

BLACK PUDDLE

GAME DESIGN DOCUMENT - PRODUCED BY NURHASANAH UMAR

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BLACK PUDDLE: OVERALL VIEW

Concept: A survival detective game interwoven with deep depth of Indonesian culture, wrapped in layered narratives, eerie combat, and dark-psychological atmospheric gameplay.

Genre: Third-Person Shooter, Mystery, Thriller, Psychological.

Setting: An old and mundane police station that later blends with the Taksa Semesta universe and is transformed into an eerie-suspenseful building full of monsters.

Game Pillars: Exploration to find the devils in details. Uncontrollable changes from mundane to terror. Deeply rooted Indonesian cultures with dark twists.

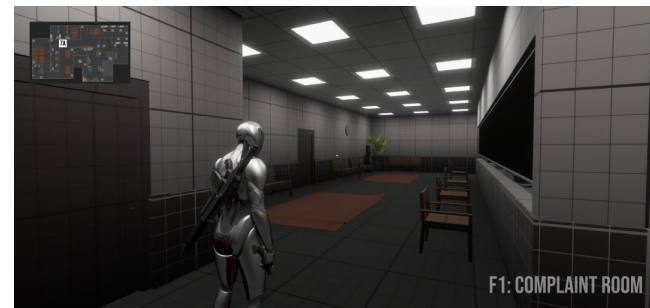
Story: The story takes place in the early 2000s, when the borders between the Taksa Semesta universe and the Earth are broken. Taksa Semesta monsters are trying to obliterate humans by killing them and turning them into other Taksa Semesta monsters.

The player is a detective who's investigating the Black Puddle Case, which is directly related to those monsters. He must stop the monsters from destroying the world while he himself slowly succumbs to madness.

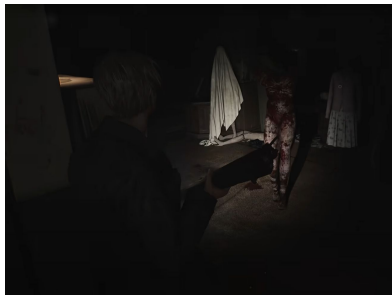
Audience: The Explorer, players who enjoy dark narrative games like Alan Wake 2 & eerie ambience like Silent Hill.

Game Act & Main Objective: Intro to Act 1—Interrogate the eyewitness to get his testimony about Black Puddle & get out of the building.

Key Features: immersive atmospheric terror, intense combat under hallucination, digging information from the past, descent into madness.

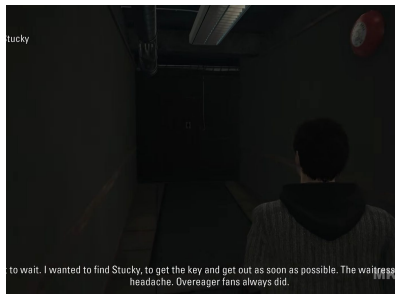


GAME INSPIRATION



Silent Hill 2 Remake

Muted ambience & environment



Alan Wake I

Dark multiverse with inner monologue

GAME MECHANICS

Navigation

- Walk
- Run
- Crouch

Object/NPC-related

- Inspect object
- Pick up object
- Open door
- Knock on door
- Interact with NPC

Combat

- Shooting
- Reloading ammo
- Dodge

TAKSA SEMESTA OVERVIEW

Taksa Semesta is a monster universe heavily inspired by Indonesian culture and the dark side of humans. The monsters have their own superpowers, moral compass, and political structures based on power and plutocracy.

The Earth and Taksa Semesta are separated by universe borders, so none of the monsters or humans manage to get into each other's universe for decades.

But, internal conflict between the predecessors of the monsters caused the stability of their universe to break and weakened the universe's borders, so the monsters managed to get passed through—leading to almost complete eradication of the humans.

Humans managed to fight back by making contracts with certain monsters, letting them reclaim the earth and restore the stability of the universe borders—forcing all monsters to go back to their world.

In the present day, when the game starts, the borders get weakened, letting the monsters come back to earth. This time, they only have one mission: take control of the earth.

Inspiration From Indonesian Culture

Indonesian Culture	Inspiration For
Older people tend to use polite language when they're talking, & it's a good manner for younger folks to talk to them in the same/more polite level.	Monsters are using polite Bahasa Indonesia language, and monsters in lower positions will address the monsters in higher positions by using poetic-like plaudit.
Indonesian culture is rooted deeply in mystical beliefs, and a big portion of it is related to black magic and mystical creatures & almost each region in Indonesia has different mystical creatures.	Some monsters are inspired by Indonesia's mystical creatures.
People can make contracts with mystical creatures to obtain something (ex.: wealth, reputation, love), and some contracts are passed through generations even without the descendants consent or knowledge.	Humans who made a pact with the monsters will pass down the entire contract to their descendants, and those people can't do anything about it until the monster their ancestor made a pact with dies.
Indonesia was colonized for more than 100 years, so it caused a deep sense of kinship to help each other (Indonesian) so they wouldn't lose against the colonizers. It even has its own proverb, "Bersatu kita teguh, bercerai kita runtuh," which translates into "united we stand, divided we fall."	Pure-blooded monsters tend to attack in groups. The weaker they are, the more they try to cover their weakness by increasing their numbers.
There are some beliefs that we can summon spiritual beings to possess someone/ to make them appear by doing some rituals; the stronger that being is, the more ritual requirements it needs.	Higher-position monsters can appear on their own accord, but the lower-position monsters can also summon them by doing some sort of ritual; the higher the rank, the harder the ritual will be.

