

# *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.

# The 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.

**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



## 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)

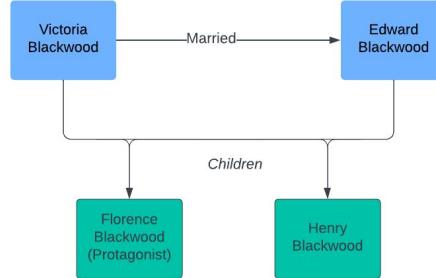
- Brother
- University student
- Supportive
- Age: 19 (when deceased)
- Cause of death: Influenza

## 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](#)



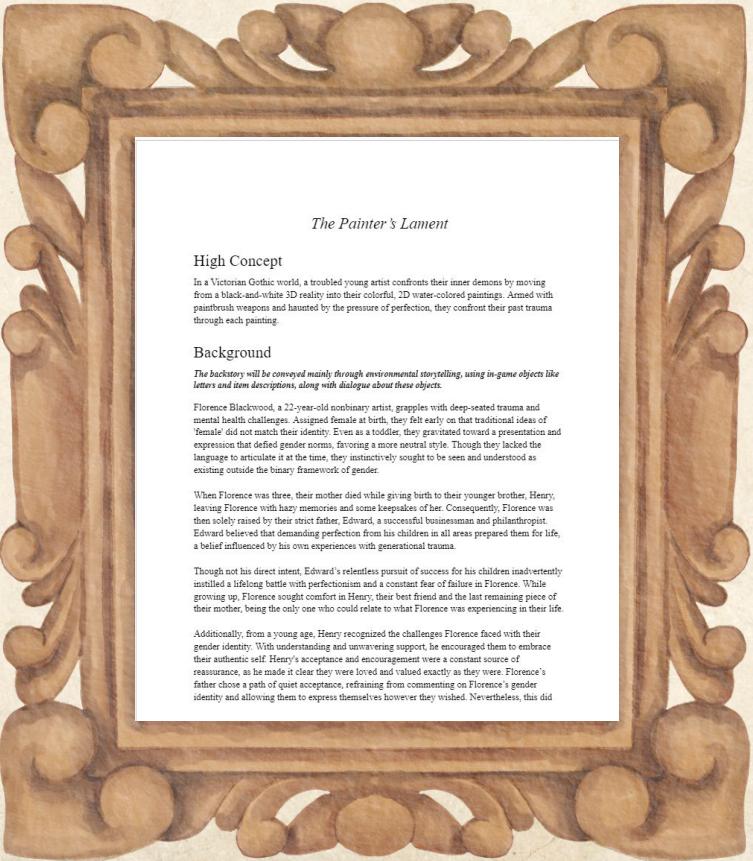
