

# *P*<sup>the</sup> Painter's Lament

*Enter a Victorian Gothic world where art & reality blur. Guide a tormented artist through black-and-white 3D spaces and vibrant 2D paintings, using a paintbrush to face trauma.*

By Lindsey Yucha, Adam Elfawal, & Mikayla Slavin



# Trailer

*the Painter's  
Lament*



[Trailer Link](#)

## Features

- Dual Worlds: 3D Gothic exploration meets vibrant 2D combat.
- Narrative-Driven: Emotional journey through art and trauma.
- Accessibility: Colorblind modes, text-to-speech, remappable controls.



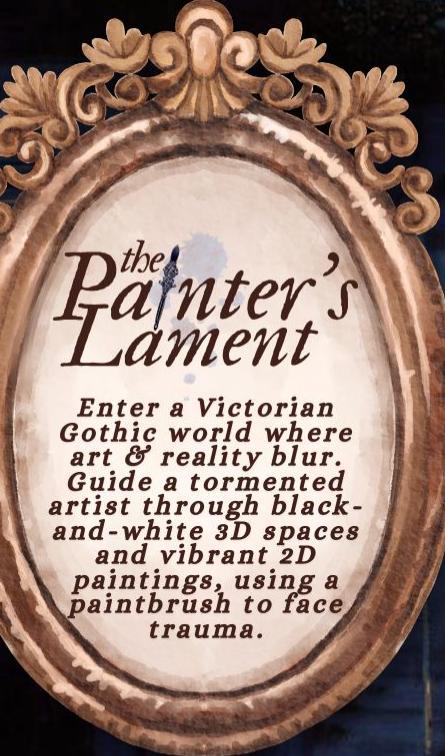
## Market Opportunity

- Over 1,000 indie platformers released in the past 5 years, but few explore dark, emotional narratives like ours.
- Games with Gothic themes have sold millions.



## Target Audience

Fans of narrative-rich, atmospheric games like Hollow Knight, Gris, and Alice: Madness Returns.



**Visual Identity**  
A striking blend of elegance and vivid watercolor artistry, inspired by Victorian Gothic aesthetics, creating a world that is both hauntingly atmospheric and visually captivating.



## Affordable Excellence

At \$19.99, our game delivers an exceptional, high-quality experience without breaking the bank. We believe in making gameplay accessible to all, ensuring that everyone has the opportunity to play.





# Introduction

*The Painter's Lament*

## High Concept and Elevator Pitch

In a Victorian Gothic-inspired world where art and reality collide, a tormented young artist battles their inner demons by traveling from their black and white 3D world into their 2D water-colored paintings. Armed with a paintbrush weapon, they confront their past trauma through each painting.

## Target Audience

Our game targets those who enjoy: games with dark undertones; platforming, puzzle solving, and exploration experiences; fans of Victorian styled games; and games heavily led by their narrative.

## Platforms

PC and Console



## Design Challenge Definition

How can we motivate the player to complete a game with two contrasting forms of play, in a puzzle solving 3D space and an action platformer 2D space.

## Genre

Narrative driven action-adventure



# Introduction

*The Painter's Lament*

## 3D World

- 1st person - playing as Florence
- Exploration, puzzle solving
- Black, white, and grayscale
- Set in Florence's family manor based off the Victorian era
- Helps drive narrative and transition into 2D world

## 2D World

- 2D Side Scrolling Platformer
- Color
- Set in the protagonist's watercolor paintings
- Combat using player's paint brush
- Each level will give further background regarding the backstory through the environment and combat
- Completing level that allow player to finish final painting in 3D world



# *Design Challenge*



# Defining the Design Challenge

**One Sentence:** How can we motivate the player to complete a game with two contrasting forms of play?

**A sense of possibility:** Allowing players to experience multiple styles of gameplay combined cohesively into one game.

**Specific Target User(s):** Our game targets those who enjoy: games with dark undertones; platforming, puzzle solving, and exploration experiences; fans of Victorian styled games; and games heavily led by their narrative.



# Design Challenge Iterations

## Design Iterations :

- Focused on refining the design challenge: "How can we motivate the player to complete a game with two contrasting forms of play?"
- Iterations primarily involved **script rewrites** and **art revisions**, incorporating class feedback.

## Theme Integration :

- Connected **themes, items, and references** between the 3D exploration and 2D platforming spaces to create cohesion.
- Each space pays homage to the other, enriching the narrative and gameplay experience.

## Example of Integration :

- **Bug enemies** in the 2D platforming level evolved to reflect the father's hobby of **bug taxidermy**.
- This connection is reinforced in the 3D space with detailed **3D models of taxidermied bugs** displayed in the father's office.



# *Character Development*



# Brief Family Overview

*The Painter's Lament*

## Florence Blackwood (they/them)

- Protagonist
- Artist
- Perfectionist
- Age: 22



## Henry Blackwood (he/him)

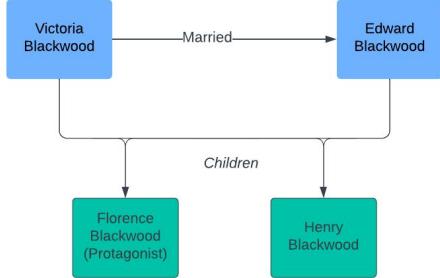
- Brother
- University student
- Supportive
- Age: 19 (when deceased)
- Cause of death: Influenza

## Victoria Blackwood (she/her)

- Mother
- Writer
- Creative
- Age: 28 (when deceased)
- Cause of death: Childbirth

## Edward Blackwood (he/him)

- Father
- Businessman and Philanthropist
- Closed off
- Age: 49



Expanded Character Slides: [Here](#)