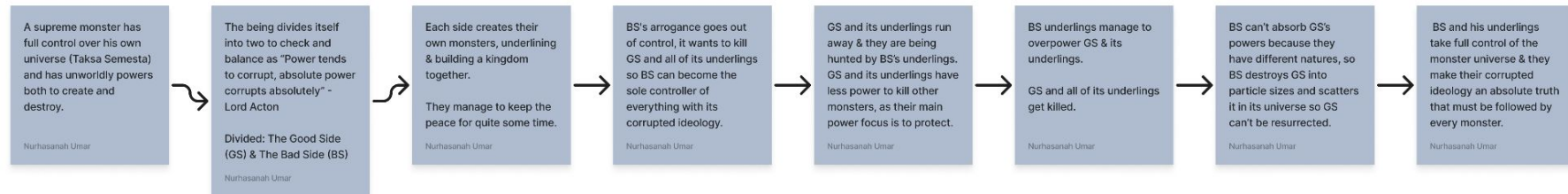
Inspiration From the Dark Side of Humans

Indonesian Culture	Inspiration For
Corrupt people in power use their authority to frame someone as they like.	The ex-Utusan are portrayed as bad people because they have a different perspective from the corrupt Utusan.
Only a small percentage of higher-ups know the truth, so the corrupt ones tell lies to others for their own benefit.	Corrupt higher-ups twist the real truth so it's aligned with their interests, and no one will ever know it except them.
Low education level for unprivileged people.	Lower ranks lack critical thinking, so they believe and follow everything the corrupt higher-ups say because they think it is the absolute truth.
Low meritocracy and high plutocracy.	The only way lower-ranking monsters can become higher-ranking is by praising the higher-ranking monsters.
Sugarcoating words so they can have a different meaning than the intended purpose.	Except for the siren voice, everything Taksa Semesta's monster says can have different meanings.

