

The *Terrifying* Return of the Herald

Members:

Nathan | Quality Assurance

Jayden | Lead Artist

Graham | Lead Programmer

Donnie | Lead Producer

Game Story:

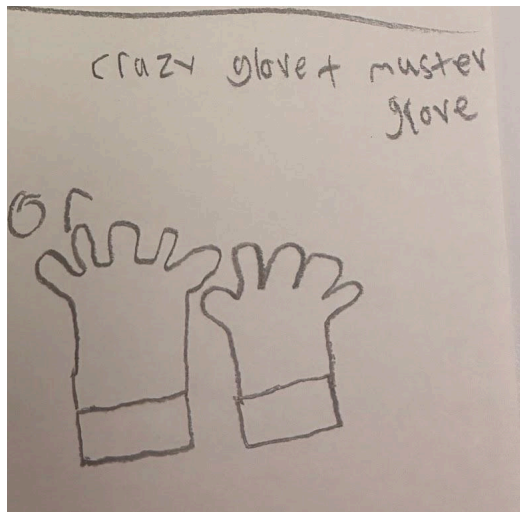
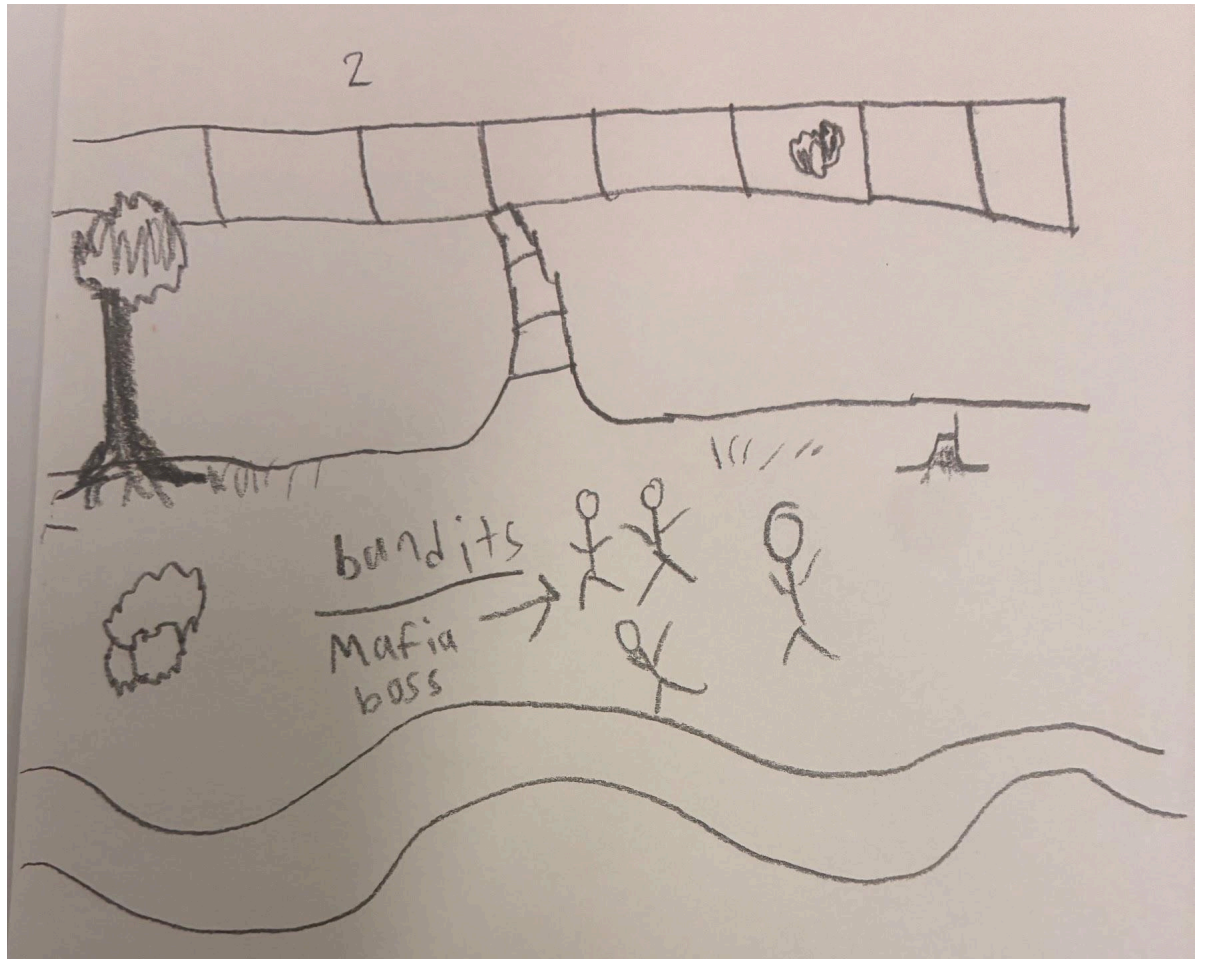
In a postapocalyptic city, razed to the ground by some unknown disaster, our main character must find an old relic left behind from the previous destruction to prevent the Herald from finishing the job.

