Gas Cloud relic. With this awesome relic, your mist will damage any enemy that comes into contact with it! Truly this is the mother of all your forms, and is so worth getting.



Moreover, when the player is transformed into a bat, they adopt flying movements that enable them to circulate throughout the map more easily.

Common Controls

PlayStation	Xbox 360	Sega Saturn	Description
			Move left or right
			Run fast
			Crouch/Move elevators down
			Save (in a save room)/ Move elevators up
			Jump
			Use special weapon
			High jump (Alucard must have special item to perform this)
			Map screen
			Pause menu (Alucard), pause (Richter and Maria)

Alucard Commands

PlayStation	Xbox 360	Sega Saturn	Description
			Sit in a chair
			Double jump
			Attack/Use item in right hand
			Attack/Use item in left hand
N/A	N/A		Use medicine or food in holder slot
			Back dash
 			Transform into Mist
 			Transform into Bat
 			Transform into Wolf

LAYOUTS

The original game layout brings a new experience to players who are seeking a platform game with high visual quality. In a simple way, the game puts forward several concepts that have been little explored, thus revolutionizing platform games and becoming a reference among all.

The game is presented using 2D visuals, mainly sprites animated over scrolling backgrounds. The PlayStation having no hardware for scrolling, the developers used the same methods for displaying character sprites as those to display backgrounds. Occasionally, the 3D capabilities of the PlayStation have been utilized.

The game contains opening and ending cinematics, which were created by another group at Konami. Thus, Igarashi and the development team were disappointed by the quality of the cinematics, which featured flat models lacking textures.



On Screen Display Layout

Number of hearts:

Decreases when you use special weapons, and increases when you get hearts.

Special weapon:

Shows the special weapon you possess.

Player life meter:

The game ends when this meter reaches 0.

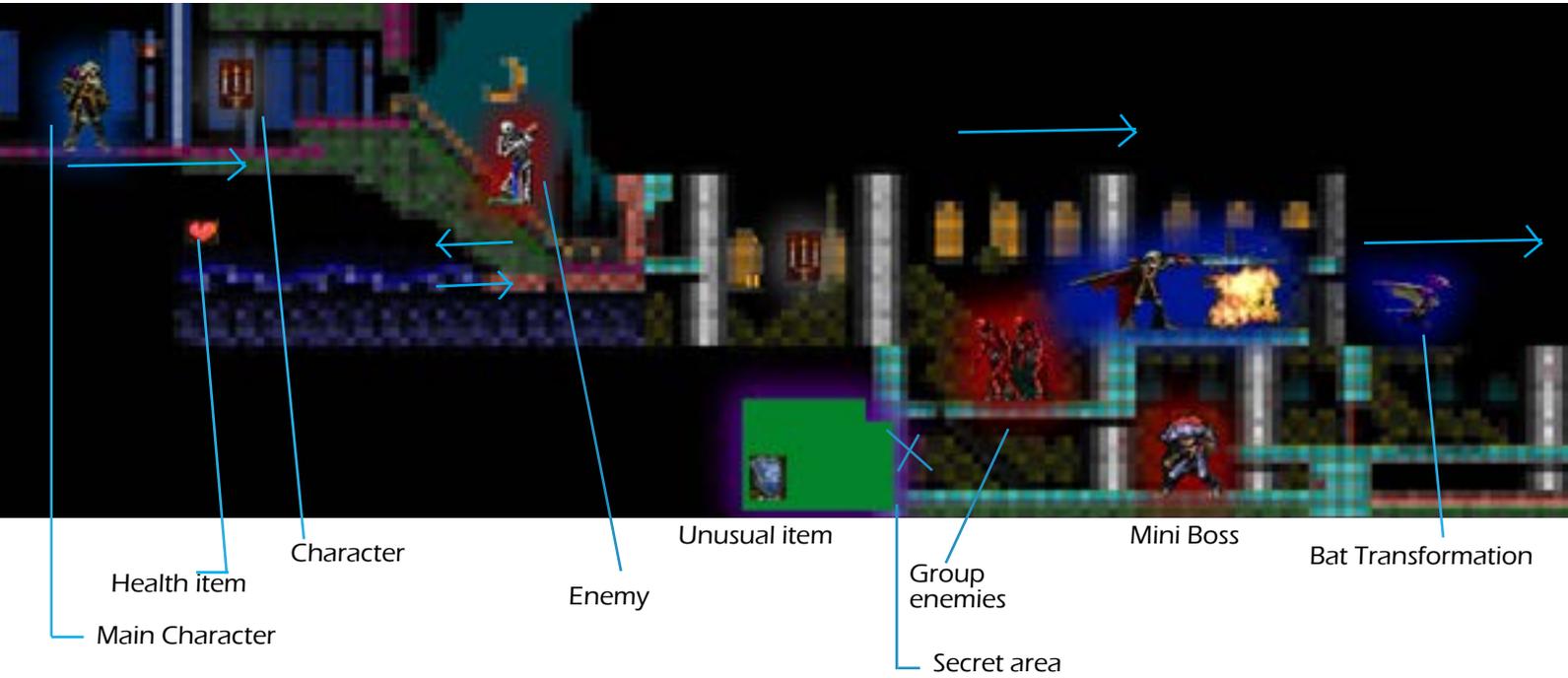
Magic meter:

