HOPEFUL
THE BLACK VEIN

SILENT
Games Production

Version: 1.0.0

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1. Overview

1.1 Pitch

This game is a 2D steampunk game with Platformer, Puzzle and Action genres based on the Windows (PC) platform. Players are required to take the medicine stored in the secret lab and to get it players need to overcome various obstacles.

1.2 Premise

"Set in year 1350 at the city of London a disease called The Black Vein swept the continent of Europe and claimed many lives. This disease makes the victim's whole body covered with a strange black color and makes the victim helpless. Victims who have contracted this disease do not have much time to live and currently there is no cure for the disease."

1.3 Genre

Platformer, Puzzle, Action.

1.4 Theme

Post-apocalyptic

1.5 Target Platform & Audience

Windows (PC), Puzzle Gamers

2. Game Story

2.1 World Building

Set in year 1350 at the city of London a mysterious disease swept across Europe and claimed many lives. This disease makes the victim's whole body covered with a strange black color and makes the victim helpless. The city of London is filled with steam engines and fictional technology.

2.2 Character Building

Frank Wendell (MC)

Frank Wendell is an orphan who lives with his younger sister, Ariel Wendell. Frank is a skilled and reliable thief and before the Black Vein disease spread, he stole to help support his family. He has a cold demeanor but cares deeply for his sister. Frank wears a mask to conceal his face when stealing and to hide his emotions when interacting with others.

When the Black Vein disease began spreading through London, Frank immediately searched for his sister, Ariel, and found her unconscious on the street. He quickly took her home to their apartment. Since Ariel was unable to care for herself, Frank resorted to stealing medicines to improve her condition. However, all the drugs he found only slow the progress of the disease, rather than curing it. Frank is determined to find a cure for the Black Vein disease, in hopes of saving his sister and everyone else who is infected.

Ariel Wendell

Ariel Wendell is Frank's younger sister, and they live together in a small apartment in London. Before the outbreak of the Black Vein disease, Ariel worked as a bread seller. She is known for her friendly and cheerful personality, which contrasts with her brother's more reserved nature. Despite losing both parents, Ariel is determined to earn money and improve the quality of life for herself and Frank.

Ariel was selling bread when the Black Vein disease began to spread throughout the city. Before she could return to their apartment, Ariel was bitten by a rat, which led to her contracting the disease. The illness left her bedridden, unable to do anything other than sleep, while her brother Frank took care of her.

2.3 Storyline

Act 1

Setup

A skilled thief named Frank Wendell has a younger sister named Ariel Wendell, who has contracted the Black Vein disease and doesn't have much time left. In order to save his beloved sister, Frank is determined to find a cure for the Black Vein disease, which, according to rumors, is located in a secret lab that has been abandoned for years.

Act 2

Confrontation

In order to obtain the cure, Frank must overcome various obstacles, such as puzzles and traps, that have been set to protect the lab and prevent intruders from entering.

Act 3

Resolution

Frank successfully acquires the cure he has been searching for and rushes to meet his sister so she can be healed. However, the facility storing the cure activates a self-destruction sequence that will occur two minutes after the cure is taken. Frank is unable to find an exit and is trapped in one of the lab's rooms.

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3. Game Mechanics

3.1 Core Loop

Start Level → Avoid Obstacles & Solve Challenges → Reach Exit Door → Go to the next level → Finish the level

1. **Start Level**
   The player begins at the start of a level, ready to navigate through it.

2. **Avoid Obstacles & Solve Challenges**
   The player encounters traps and obstacles, using skill and strategy to avoid them.

3. **Reach Exit Door**
   The player successfully navigates to the exit door, completing the level.

4. **Repeat or End Game**
   If there are more levels, the player continues. Otherwise the game ends when players finish the final level.

3.2 Obstacles

1. **Spike**
   Spikes are located on the floor or ceiling. If the player touches them, it results in instant death. These are depicted as broken metal pipes or iron rods that form sharp tips, embedded into the wall or ceiling.

2. **Laser**
   A security system commonly found in secret facilities. Lasers appear in vertical or diagonal lines and instantly kill the player upon contact. They serve as barriers that block the player's path and require careful navigation.

3. **Gun**
   An automated security turret that fires a bullet at fixed time intervals. Getting hit by a bullet results in instant death. This obstacle introduces timing-based challenges, encouraging players to move carefully. It works well when combined with puzzle elements.

