

Ascension Of the
Fallen

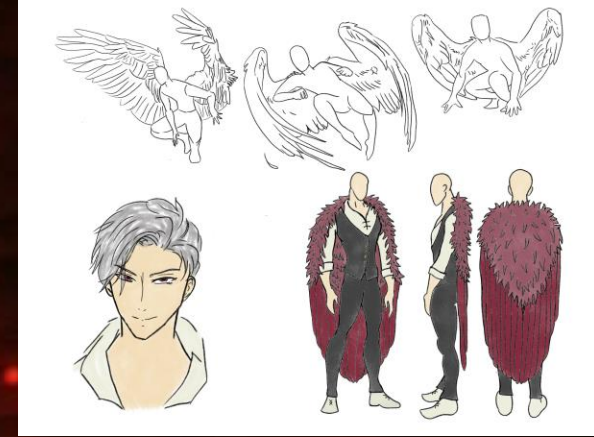
From Demonic to
Angelic



Character: Azyzel

Azyzel is an Angel that has fallen from heaven and has to fight his way through hell and try to get back to heaven. This was the concept for Azyzel but the final character is a little different from this because I had to change some things around, because I could not get the Cloth Simp to work

Concept Art: For
Azyzel



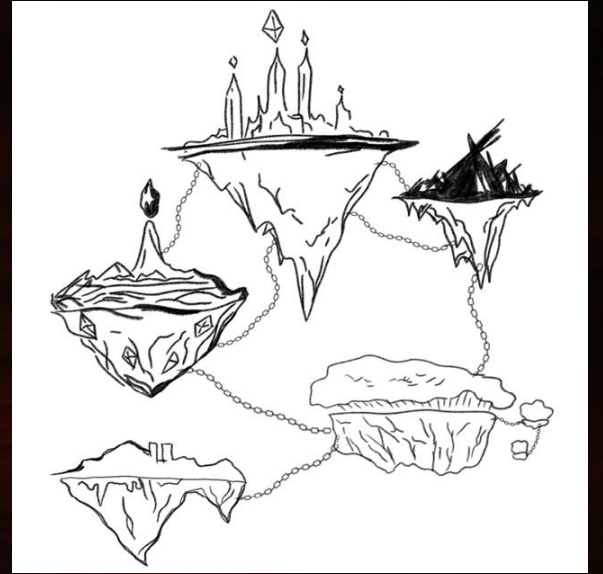
Final Product:
For Azyzel



World and Level

The idea for my world and the level is from the description of hell in the book "Dante's Inferno". In the book hell is said to have nine circles that you travel through, so I made nine floating islands that the player can travel to, and because of the wings Azyzel can fly around in the game.

Concept Art:
Islands



Final Product:
Islands



Normal Movement

W - Move Forward

A - Move Left

S - Move Down

D - Move Right

Space - Jump

Flight Movement

F - Toggle Hober
Mode

W - Fly Forward

A - Fly Left

S - Fly Down

D - Fly Right

Space - Hober Up

Ctrl - Hober Down

Shift -
Toggle Fast
Flight Mode

A/D While
in Fast
Flight -
Dodge Roll

Weapons

In the start I wanted to make sword and scythe, but I ended up making it a sword and shield

Concept Art:
Weapons



Final Items:
Weapons

This will be in the final prototype of the game and I want to add more items and structures that will be fun to explore.





Problems that I had

I started this project in Unity Engine but had to move over to Unreal Engine, because Unity had a problem with the HDR models that I made and Unreal is more forgiving with that type of Compositing. But I have to say I am happy that I switched and will continue to make projects in Unreal rather than in Unity.