Henry, Edward,  
Florence



Victoria and  
Edward

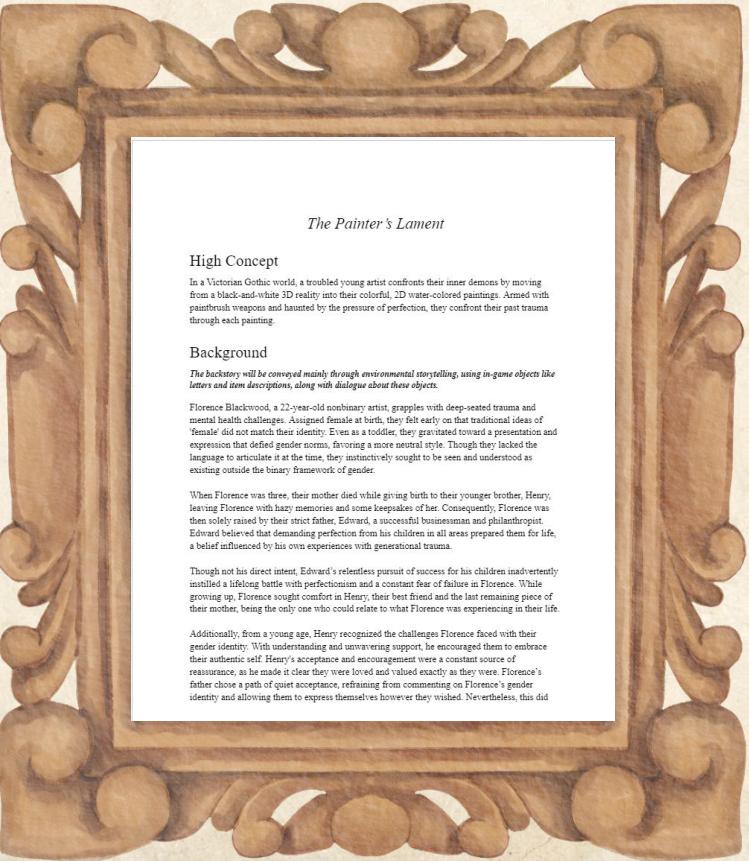


# *Gameplay Synopsis*



# Script

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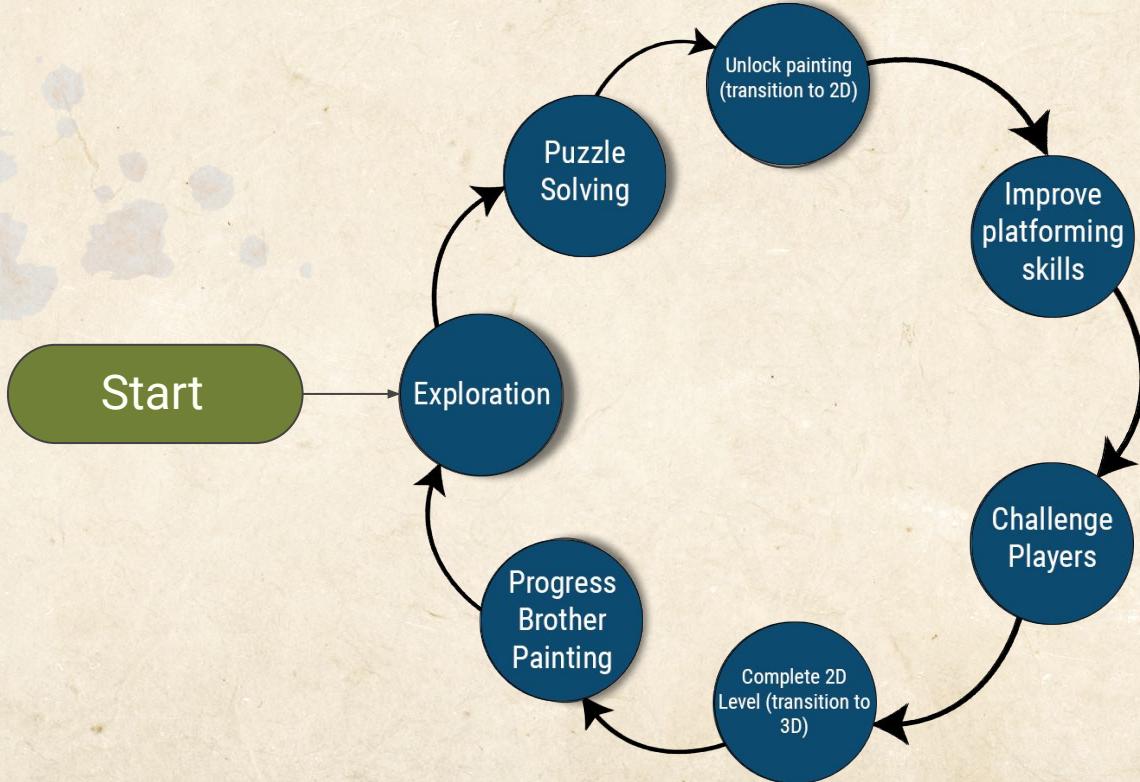


[Link to script](#)