Henry, Edward,  
Florence



Victoria and  
Edward



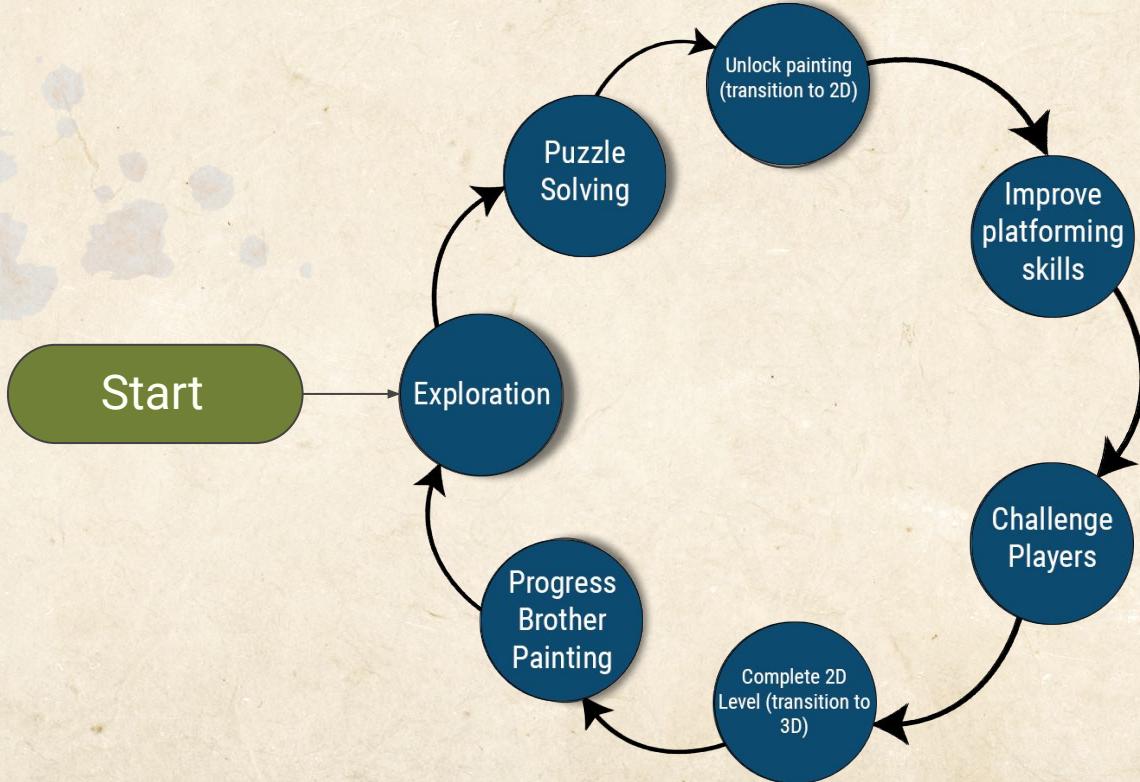
# Gameplay Synopsis





# Gameplay Core Loop

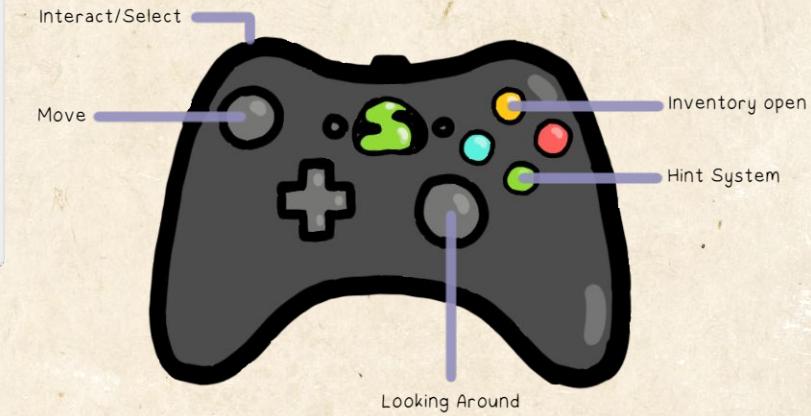
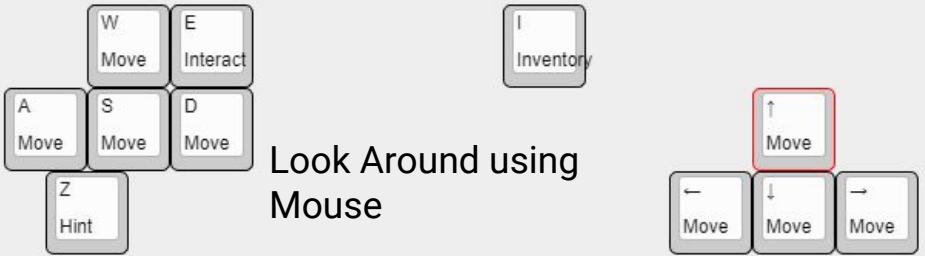
*The Painter's Lament*





# 3D Controls

*The Painter's Lament*

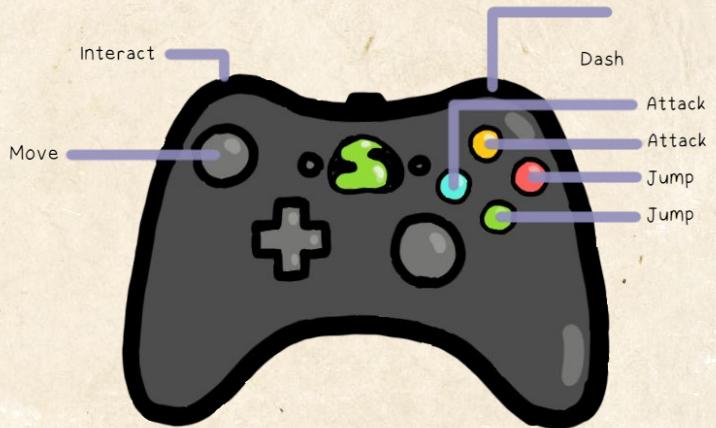


Made with Gamepad Layout Maker by Del Nordlund and Sebastian Scaini.