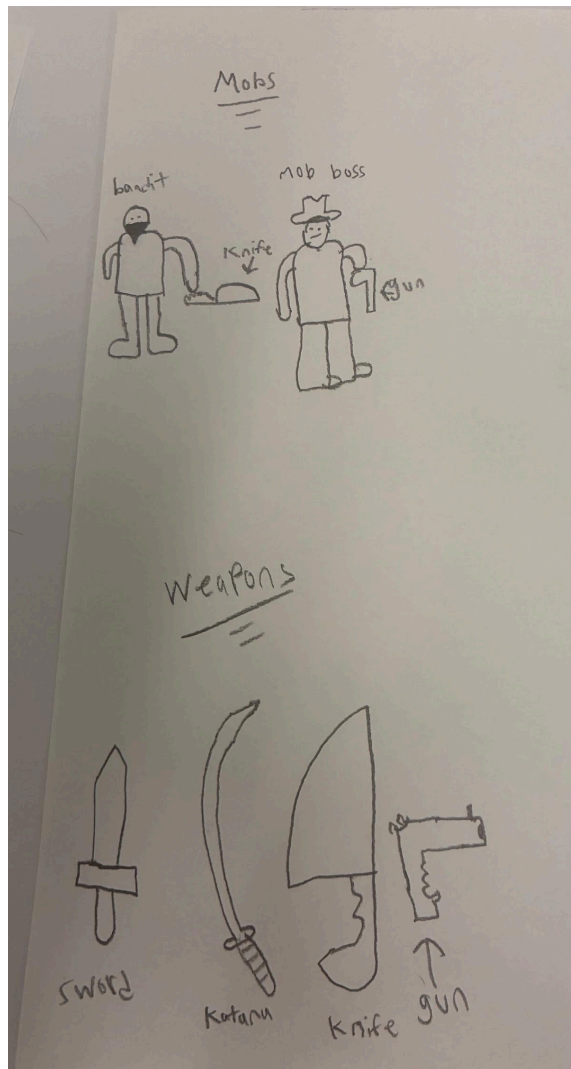
The first time the Herald appeared, it unleashed a horde of mysterious entities that brought ruin to this city. This time, it intends to finish the job.

1. Stages









Weapons 2.0

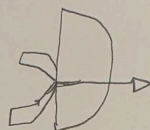
Weapons 2.0



Stick
1 damage
1 range
.8 attack speed



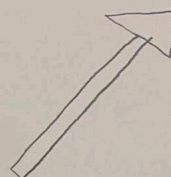
Sword
3.5 damage
2 range
1 attack speed



Bow & arrow
3 damage
10 range
2 ATS



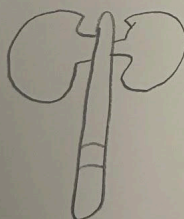
knife
2 damage
1 range
3 ATS



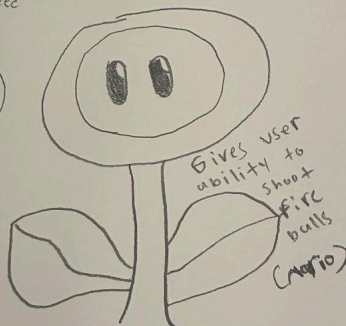
Spear
4 damage
4 range
15 ATS



Gun
7 damage
15 range
2 ATS



Battle Axe
12 dmg
7 range
4 ATS



Mario Fire Flower
15 dmg
20 range
4 ATS

Gives user
ability to
shoot
fire
balls
(Mario)