4. **Moving Circular Saw**
   A rotating saw blade that moves back and forth along a set path. If the player is hit, it results in instant death. Best used alongside other puzzle or timing-based mechanics to increase

challenge.

5. **Moving Platform**
   A floating platform that moves back and forth across a certain distance. It can be used to cross gaps or reach higher areas. Can also be paired with buttons or other mechanics to control its movement.

6. **Button and Door**
   A basic interactive mechanic. The player must stand on a floor button to slowly open a door elsewhere in the stage. Once the player steps off, the door begins to close again. This can be combined with boxes to keep the button pressed and the door open permanently.

7. **Blocks**
   Block-shaped objects that come in two types: wooden and metal. Players can push or pull these blocks to solve puzzles. Blocks can be used to hold down buttons or block lasers. Wooden blocks are destroyed if exposed to lasers for too long, while metal blocks are laser-resistant and remain intact.

3.3 Controls

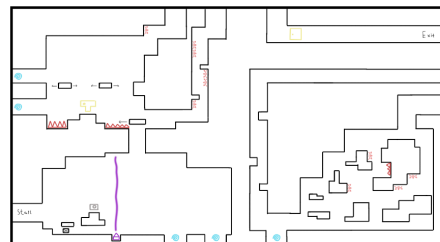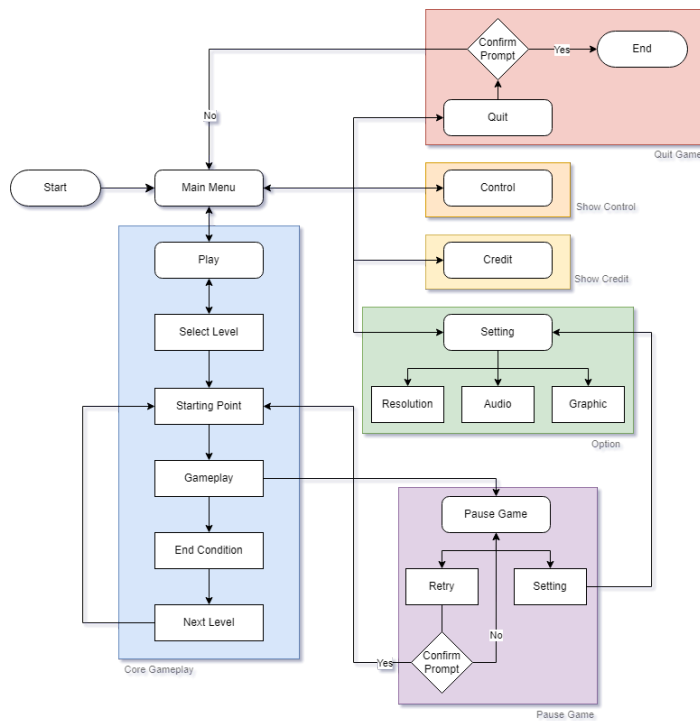|	
Walk right	A
Walk left	D
Interact	E
Jump	Spacebar
Pause	Escape
Restart	R

3.4 Level Design
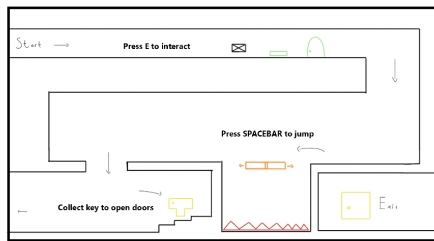
Tutorial
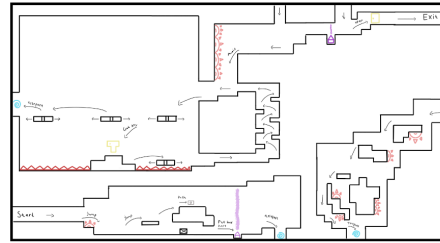
Level 1
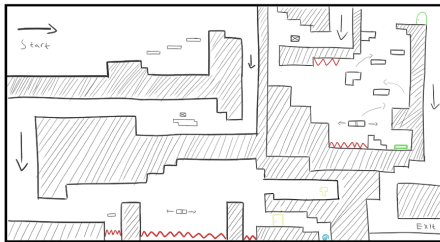
Level 2