# 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

# *the Painter's Lament*

## 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

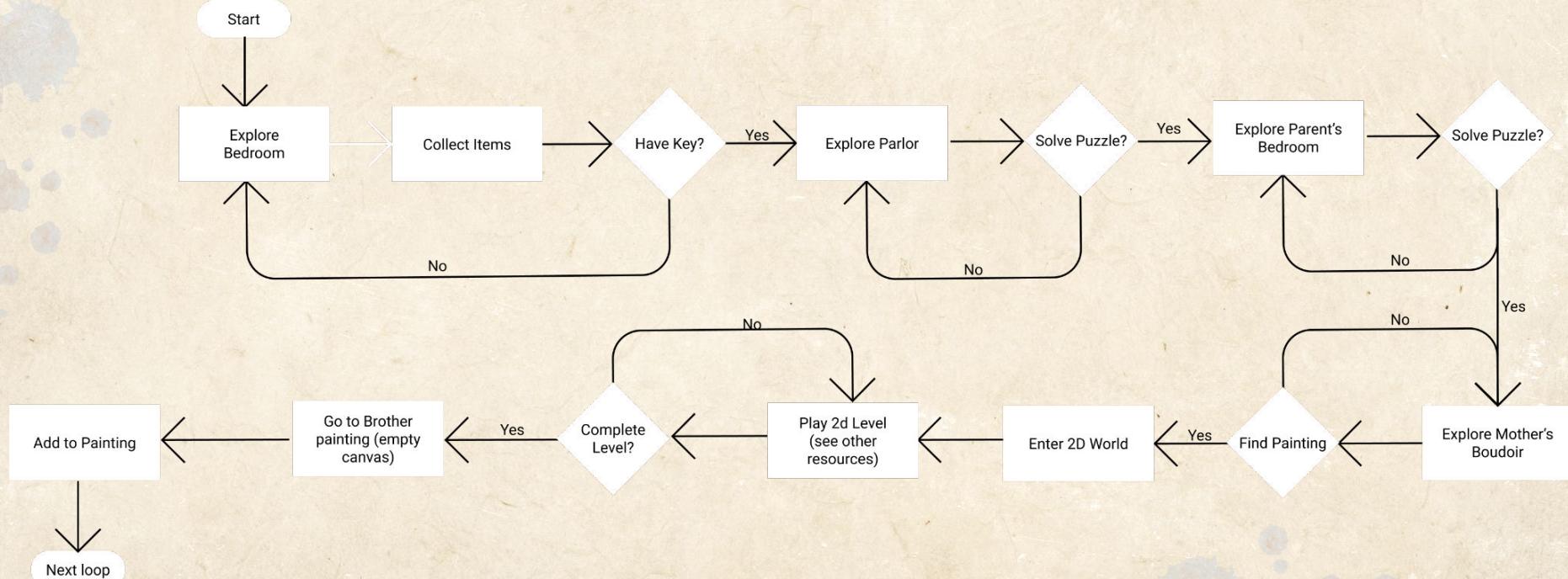


# Full Gameplay Flow Chart



# 3D World Flowchart

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[Link to flow chart](#)