# Gameplay Core Loop

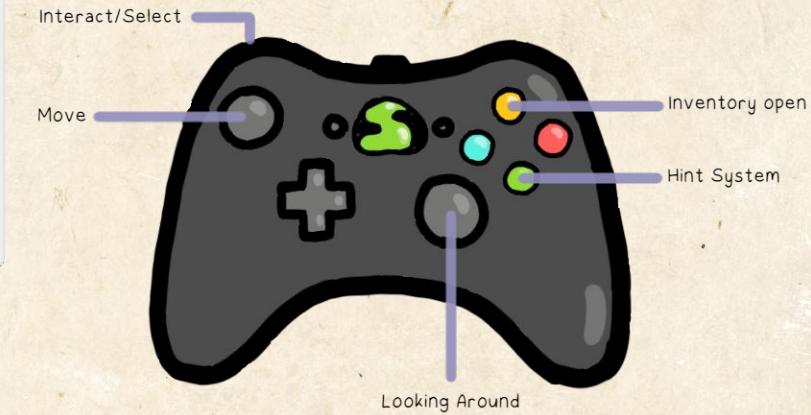
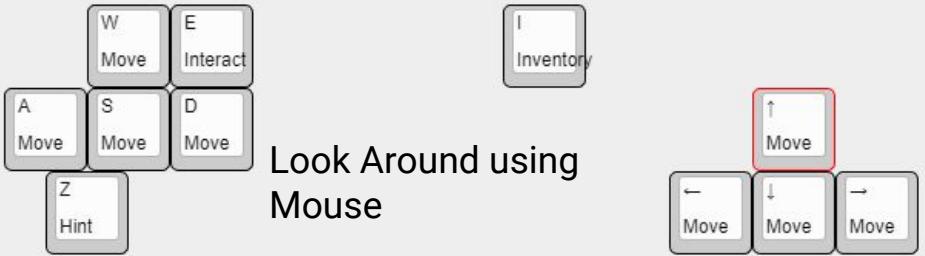
*The Painter's Lament*





# 3D Controls

*The Painter's Lament*

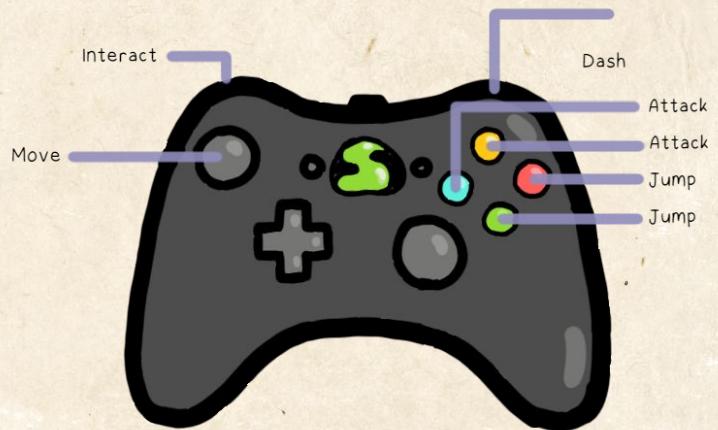


Made with Gamepad Layout Maker by Del Nordlund and Sebastian Scaini.



# 2D Controls

*The Painter's Lament*



Made with Gamepad Layout Maker by Del Nordlund and Sebastian Scaini.



# Mechanics

# *The Painter's Lament*

## Game Mechanics 3D

- Limited player movement mechanics
  - Walking and Interaction
- Focused on exploration and narrative driven puzzles
  - Puzzles are tied to Florence's family, their history, and relationships with one another
  - Progression allows you to gain access to locked parts of the manor
  - Puzzles are typically multi-step, integrated into the world and narrative
- Completing level's completes the final painting
  - Each level progresses Florence's painting representing their brother
- Inventory interaction
  - Allows player to collect items, inspect, and combine

## Game Mechanics 2D

- Agile player movement including an air dash and wall slide/jump
  - Should feel familiar to those who have played a 2D platformer before (ex: Super Mario Bros)
- High action gameplay focused on platforming challenges and enemy interactions
  - Each enemy is designed with a specific player movement so the enemies can not only be an obstacle, but a part of the platforming



# Level Overview (10-15 mins per)

These two levels will be the focus for this semester

## Mother Painting (lvl 1)

**Environments:** Graveyard & Spring Meadow

**Plot:** Establish relationship with mother & Brother

**Gameplay:** Side scrolling platformer to introduce the player to the space/mechanics and develop skills

## Father Painting (lvl 2)

**Environment:** Icy Cavern + House Items

**Plot:** Show the importance of the brother to the player and how the MC is reliant on him

**Gameplay:** Room based challenges that get progressively harder/more complex



# Level Overview

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## Gender Painting (lvl 3)