Goes down when you use magical attacks or shapeshift. This meter will replenish slowly.

Name of enemy character:

Appears when you hit an enemy (requires a special item)

Gameplay situation



Fake Screen



The game screen provides several visual cues for each situation (in addition to sound compositions that help to make sense of the scene). In the above image, we have divided the scene into colors to explain the parallax principle (purple, green and yellow further down). The items that can be destroyed always remain on the screen with some evidence (animated gif).

The damage done by the enemy and the character always appears for a time, being put in evidence as red numbers.

The Relics, status and composition of the character's information bar are always present in the upper left.

FEATURE SIGN-OFF (FSO)

Symphony of the Night offers a wide variety of effects for its weapons, such as the curved, multi-colored movement effects of the Masamune and the trailing effect of the Heaven Sword.

There are also detailing effects of the shields movement with interesting shapes and motifs.

Several other elements can be considered to improve the game to the highest point. However, we wanted to underline these important elements that are needed for a first version of the game.



ADVANCED OBJECTS	DESCRIPTION	BUG	PRIORITY	COMMENTS
Fidelis Caries - Order of Ecclesia	Summon zombies that fight to the death.	Animation	HIGH	Enemy appears reversed in the scene
Ghost - Harmony of Despair	Summon a Ghost as a familiar.	Glitch	MEDIUM	Enemy disappears after a time
Fairy Card	Summons "Fairy" Familiar	Glitch	SMALL	Incorrect animation
Imp - Imp Familiar	Summons "Imp", the familiar.	Animation	SMALL	Ataque animacao incorreto
Skeleton	Weak: Holy, Monster Vial lvl 3	High HP	MEDIUM	Problem with status
Valhalla Knight	Legendary enemy in the catacombs of terror	-	HIGH	Inserting it into the game
Vorpal Blade	Use with shield rod equipped and unleash a special power from your shield (any shield)	Colors	SMALL	Weapon colour has defects, make improvements
Spirit Orb	Spiritual orb fluctuating in catacombs	Animation	MEDIUM	Attack animation is missing
Gas Cloud	Your mist form can deal damage with poison element	Colors	SMALL	Colour is different all the time
Gravity Boots	Enable the ability of super jump Uses 4 MP each time Can be used repeatedly and diagonally	Gravity Glitch	MEDIUM	Problem in programming
Holy Symbol	Will not take damage when touching water	Map	HIGH	Too many items in the map
Merman Statue	Summon the oarsman at a certain location	High ATK	HIGH	Very difficult enemy

ATTRIBUTES

here are several effects in the scenario that derive from the characters' attributes. Alucard possesses a large amount of spells at his disposal, some of them concerning usage of the shields, shield rod and explosive items.

The effects are colored and animated. Spiritual helpers are detailed and sometimes weird, and animations such as fire and glowing qualities are convincing.