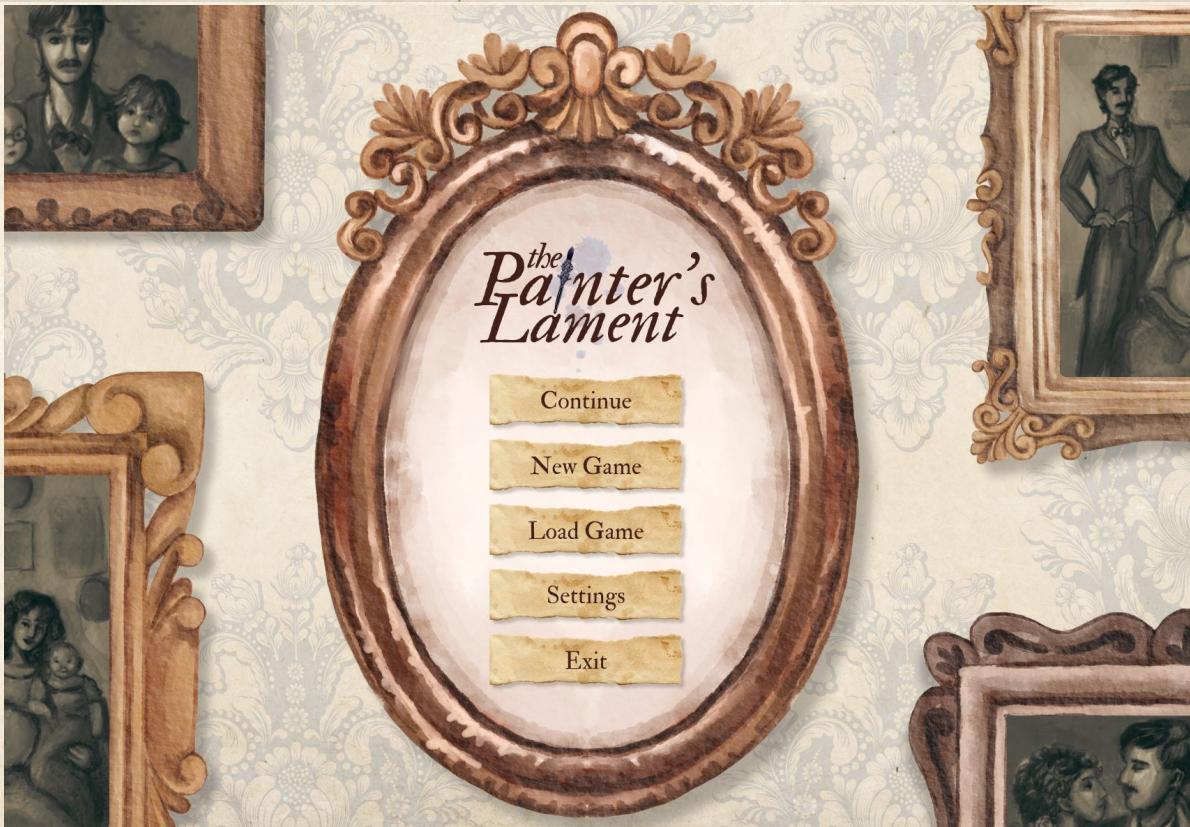


Art



# Main Menu (High Fidelity)

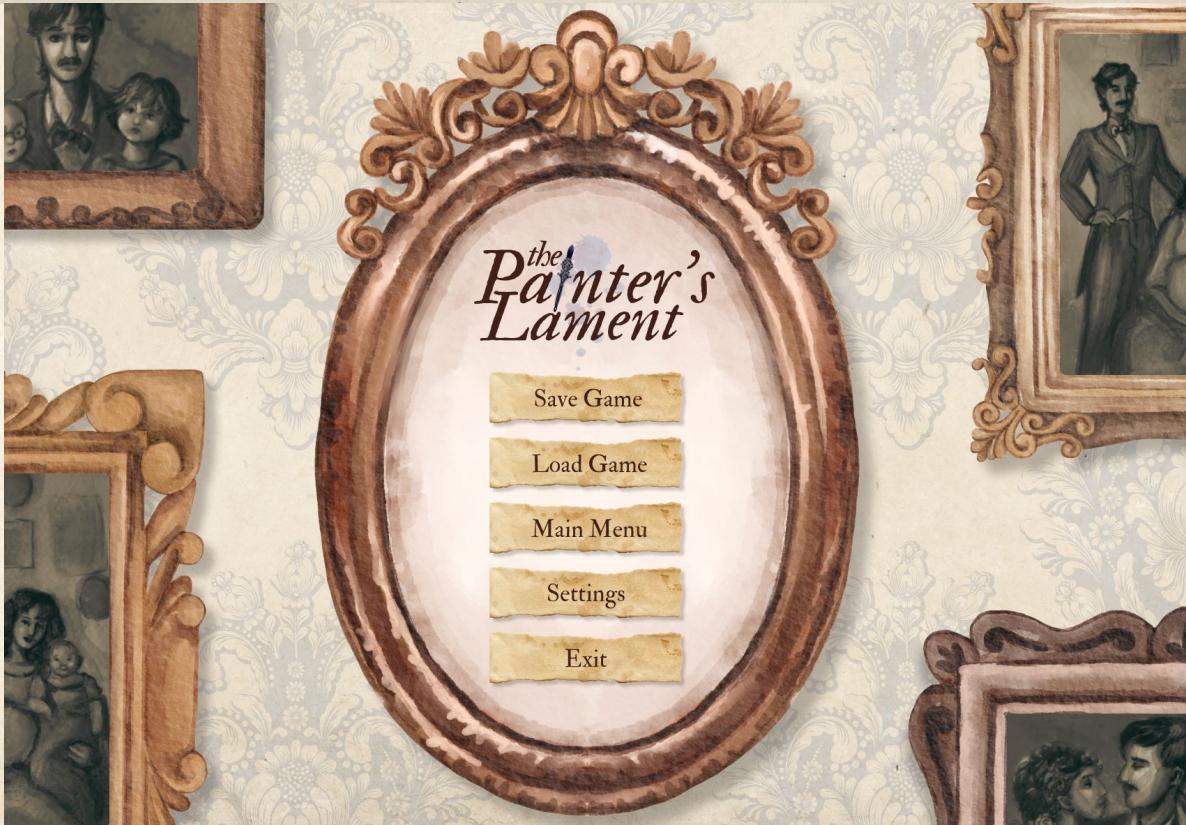
*the Painter's Lament*





# Pause Screen (High Fidelity)

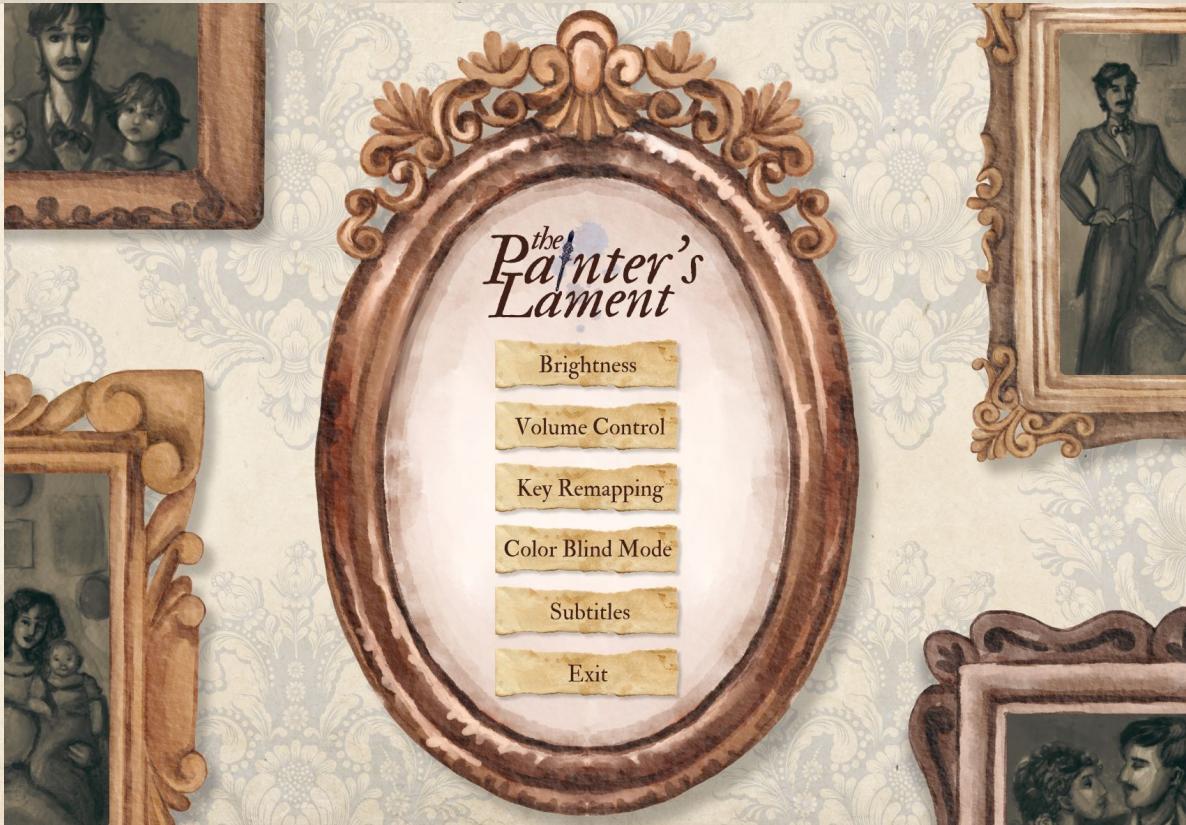
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# Settings Screen (High Fidelity)

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# Inventory Screen (High Fidelity)

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# Inventory Pop-up

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# Logo

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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



