

SEVEN MUST FALL

A Third Person (OTS) Cinematic Boss-Rush / Arena Action Game

Biblical Horror, High-Octane Action, Gothic

Made in Unreal Engine 5

1. THE COVENANT (Brief Summary)

Seven Must Fall is an instinctual and deep-seated, boss-rush action game where you play as Archangel Michael, the Commander of the Heavenly Host, who defeats all demons without making a single sound / without speaking. Only after trying to gain back Lucifer, but him not surrendering and rebuking evilness - therefore resulting in his defeat, he says "Hallowed Be Thy Name".

Following the Rebellion, you descend into the abyss to hunt down the Seven Princes of Hell. There are no mazes. No puzzles. Only seven arenas, seven duels, and one divine purpose - Purgation.

The hook is that this game is a fusion of *Diablo 4's* dark aesthetic with the tight, parry-focused combat of *Sekiro*, wrapped in the terror of Biblically Accurate Demonology, giving off Dark Souls vibes. Level progression is similar to Hades.

2. THE PROTAGONIST: MICHAEL

The concept of Michael includes a cosmic entity compressed into a humanoid form. He does not "walk" and "hit", instead he glides and impacts.

Core Stats

- LIGHT (Health): Represented by a white glowing bar. When Light fades, Michael is cast out.
- GRACE (Stamina): Represented by a golden glowing bar.

Note: Attacking and Defending both consume Grace. Empty Grace means you enter the "Fallen State" (Stunned/Kneeling) for 2 seconds.

The Divine Arsenal (Controls)

The Wrath (LMB - Combo): A 3-hit chain.

- Strike: Gauntlet backhand.
- Smite: Flaming Sword downward slash.
- Cataclysm: Wing-assisted thrust (Knockback).

Intervention (RMB - Parry):

- Michael catches the demon's weapon with his bare hand.
- Perfect Parry: Triggers "Divine Time" (Slow motion), restores Grace, and opens the enemy to a counter.
- Cost: 15 Grace.

Flash Step (Space - Dodge):

- Michael dissolves into a bolt of blue lightning and reappears directionally.
- Has 0.4s of Invincibility Frames.
- Cost: 20 Grace.

3. THE SEVEN PRINCES (Level Progression)

The game is a linear descent. Killing a Prince triggers a cinematic of Michael descending deeper into the pit.

I. ASMODEUS (Lust) - *The Cathedral of Flesh*

- Visual: Three heads (Bull, Man, Ram), riding a twisted dragon.
- Arena: A church made of breathing skin and bone.
- Mechanic: The Illusion. Asmodeus splits into 3 copies. Hitting the wrong one drains your light. You must wait for the "Real" one to twitch before striking.

II. BEELZEBUB (Gluttony) - *The Hive*

- Visual: A giant, rotting humanoid composed of millions of flies.
- Arena: A platform suspended over a lake of acid.
- Mechanic: The Swarm. He spawns clouds of flies that drain Grace constantly. You must use wide attacks to clear the air before engaging him.

III. **MAMMON** (Greed) - *The Golden Smelter*

- Visual: A hunched giant fused with molten gold armor.
- Arena: A treasury with rivers of liquid gold.
- Mechanic: The Shell. He takes 0 Damage initially. You must Parry his heavy hammer attacks. Each parry shatters a piece of gold armor. Once exposed, he takes massive damage.

IV. **BELPHEGOR** (Sloth) - *The Machine Pit*

- Visual: A cyber-organic horror fused to a throne of gears.
- Arena: A rusted industrial factory where the floor moves (conveyor belts).
- Mechanic: The Hazard. He barely moves. Instead, the arena attacks you. Spikes, saws, and grinders activate. You must dodge the environment to reach him.

V. **LEVIATHAN** (Envy) - *The Abyss*

- Visual: A massive sea serpent/dragon.
- Arena: Fighting on the back of the beast itself in a dark ocean.
- Mechanic: The Scale. A cinematic fight. You must destroy scales on his back while dodging tails swipes, eventually driving your sword into his eye.

VI. **LUCIFER** (Pride) - *The Frozen Throne*

- Visual: The "Morning Star." Beautiful, 12 wings, radiant light, but cold eyes.
- Arena: Cocytus (The Frozen Lake).
- Mechanic: The Mirror. He has Michael's exact moveset. He can Parry *you*. He can Dodge *you*.

Note: The Lightbringer is locked up in Hell, and when Michael approaches him, he is transported into the consciousness of his old brother, where he fights inside his brain trying to make him repent of his sins. After defeating him, they are both re-appearing in the final stage of the game, where Lucifer becomes Satan and reveals phase 2 - "True Form" (The 7-Headed Red Dragon of Revelation).

VII. **SATAN** (Wrath) - *The Lake of Fire*

- Visual: The 7-Headed Red Dragon of Revelations.
- Arena: A collapsing volcano rim.
- Mechanic: The Overheat. He attacks relentlessly with infinite stamina for 30 seconds. You cannot attack; you can only Dodge and Parry. After 30 seconds, he "Overheats" (steams up) and falls to his knees for punishment.

4. ART & AUDIO DIRECTION

Visual Style

Camera:

- Tight over-the-shoulder, pulls back wide for massive boss attacks.