**Environment:** Museum

**Plot:** Show the MCs lifelong struggle with gender

**Gameplay:** A maze level where the player will be trying to run away from an enemy that keeps dragging it back

## Brother Painting (lvl 4)

**Environments:** Revisiting previous areas

**Plot:** Come to accept the brothers passing and take the first steps towards patching relationships with self/father

**Gameplay:** Challenging side scroller with other tones from previous levels mixed in

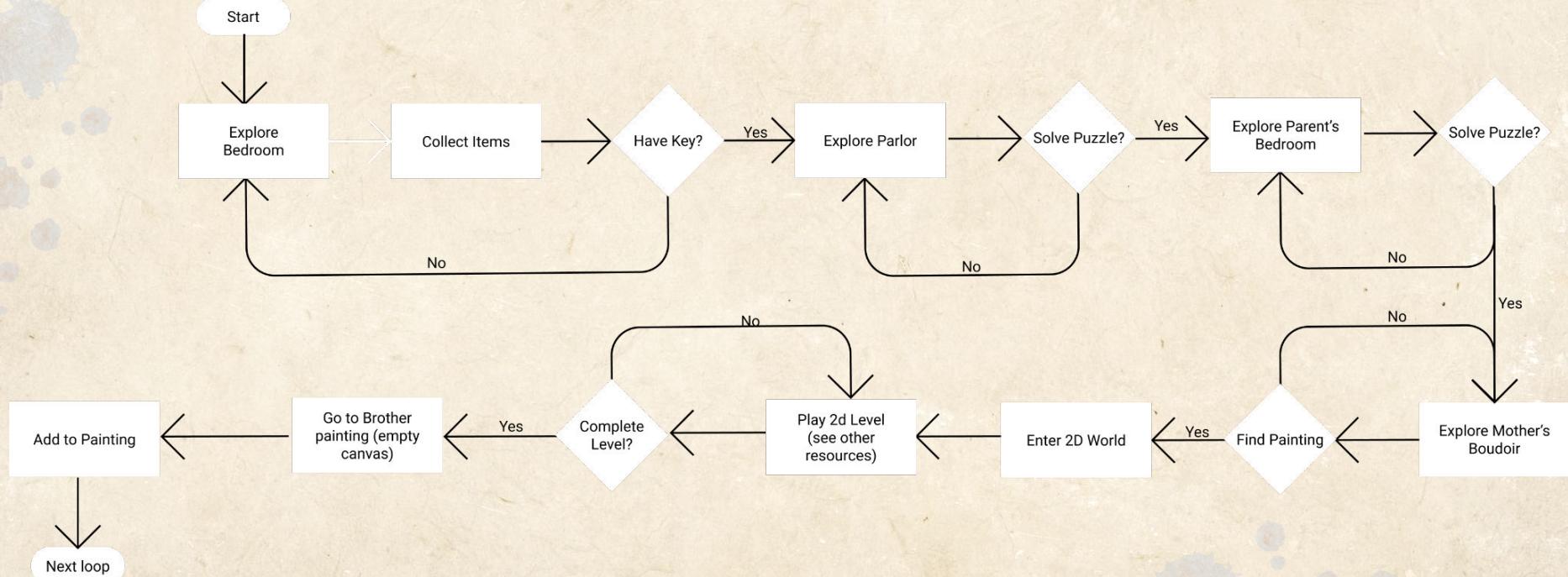


# *Full Gameplay Flow Chart*



# 3D World Flowchart

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[Link to flow chart](#)