Alucard has many ways to defeat his enemies. He can swing typical weapons, such as: swords, daggers, clubs, two-handed swords and others. He can also be tactful by throwing shurikans. In addition to physical armaments, he can use magic to summon spells to aide him in his quest. If that's not all, he can command powerful allies to aide him, these are known as familiars.

Among them is a sword that will be at Alucard's side and attack enemies as they get close.



Alucard can also use Magic Spells learned through incantation scrolls and activated with specific button combinations.

Some spells damage enemies, such as Hell Fire, while others heal Alucard, like Soul Steal and Dark Metamorphosis.



A Familiar is an eidolon summoned by the player. Familiars can take many forms, such as bats, ghosts and imps, among many others, or they could be formed from the souls of captured enemies.

Their most common purpose is to provide the player with support skills. Some familiars may also use special attacks to assist the player in combat.

SPELLS	DESCRIPTION	SEQUENCE	COST
Summon Spirit	A misty spirit moves around the screen hitting your enemies	Right, Left, Up, Down and Square	5 MP
Hell Fire	Dracula's 3 fire ball attack	Up, Down, Down, Toward your target and Square	15 MP
Dark Metamorphosis	Enemies who bleed will restore your HP when you hit them (temporary)	Left, Up, Up, Right, Right and Square	10 MP
Soul Steal	You suck energy from creatures in the screen. Can also destroy fake walls.	Left, Right, Down, Down, Left, Right and Square	50 MP
Tetra Spirit	4 spirits instead of 1	Up, Right, Right and Square (you have to hold up for a few seconds)	20 MP
Sword Brothers	*Sword familiar deployed* Summons another sword for a powerful attack	Down, Down, Toward your Target (hold up for a few seconds) Square or Circle	30 MP

TECHNIQUES	DESCRIPTION	SEQUENCE	COST
Wing Smash	Bat charges forward until stopped by an object	(Holding X) U UA A DA D DF F (release X)	-
Wolf Charge	Powerful attack by a wolf	D DT T square or circle	-
Wolf Bite	As Wolf, you will take a lunging bite in front of you	D DT square	-
Super jump	Super jump, use over and over and you can fly ("shoe" items required)	Down, Up and jump	-
Special functions	May activate special weapon functions like throwing (Rune Sword)	Down, Toward your target and Square	-
Charge	Powerful charge by Alucard. Works with most 2-handed swords	Down, Toward your target and Circle	-
Shield functions	Use with shield rod equipped and unleash a special power from your shield (any shield)	Square and Circle	-

RELICS	DESCRIPTION	LOCATION	COST
Soul of Bat	Enable the ability of transforming into a bat MP is drained during transformation	Long Library	-
Force of Echo	Your echo in bat form can damage enemies	Level	-
Ghost Card	Summon a ghost as familiar	Castle Keep	-
Faerie Scroll	Show the name of enemy after hitting it for the first time, for a few seconds	Long Library	-
Eye of Vlad	One of Vlad's pieces LCK +10	Cave	-
Godspeed Boots	Enable the ability of running faster Only available in SS version	Castle Keep	-

SOUNDS

Castlevania: Symphony of the Night Original Soundtrack was composed by Michiru Yamane, with arrangements made by Akiropito and Rika Muranaka.

In addition, the game disc itself contains a single track which is introduced by the English voice actor of Alucard, Robert Belgrade. Cynthia Harrell provides vocals for the song "I am the Wind".

The soundtrack was released on CD on April 9, 1997. It was re-released on iTunes on December 11, 2007, 10 years after the game's original release.

The soundtrack contains elements from multiple musical genres, including classical, techno, gothic rock, new-age, jazz, and subgenres of metal, specifically elements of thrash metal.

To most, the game remains in the very top tier in where the series' music is concerned.

Despite the admiration for the soundtrack of *Symphony of the Night*, there have been some players that have criticized the game for taking on too much of an orchestral tone.



AKUMAJO DRACULA X ~GEKKA NO NOCTURNE~ ORIGINAL GAME SOUNDTRACK

Publisher(s) : Konami
Distributor(s)
King Records
Price
¥ 2,243
Game(s) covered
Castlevania: Symphony of the
Night
Composer(s)
Michiru Yamane (main composer)
Number of discs
1
Number of tracks
34
Total length
68:28