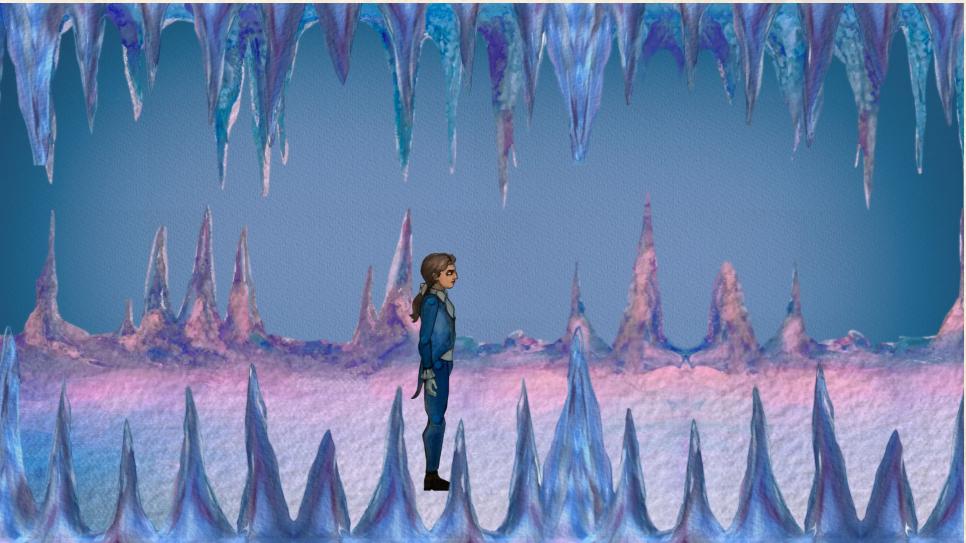


# 2D World Style Guide

*the Painter's Lament*

## 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



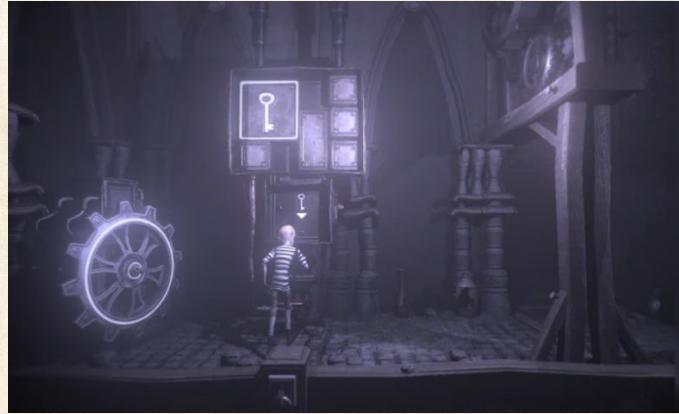


# 2D World Style Guide

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## 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

*the Painter's Lament*

## 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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Lament*



Boss in “Father”  
Levels

Art by Zoie Tsoi



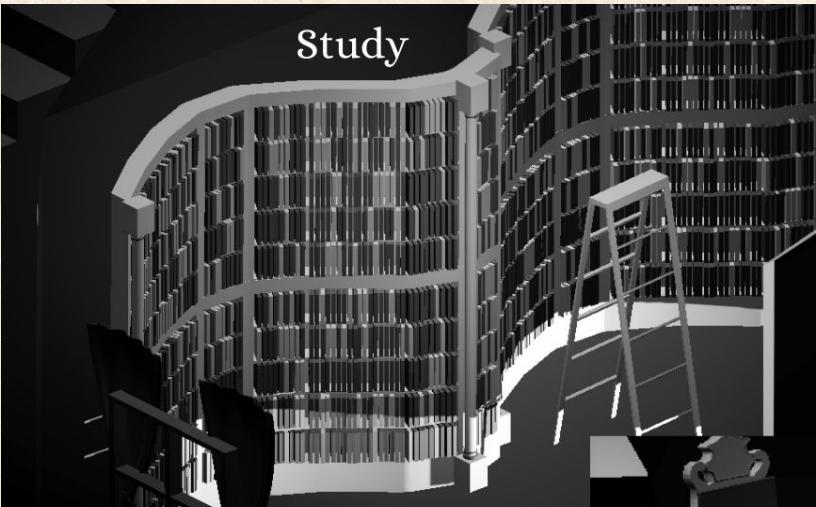
# 3D House Models

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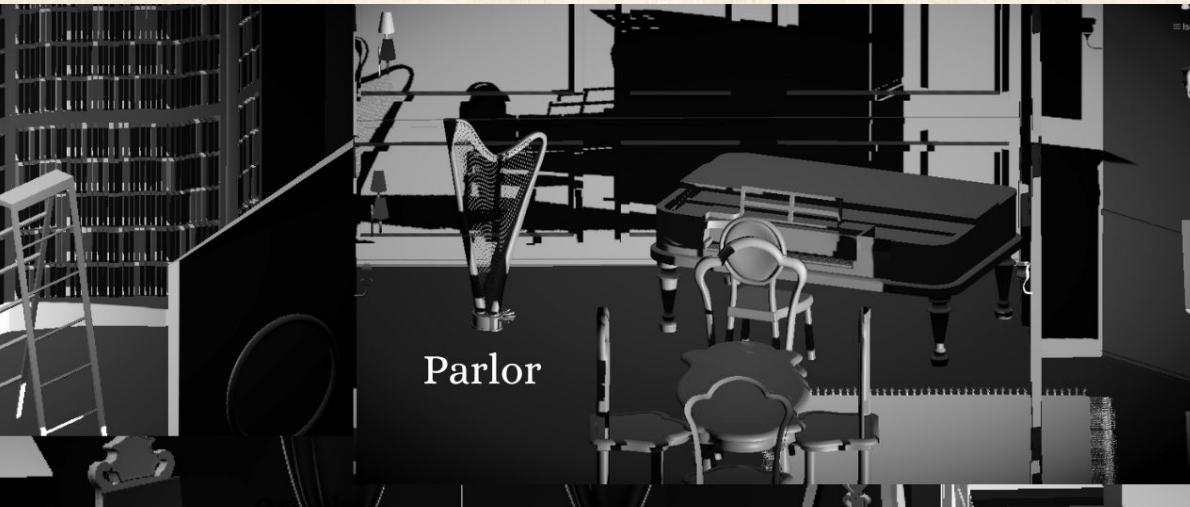
## Notes:

- 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

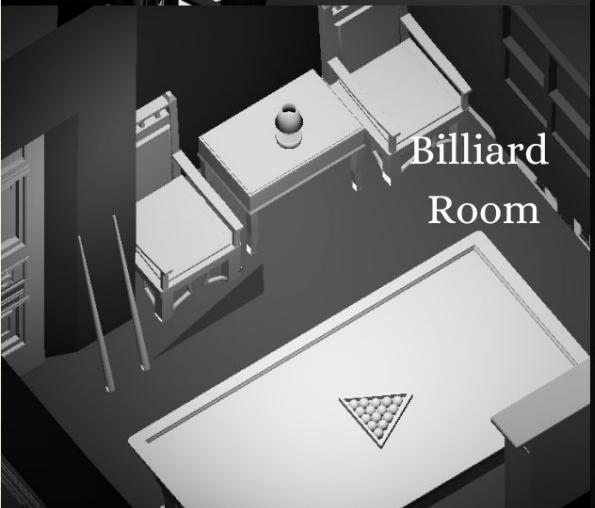
Study



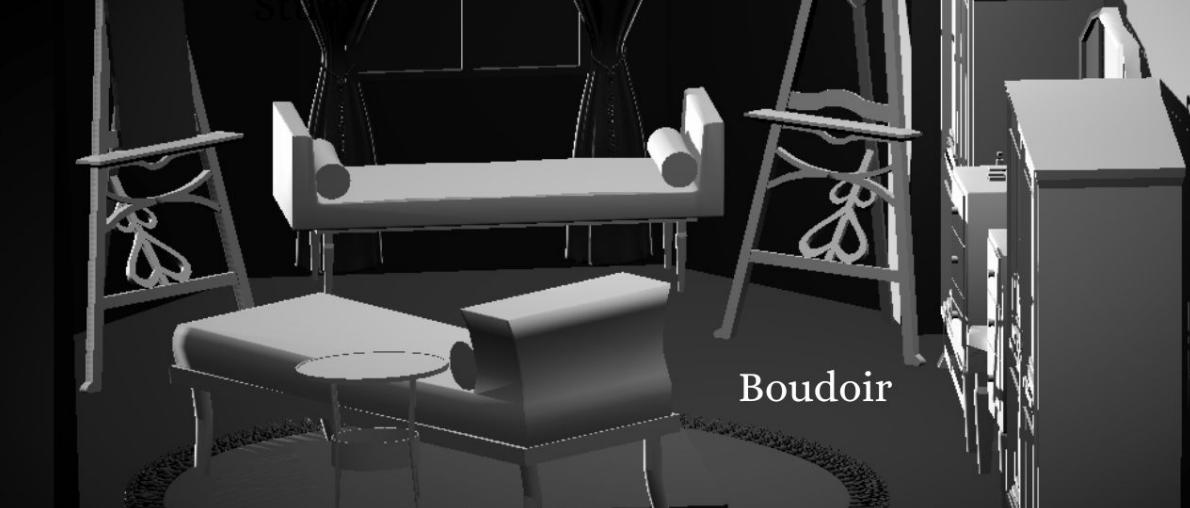
Parlor



Billiard  
Room



Boudoir





Audio



# Audio Composed by Cormac Roth

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

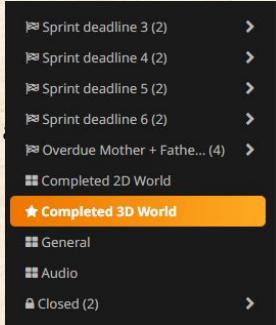


# Organizational Tool



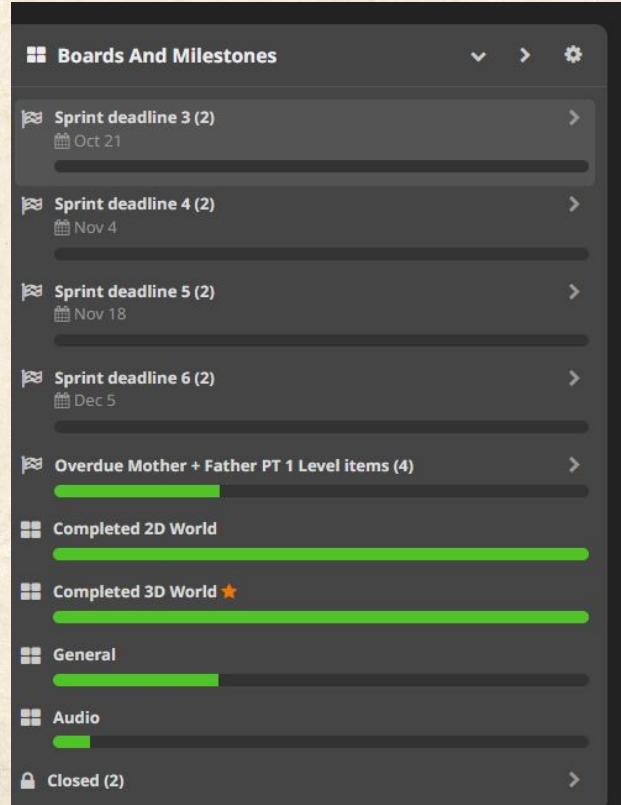
## HacknPlan

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



## Google Drive

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