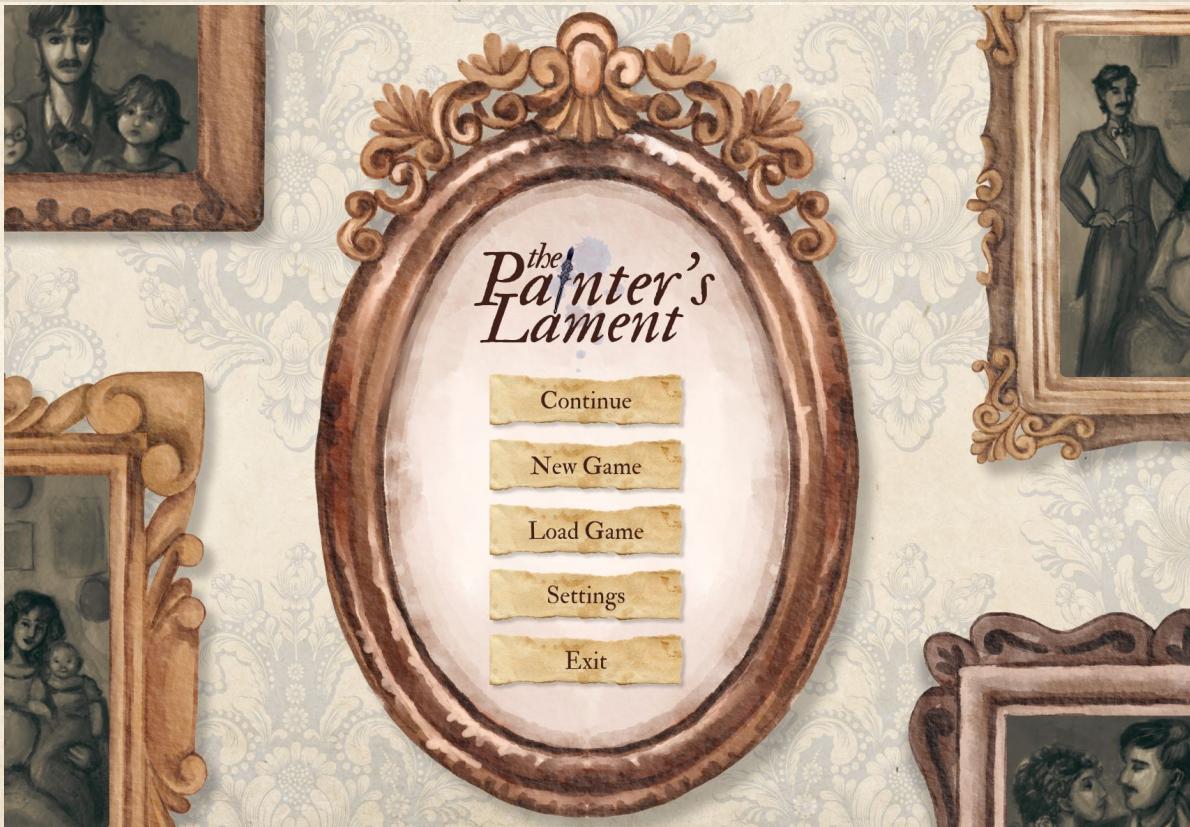


*Art*



# Main Menu (High Fidelity)

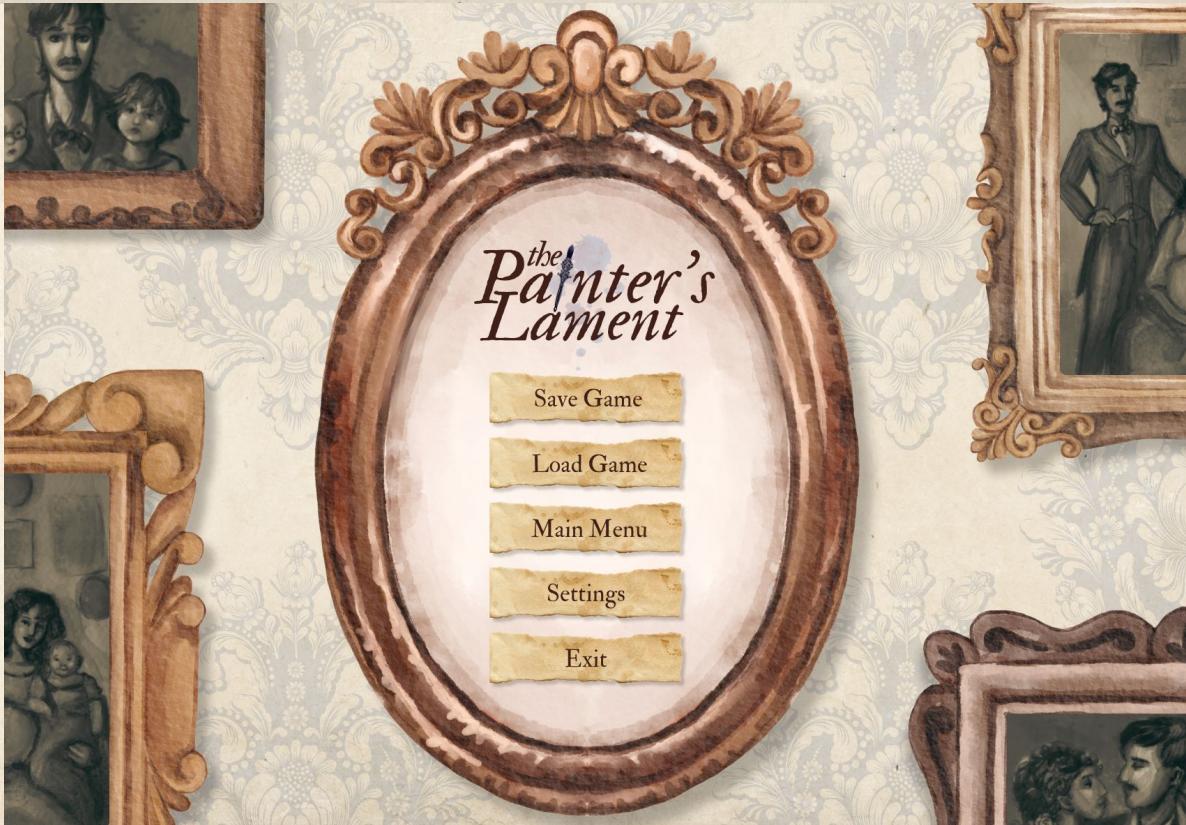
*the Painter's Lament*





# Pause Screen (High Fidelity)

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# Settings Screen (High Fidelity)

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# Inventory Screen (High Fidelity)

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# Inventory Pop-up

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## Logo Brand Style Sheet

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### MAIN LOGO

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### COLORS

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CMYK: C53, M77, Y0, K46  
RGB: R065, G032, B137  
#412089

CMYK: C0, M0, Y0, K100  
RGB: R000, G000, B000  
#000000

CMYK: C7, M5, Y0, K9  
RGB: R217, G221, B233  
#d9dde9

### SUB MARK

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*P  
L*

### FONTS

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*IM Fell Italic, Brown*

*IM Fell Italic, Black*



# *Style Guide*



# 2D World Style Guide

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## Overall

- Watercolor paper texture for background
  - Sharpened to make more prominent
- Contrast between Florence and background
- Watercolor paper texture applied to each environmental object
- Backgrounds' lighting to set tone/theme of area
- Hand painted items/watercolor brush
- Foreground in front of Florence (not shown in photo)





# 2D World Style Guide

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## Graveyard

- Moody lighting in background
  - daytime but still grim outside
- Aim for scene to be more foggy + misty (not shown in picture)
- Season: Fall
- Autumnal color scheme
  - Muddy (purposely let watercolor paint get muddy)
- Environment: Warm
- Background and Florence: Cool



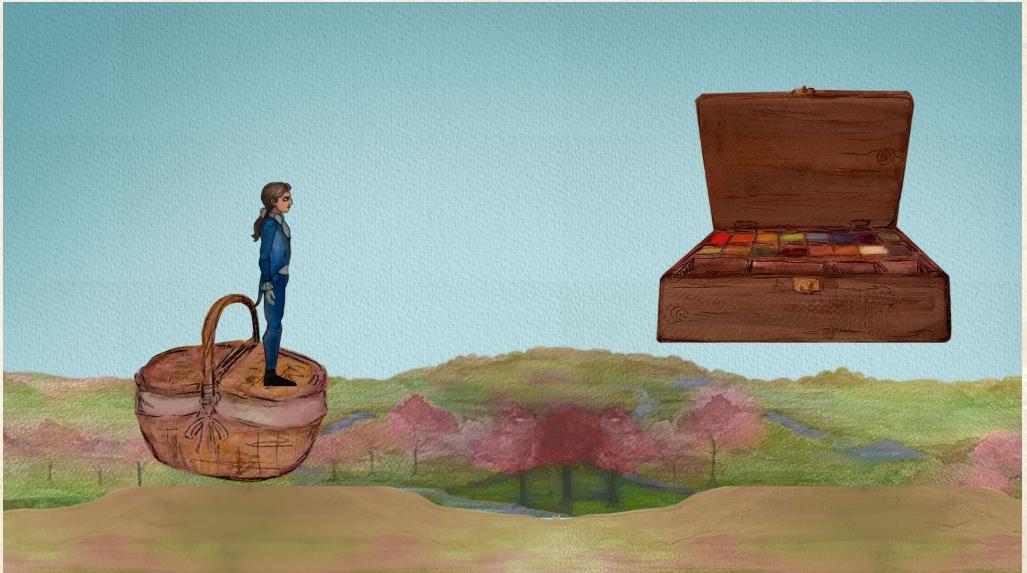


# 2D World Style Guide

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## Meadow - 1st Level

- Represents Florence's Relationship with their mother and brother
- Brighter than graveyard
- Season: Spring
- Florals
- Pastels
  - Pinks and Greens