Master Sword
(Zelda)
19 dmg
7 range
2 ATS

Bandit

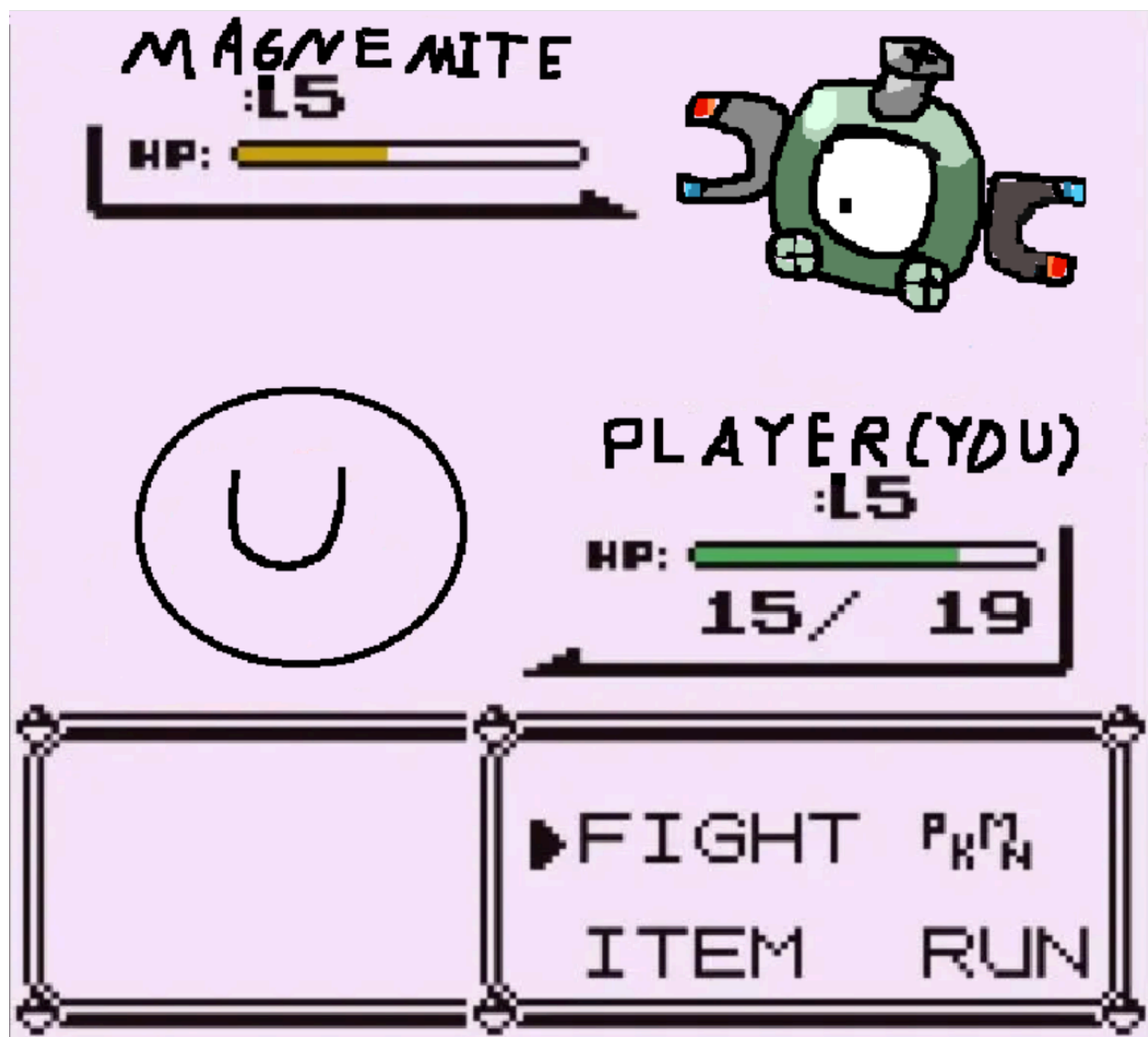
Google Image Reference



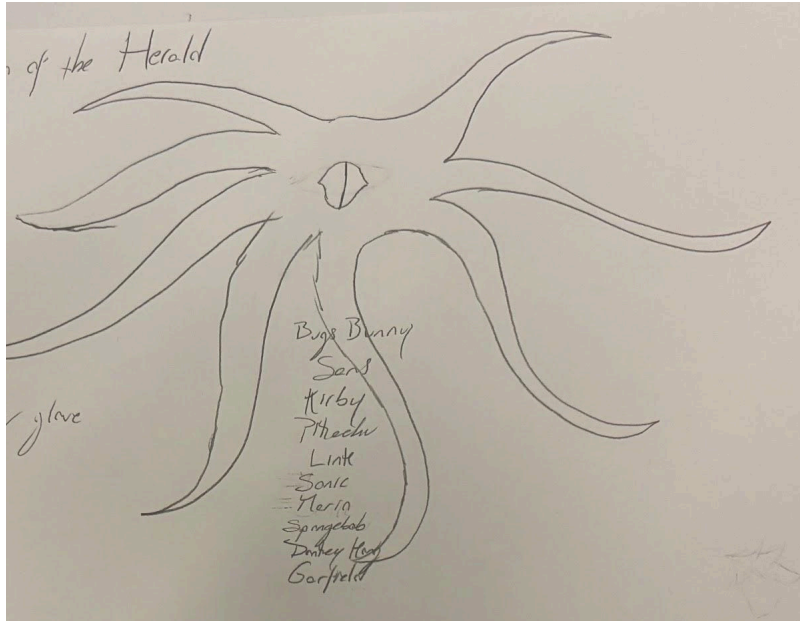
In-Game Design