Level 3

3.5 Screen Flow
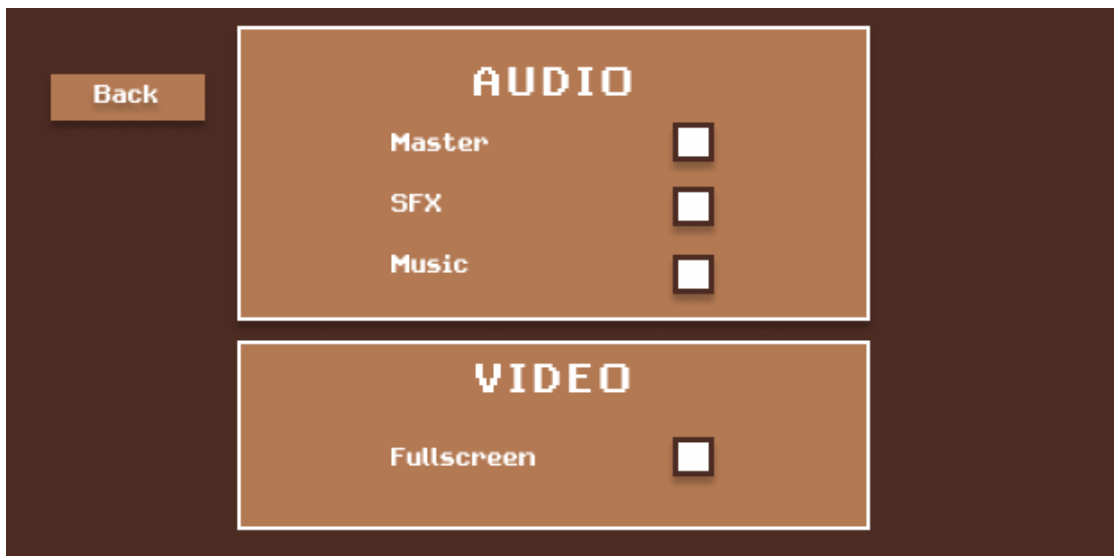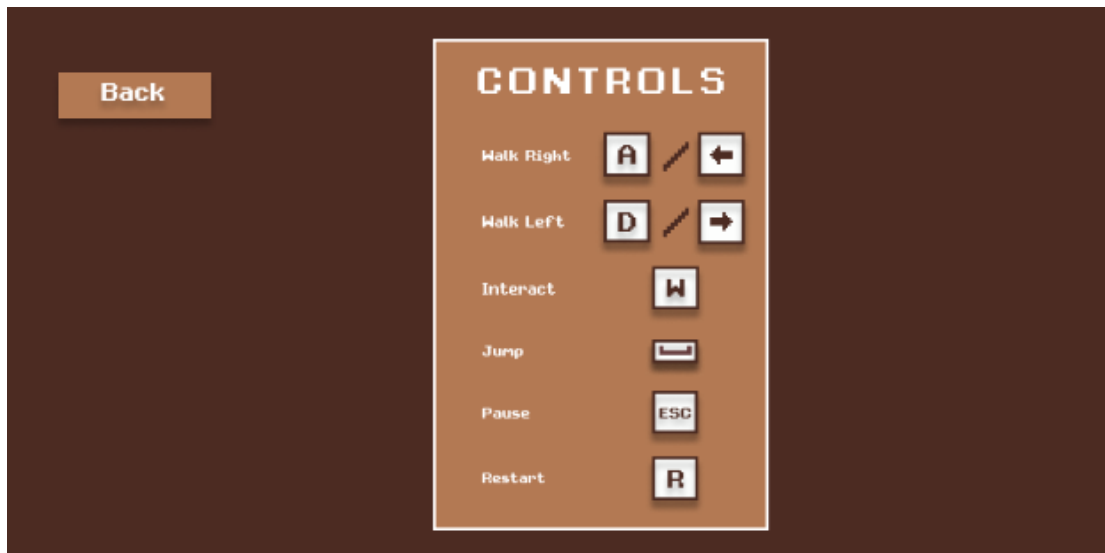
4. Game Layout

4.1 Storyboard
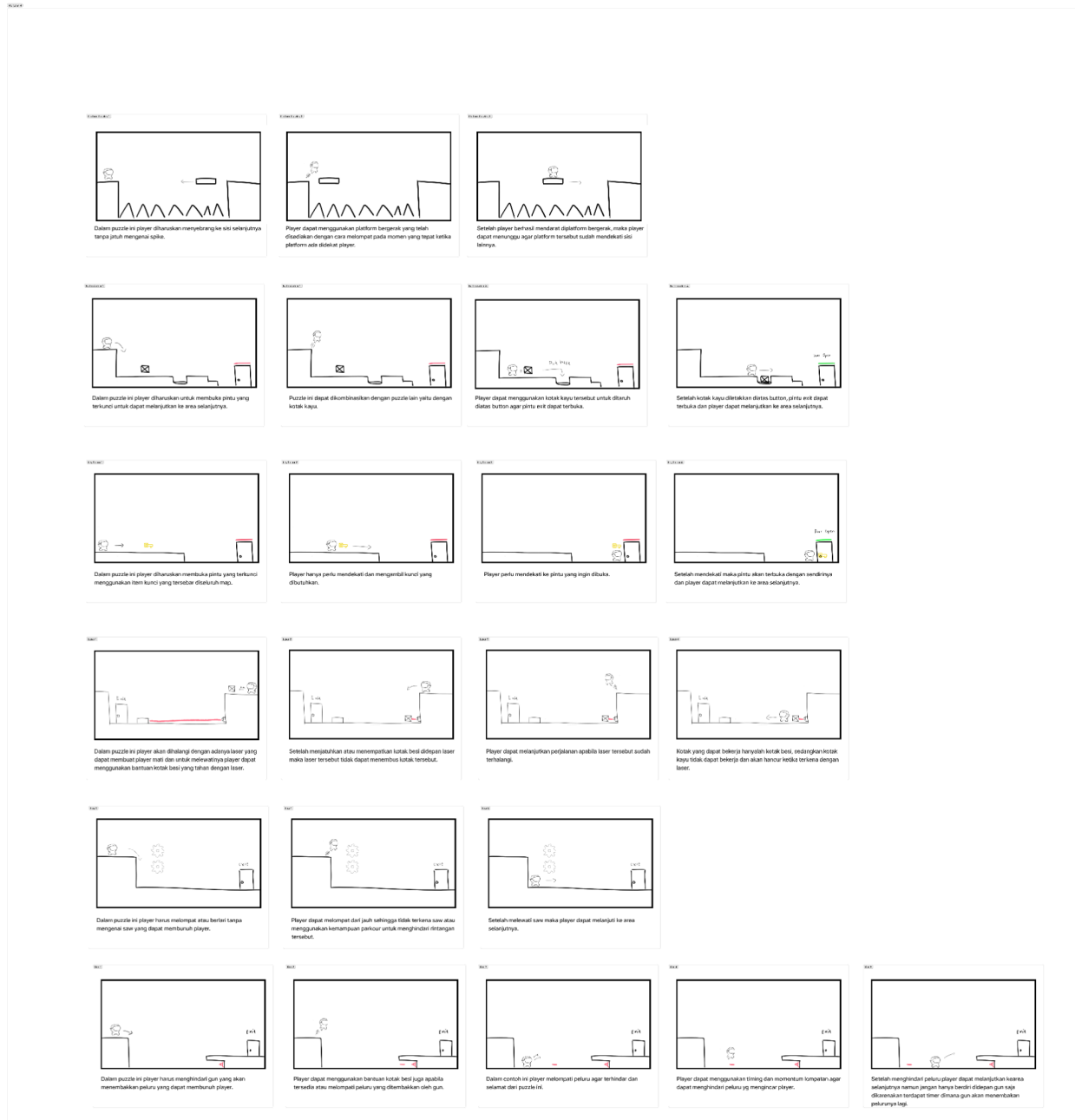
4.2 UI Design

1. **Main Menu**

2. **Settings**

3. **Controls**

4. **Credits**

5. **Cutscene**

6. **Dialogue**

7. **Pause Menu**

5. References

5.1 Visual References

1. **The Swindle**
   ▶ *The Swindle - Ep. 1 - Steampunk Cybercrime Caper! - Let's Play - Game Introduction*
2. **Teslagrad**
   ▶ *Teslagrad Gameplay (PC HD)*
3. **Vessel**
   ▶ *Vessel Gameplay (PC/HD)*