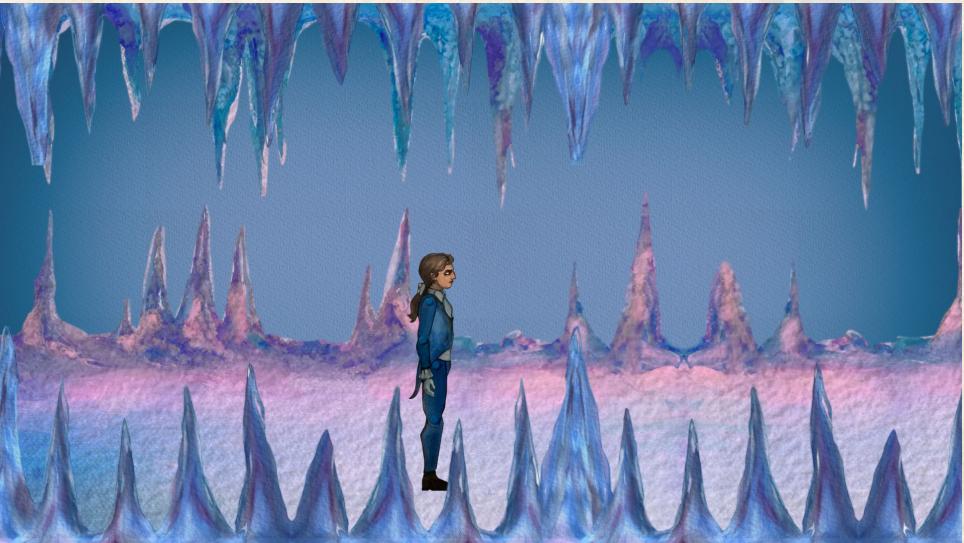


# 2D World Style Guide

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## Ice Cavern - 2nd Level

- Represents Florence's Relationship with their father
- Cool tones - prominently blues, pinks, and purples
  - High contrast to Florence
- Icy
- Sharp and ridged edges
- Objects resembling father's study in 3D space
  - Objects appear to be iced over
- Darker lighting to show inside of cave





# 2D World Style Guide

*The Painter's Lament*

## Museum - 3rd Level

- Represents Florence's struggles with gender identity
- Unsettling feeling
- Dim lighting
- Darker color scheme
  - dark pinks, purples, blacks
- Use picture as reference for contrast and lighting
- Eldritch horror-like environment
- Feminine items scattered throughout (bows, parasols, lace, dresses)





# 2D World Style Guide

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## Florence Paper Doll

- Deep blues
- Hand painted
- Lanky
- Clasps at joints to represent them being a paper doll
- Victorian era style clothing





# 3D World Style Guide

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## Overall

- Late Victorian Era
- Grayscale
- Sketchy/Painterly Style Textures
  - Visible brush strokes
  - High contrast





# Mother Level Enemy Art (2D)

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Enemy 1 in "Mother" Level



Enemy 2 in "Mother" Level

Enemy tab: [The Painter's Lament Project breakdown](#)



