END-OF-STUDY GAME PROJECT · 2023

Heavenly Fury: The Fall of Ashmedai

Story and level art by Farah M. · Developed with Dhiaeddine Mokaddem for the Video Game Development degree, Higher Institute of Multimedia Arts of Manouba, during an internship at Lanterns Studios, Tunis. A stealth chapter in a vampire castle, followed by a first-person shooter chapter in the Downworld.

A legend tells of a time when the demon Ashmedai and the angel Raziel each ruled a kingdom. Raziel's duty was to protect humankind from Ashmedai's attacks, and the two were equal in power — until Ashmedai discovered the one weakness of angels: black magic, the devilish art forbidden to any creature with angelic blood.

As king of the Downworlders — vampires, goblins, werewolves and mages of demonic blood — Ashmedai mastered black magic and declared war on the angels. Just as he was about to win, Raziel unleashed his secret weapon, an explosive spell that imprisoned Ashmedai deep in the core of the earth.

The Downworlders kept attacking humans, so the angels created the Angelos: humans with both angelic and human blood who wielded pure magic and hunted demons. Thousands of years later, a family of Angelos had a daughter named Angie, whose bond with her angelic heritage made her exceptionally powerful. That was when Ashmedai broke free and came for revenge, attacking Angie's family.

To save her, Angie's mother opened a portal and sent her to the City of White Angels. The journey shrank Angie to her ten-year-old self and stripped her of her powers. There she met Raphael, an ancient healer and master of pure magic, who asked her to recover three rare items from the castle of Marcel, the vampire leader: the Vampire's Mace, the Book of Shadows and the Immortal Elixir. Raphael sent her to the vampire garden, where a hidden grave led through a tunnel into the Room of Tombs.

With the items recovered, Raphael sent Angie down to the Downworld and awakened her first ability: stealing the powers of every enemy she defeats. At last she faced Ashmedai, king of the void and darkness, and after a hard battle she claimed her ultimate powers. But with his dying breath, Ashmedai told her a secret. He had not murdered her family. He had locked them away in the City of Ghostly Souls.



Level art: the City of White Angels



The portal in the City of White Angels



The vampire garden at night



Inside Marcel's castle



The library maze, lit in green

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GLOBAL GAME JAM 2022 · TUNISIA · 3RD PLACE

Fallen

Team HyperSphere: Farah M., Dhiaeddine Mokaddem, Haithem Elhadj and Haythem Farjallah · A 2D competitive platformer built in Unity in one weekend at the Global Game Jam Tunisia site (Level 1, Tunis), January 2022. Story by Farah M..

How does one part of the world leave the world? How can ice leave fire?

The God of Ice and the God of Fire once ruled their kingdom together. Then rumors spread through the city that each god was about to betray the other: the God of Ice would use his power to put out every flame, and the God of Fire would melt all the ice that had ever existed.

Every action has an equal and opposite reaction, and this one led to a great fight that only one god could win. Not wanting to destroy their kingdom, the gods chose a wiser path and set a challenge. The winner would keep ruling. The loser would be sent into exile, for whoever falls first falls forever.

So who will be the Fallen?

THE FALLEN SPEAKS · OPENING MONOLOGUE OF THE SOLO MODE

> Who follows our footsteps, I wonder?
> We are the forgotten, the discounted, the ignored.
> No one walks the road of failure by choice.
> My heart weeps for my people, and I must return to them.
> I will bring peace and raise the sun over my kingdom again.
> Am I forgotten now? How did I become the Fallen?
> I already knew the answer: betrayal.
> They stabbed me in the back and threw me down here.
> I fell into this exile, and they think I will stay here forever.
> But the Fallen will return to his kingdom.

How it plays. In 1v1 mode, two kings, Boreas and Hephaestus, leap up an endless tower of rising platforms, each trying to make the other fall first. In solo mode, the exiled god climbs back toward his kingdom: the player jumps as high as possible for a high score, chaining jumps into super jumps, collecting spells and avoiding obstacles. Built for PC, web and mobile.

GAME JAM RECORD

Global Game Jam 2021, 2022 and 2023: top placements in three consecutive years, as story writer, level artist and game designer. Each game was designed, built and presented within one weekend under a theme announced at the start of the jam.

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