UI:

- Minimalist. No numbers floating. Only a Grace Bar (Stamina) and a Light Bar (Health) encircled with silver ornamented filigrees that crack when

low, and their respective colored glows as inside/filling. Also, Boss Health, which is a classic, long bar with red colored health at the top of the screen with their Name in Old English font.

Impact:

- When a hit lands, the screen should shake violently (Camera Shake) and freeze for 0.1s (Hit Stop).

Audio

Music:

- Gregorian Chants mixed with heavy Industrial Synths (DOOM meets Halo).

SFX:

- Parry: A thundercrack (not metal on metal).
- Dodge: The sound of electricity arcing.
- Demon Voice: Deep, distorted, layered voices.

5. TECHNICAL PILLARS

I. The "Divine Weight" System (Animation & Physics)

The game is defined by the difference between Weight and Speed. Michael is fast (Lightning), but his hits must feel heavy (Thunder).

Temporal Distortion (Hit Stop):

- Every successful hit freezes the Global Time Dilation to 0.05 for 0.1s. This sells the "Crunch" of the impact.

Impact Resonance (Camera Shake):

- Dynamic camera oscillation based on damage output.
- *Light Hit*: Subtle Jitter.
- *Heavy Hit/Finisher*: Violent Screen Shake + Chromatic Aberration burst.

Root Motion Locking:

- Movement is driven 100% by code (Launch Character) for consistency, but Animations are "Root Locked" to prevent "sliding" feet.

II. The "Grace" Economy (Resource Management)

Grace (Stamina) is not just a bar; it is the Currency of War. The technical driver is Regeneration Logic.

The "Pause" Rule:

- Grace regeneration is strictly paused (`CanRegen = False`) during *any* Action State (Attacking, Dodging, Parrying) + a 1.5s cooldown after the action ends.

The "Fallen" State (Technical Penalty):

- If Grace drops below 15.0 (Critical Threshold) AND the player takes a hit:
- Trigger: `State_Stunned`.
- Penalty: Input Disabled for 2.0s. Players forced into "Kneeling" animation.

III. The "Input Queue" (Combo Architecture)

To prevent button mashing from feeling random, the game uses an Input Buffer.

The Gatekeeper:

- Inputs are only accepted if `CombatState == None`.

The Window:

- A 0.3s window at the end of an animation (`Notify_ComboWindow`) listens for the next input.

The Logic:

- *Player Clicks Early*: Input is stored in a Variable (`NextMove`).
- *Window Opens*: Code checks `NextMove`. If Valid → Trigger Next Combo.
- *Window Closes*: Reset Combo Index to 0.

IV. The "Sin" AI (State Machine)

Enemies are not random; they are reactive State Machines.

States:

- `Idle`, `Chase`, `Attack_Light`, `Attack_Heavy`, `Stunned`, `Phase_Transition`.

The "Aggression Token" System:

- Only 1 enemy (in boss fights with minions) can hold the "Attack Token" at a time to prevent unfair ganking.
- The Boss: Always holds the token but cycles between "Aggressive" (Chase) and "Defensive" (Counter-Wait) phases.

6. GAME WORLD & GAME FEEL

I. The Setting: The Descent

The world is not a sprawling map. It is a vertical shaft - The Pit.

- Level 1 (Top): The sky is visible but burning. The architecture is Gothic Cathedral mixed with twisted flesh.

- Level 4 (Middle): No sky. Only industrial rust, gears, and darkness. The sound of grinding metal.
- Level 7 (Bottom): Absolute zero. Cocytus. The environment is crystalline blue and pitch black.

II. **Visual Direction:** "The Living Light"

We utilize Unreal Engine 5's Lumen to make Michael the primary light source.

- Contrast: The levels are oppressively dark (Shadows, Fog).
- The Beacon: Michael's armor and wings emit a holy, golden light.
- Game Feel: When you enter a room, the shadows physically retreat from you. You are burning away the darkness.
- Enemy indicators: Demons have glowing eyes/runes that cut through the dark, acting as "Telegraphs" for their attacks.

III. **Audio Landscape:** "Gregorian Industrial"

The sound design reflects the clash between the Ancient (Holy) and the Corrupted (Hell).

Michael: Sounds are organic and resonant. Choirs, bells, thunder.

- *Dash*: The sound of a tearing sheet (Lightning crack).
- *Parry*: A deep Bell toll.

The Princes: Sounds are mechanical, wet, or distorted.

- *Gluttony*: Wet squelching, buzzing flies.
- *Sloth*: Grinding gears, steam hisses.

Music:

- Starts with pure Orchestral/Choir. As the fight progresses and Michael gets violent, heavy distorted Bass and Drums fade in (DOOM style).

IV. **The "Execution"** (The Catharsis)

The loop ends with Purgation.

- Boss Death: Not a ragdoll.
- The Mechanic: When Boss HP = 0, they enter a "Groggy" state.
- The Input: Player must press Interaction (E).
- The Cinematic: A custom animation plays (e.g., Michael tearing the wings off Beelzebub).
- The Reward: The screen turns white, the level unloads, and the next layer of Hell loads in.