# Father Level Enemy Art (2D)

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Enemy 3 in "Father" Levels



Enemy 4 in "Father" Levels



Enemy 4.5 in "Father" Levels

Art by Zoie Tsoi



# Father Level Enemy Art (2D)

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Boss in “Father”  
Levels

Art by Zoie Tsoi



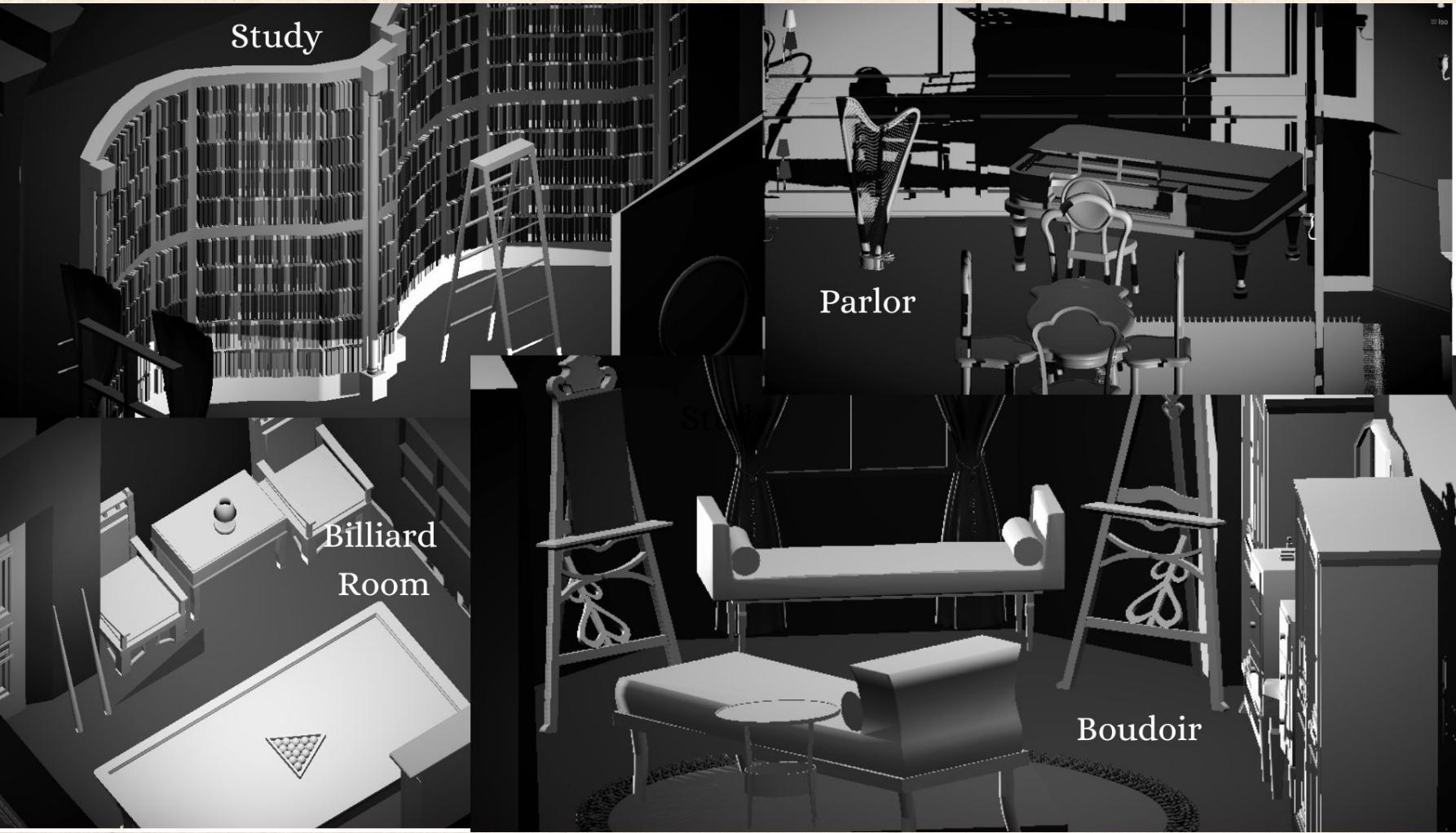
# 3D House Models

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## Notes:

- 3D House made by Sally Hathaway and Lula Karakitsos
- 3D Models made by Kristina Malkowski, Lula Karakitsos, and Kenzie Hopson
- Lighting in scene is temporary
- Models **not** textured yet

Study



Billiard  
Room

Parlor

Boudoir



*Audio*



# Audio Composed by Cormac Roth

*The Painter's Lament*

Main Theme (different versions)	Mother Level (different versions)	Mother Level Pt2	Father Level Pt 1	Protag Bedroom



# Organizational Tool

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## HacknPlan

- Serves as our project management tool
- Allows us to break the project into sprints, add tasks and users, and make comments for each task

Screenshot of the HacknPlan interface. The sidebar on the left lists several boards and milestones:

- Sprint deadline 3 (2)
- Sprint deadline 4 (2)
- Sprint deadline 5 (2)
- Sprint deadline 6 (2)
- Overdue Mother + Fathe... (4)
- Completed 2D World
- Completed 3D World (highlighted with an orange border)
- General
- Audio
- Closed (2)

## Google Drive

- Meeting Notes
- Design Documents
- Script Writing
- Play by play in 3D space
- 2D gameplay + enemy flowcharts
- Art

## Meetings

- Biweekly mandatory meetings Sundays at 4pm & optional workspaces every Monday at 8pm-10pm (Discord)

HacknPlan does not have public links, sent an invite to join to Professor Bonner

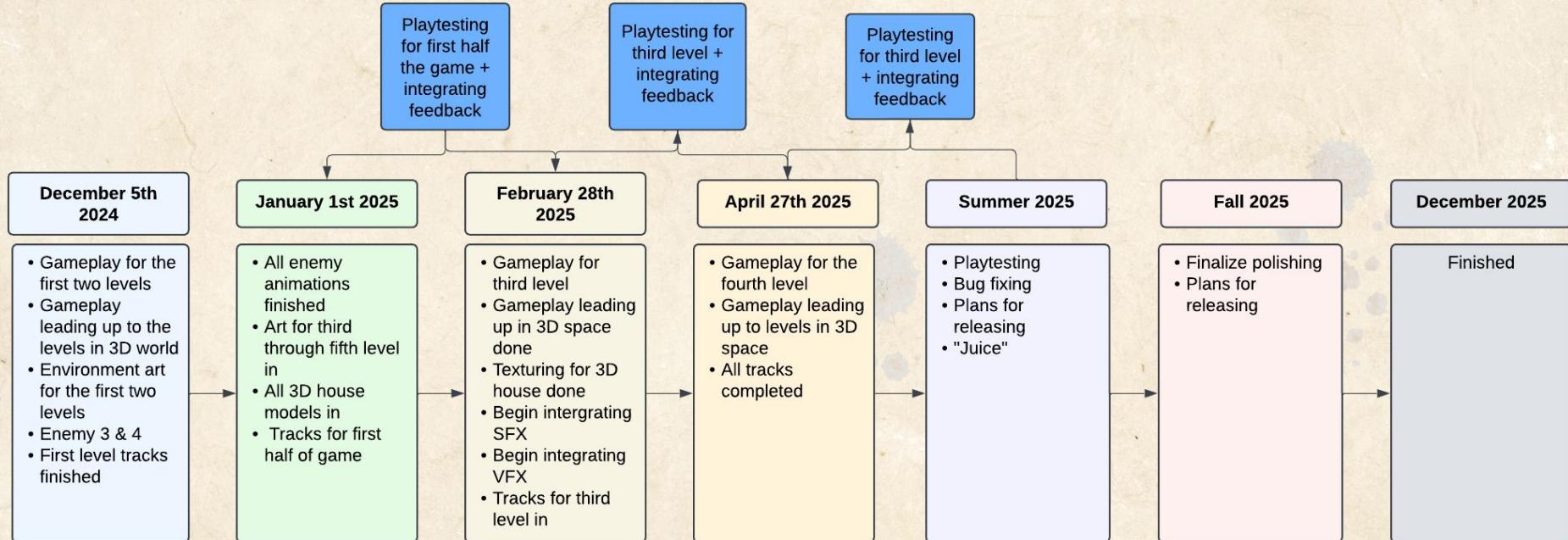
Screenshot of the HacknPlan interface showing a main board view with multiple tasks and their progress bars:

- Sprint deadline 3 (2) - Due Oct 21
- Sprint deadline 4 (2) - Due Nov 4
- Sprint deadline 5 (2) - Due Nov 18
- Sprint deadline 6 (2) - Due Dec 5
- Overdue Mother + Father PT 1 Level items (4) - Progress bar shown as green
- Completed 2D World - Progress bar shown as green
- Completed 3D World - Progress bar shown as green
- General - Progress bar shown as green
- Audio - Progress bar shown as green
- Closed (2)



# Project Plans & Timeline

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Project timeline



*Meet  
the  
Team*



# Lindsey Yucha



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## Roles

- Producer
- 3D Space Gameplay Designer
- Narrative Designer
- Programmer

In my role as **producer**, I manage a multi-disciplinary team that includes 2D and 3D artists, an audio designer, programmers, and designers. I handle scheduling, lead meetings, assign and track tasks, and make sure everyone stays on target throughout the project. As the **3D Space Gameplay Designer**, I'm responsible for crafting the puzzles and designing the flow of exploration in the 3D environment. As the **Narrative Designer**, I developed the plot and characters, ensuring that these elements are woven into every part of the game. When it comes to **programming**, I've taken on tasks that other programmers on the team haven't had the chance to address, such as building a key/door system and various puzzles and interactable elements.

## Modules

- Mod 3
  - With my team, we came up with the project definition and used our already existing design document to answer questions
- Mod 4
  - I worked on the benchmarks, qualitative, and quantitative analysis.
- Mod 7
  - I identified and wrote about the DEI tool
- Mod 8
  - Developed the characters and created the written outline
- Mod 9
  - Contributed to 3D and protagonist/antagonist slide
- Mod 11
  - Rewrote the accessibility plan
- Mod 12
  - Developed the 3D space storyboard



# Mikayla Slavin



*The Painter's Lament*

## Roles

- UX Designer
- UI Designer
- Visual Designer

As the UI/UX and Visual Designer on the team, I was responsible for creating intuitive and aesthetically engaging interfaces that enhance user interaction and the overall gameplay experience in *The Painter's Lament*. I contributed by creating wireframes, developing the game's accessibility plan to support a wide range of players, and ensuring consistent visual branding throughout. My work included designing low-fidelity and high-fidelity wireframes and iterating on refined versions to align with the team's needs and user feedback. I am also in the process of helping create the game's logo with my individual design group, MSU AIGA. Additionally, I support the team by contributing to DEI reports and styling visual presentations for project deliverables.

## Modules

- **Mod 3**
  - With my team, we came up with the project definition and used our already existing design document to answer questions. I also styled our slide deck.
- **Mod 4**
  - I worked on the quantitative analysis, specifically the target audience, delivery systems, sales/cost, main features, and tone/branding. Lindsey helped with corrections.
- **Mod 7**
  - I worked on the DEI report as well as the accessibility plan.
- **Mod 11**
  - I created version 1 of the accessibility plan. Lindsey reworked it to fit within the timeline.
- **Mod 12**
  - I created the low-fidelity wireframes and logo.
- **Mod 13**
  - I created the high-fidelity wireframes and reworked the visuals for the slide show.



# Additional Roles

*The Painter's Lament*

**Lindsey Yucha (MSU Student)**  
Producer, 3D Space Gameplay  
Designer, Narrative Designer,  
Programmer

**Adam Elfawal (MSU Student)**  
Lead 2D Space Gameplay Designer,  
Level Designer, Programmer

**Mikayla Slavin (MSU Student)**  
UX/UI Designer

**Sally Hathaway (MSU Student)**  
Enemy Designer, 3D Modeler

**Kristina Malkowski (MSU Student)**  
Art Director, 2D Artist/Animator,  
3D Modeler

**Zoie Tsoi (MSU Student)**  
Lead 2D Enemy Artist/Animator

**Lula Karakitsos (MSU Student)**  
3D Modeler

**Kenzie Hopson (MSU Student)**  
3D Modeler

**Cormac Roth (MSU graduate)**  
Programmer, Audio Composer

**Keith Lerner (MSU Student)**  
Programmer

**Cat Start (MSU Student)**  
Programmer

**Alexis Bliesener (MSU Student)**  
Programmer

**Ileana Kueber (MSU Graduate)**  
Programmer, Design Consultant

**Kayla Yucha (non-MSU Affiliated,  
Oakland University Graduate)**  
Social Media, Marketing

**Dante Samarco (Non-MSU  
Affiliated, University of Pittsburgh  
Student)**  
Animator

**Brigid Haughey (Non-MSU  
Affiliated)**  
UI/Placeholder Art



*Thank you!*



*Feedback?*