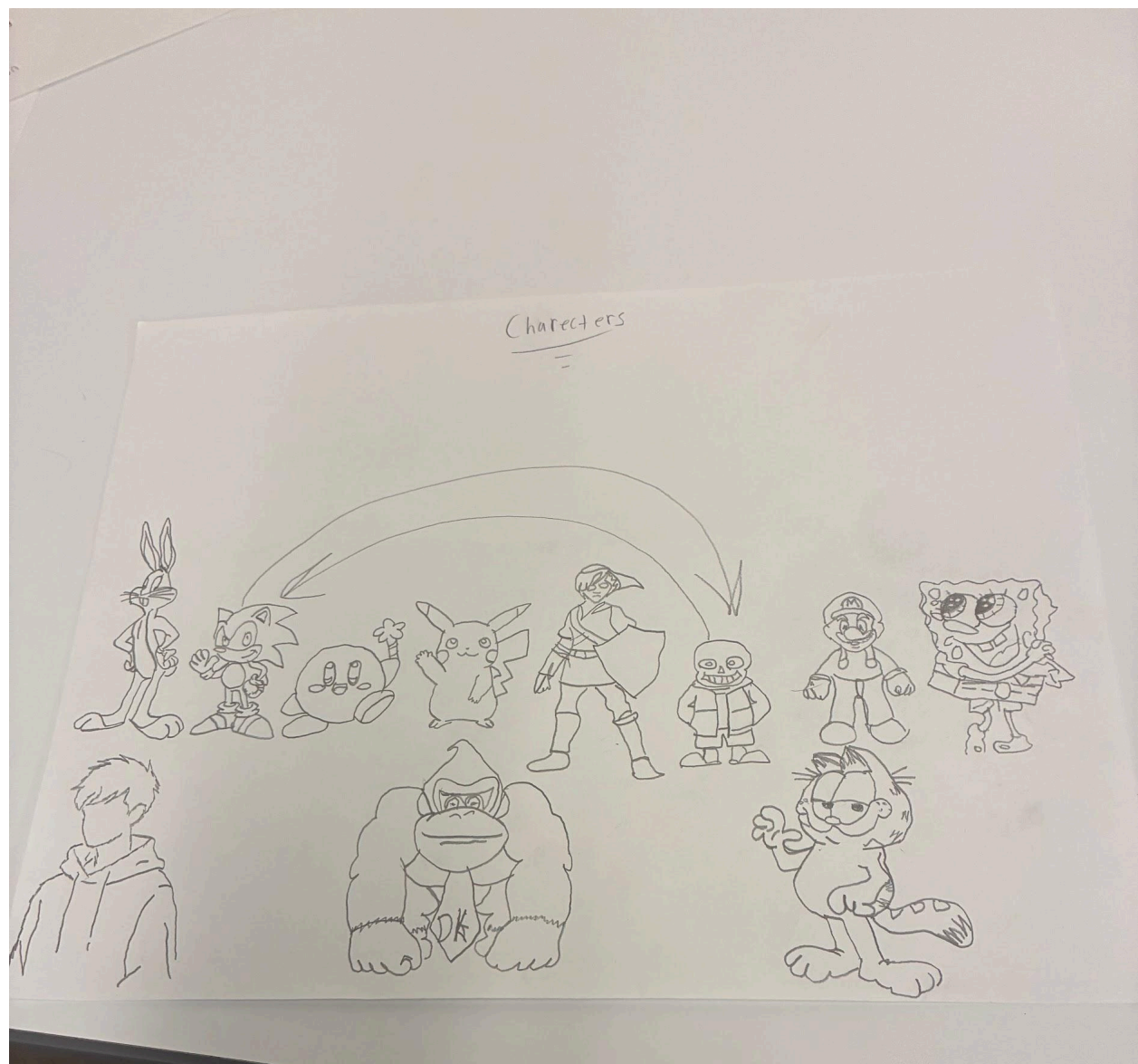
Battle In Pikachu City Area



Map of City 2.0 (Both Images Above)
Bosses (Herald)



Characters Boss Models (Except Guy in the bottom left)



Main Character