## Meetings

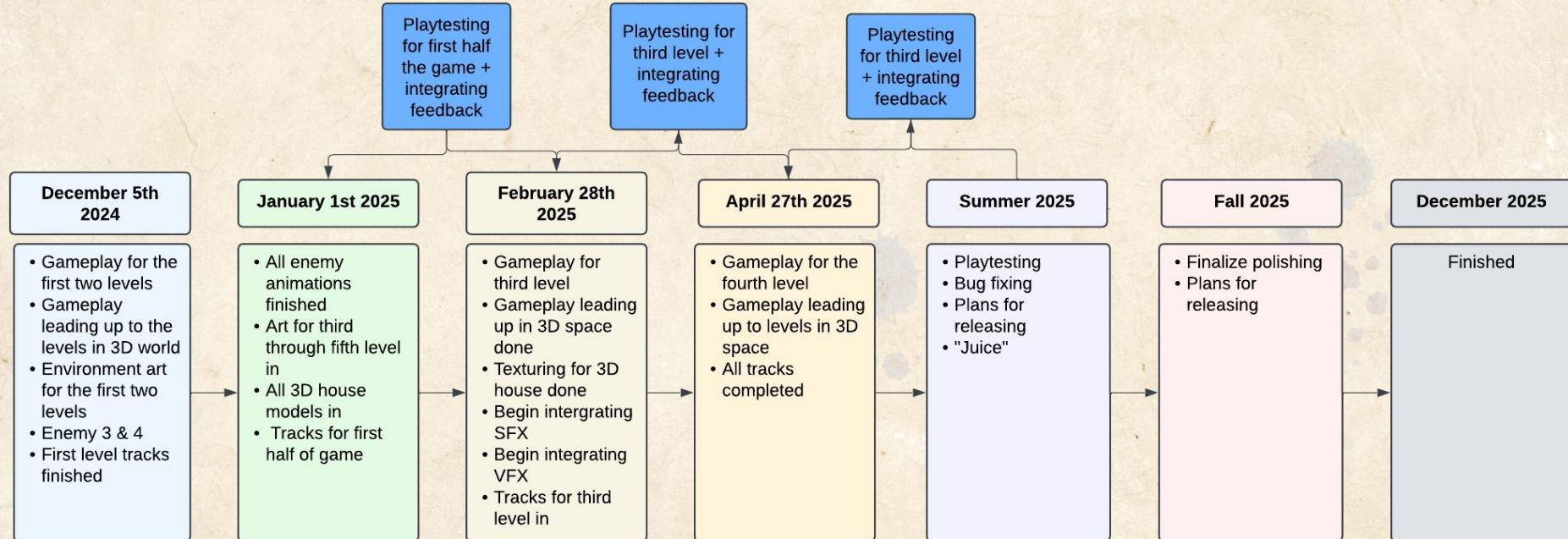
- Biweekly mandatory meetings Sundays at 4pm & optional workspaces every Monday at 8pm-10pm (Discord)

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



# Project Plans & Timeline

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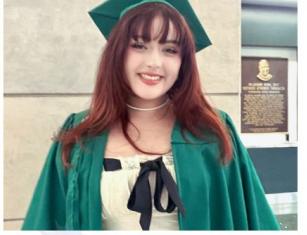
Project timeline



*Meet  
the  
Team*



# Lindsey Yucha



# *the Painter's Lament*

## 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 Tsui (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?