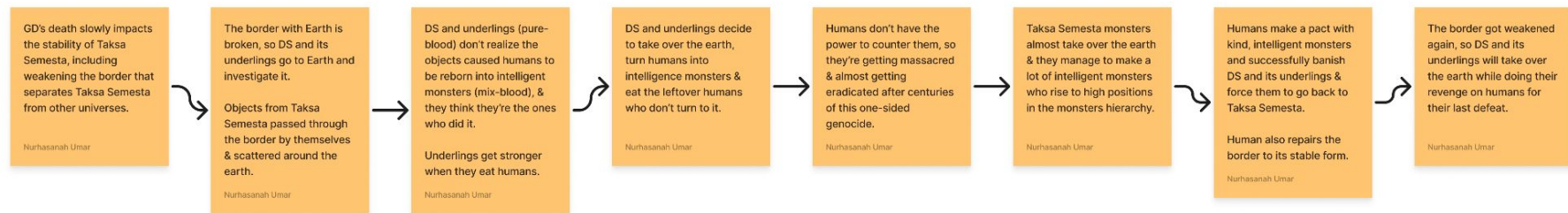
HISTORY OF TAKSA SEMESTA

You can see more backstories on nurhasanahumar.com/game-writing-black-puddle

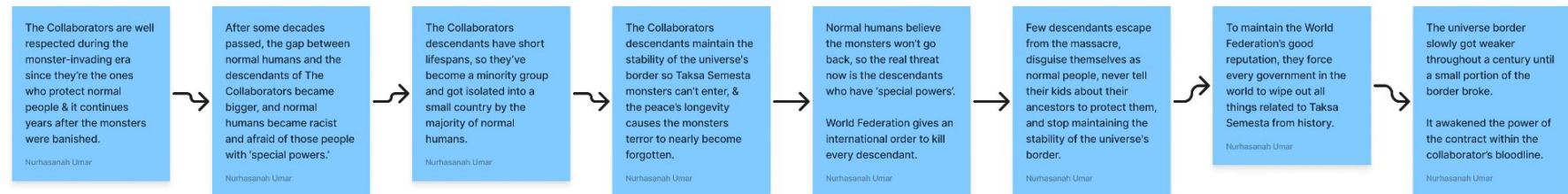
History of Taksa Semesta



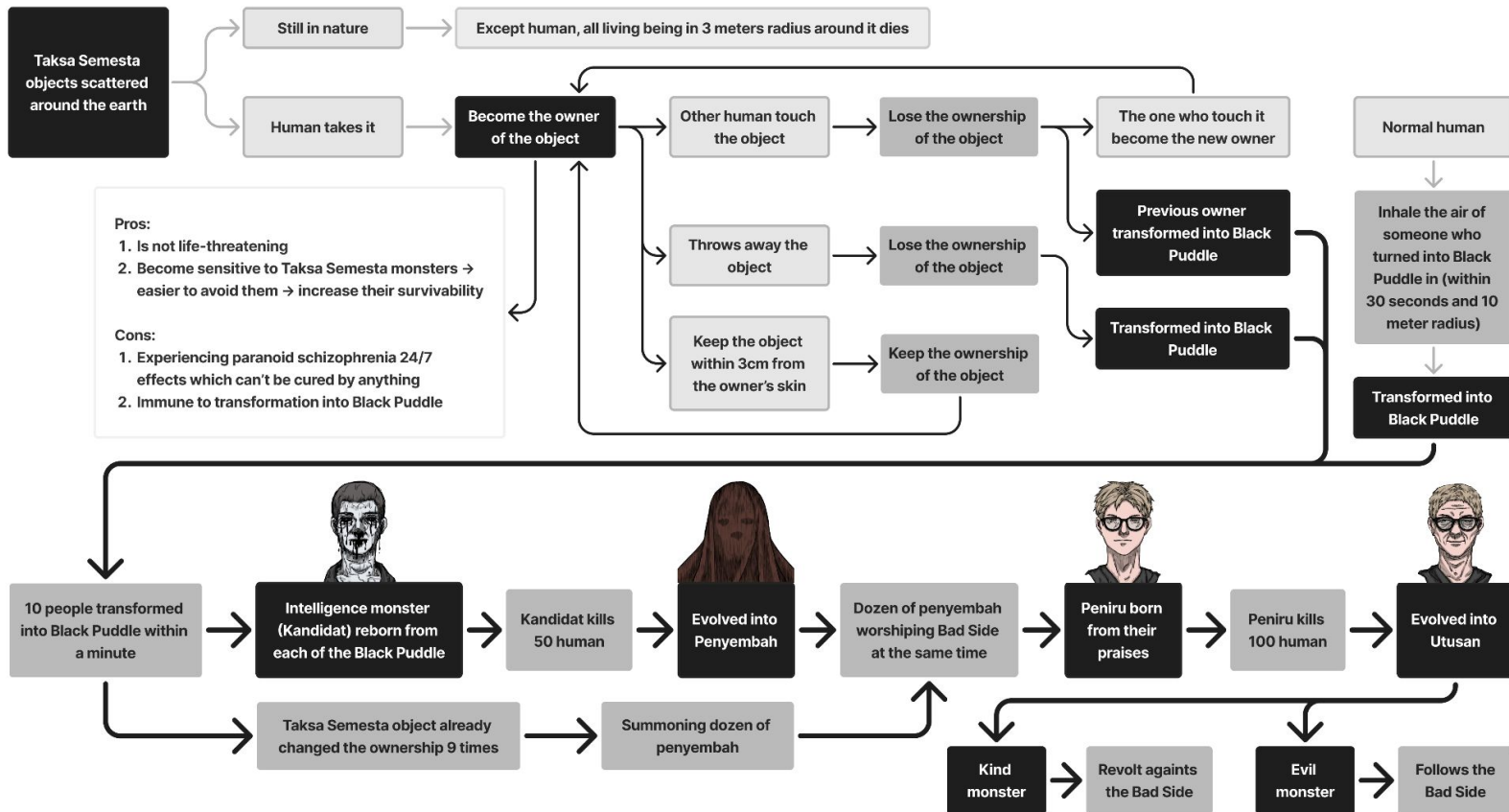
Process of Taksa Semesta Monsters Invades the Earth, Banished From It & Invades It Again



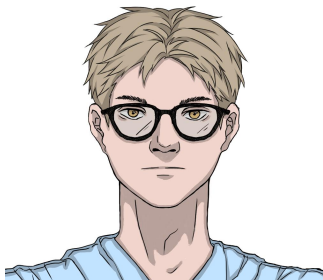
How Humans Eradicate The Collaborators, Hide the Monsters Invasion History & Weaken the Universe Border



BIRTH CYCLES OF MIX BLOOD MONSTERS



PLAYER'S CHARACTER DATA & RELATIONSHIP



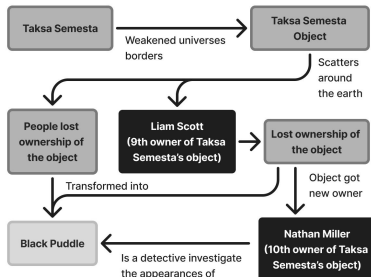
Player Name: Nathan Miller

Age: 28 years old

Nathan is a promising detective with high-analytic thinking and meticulousness. He doesn't have good social skills, but he's very good at handling strategic-related jobs behind the scenes, leading him to always handle reports and coordination from the police station for his team members on the field.

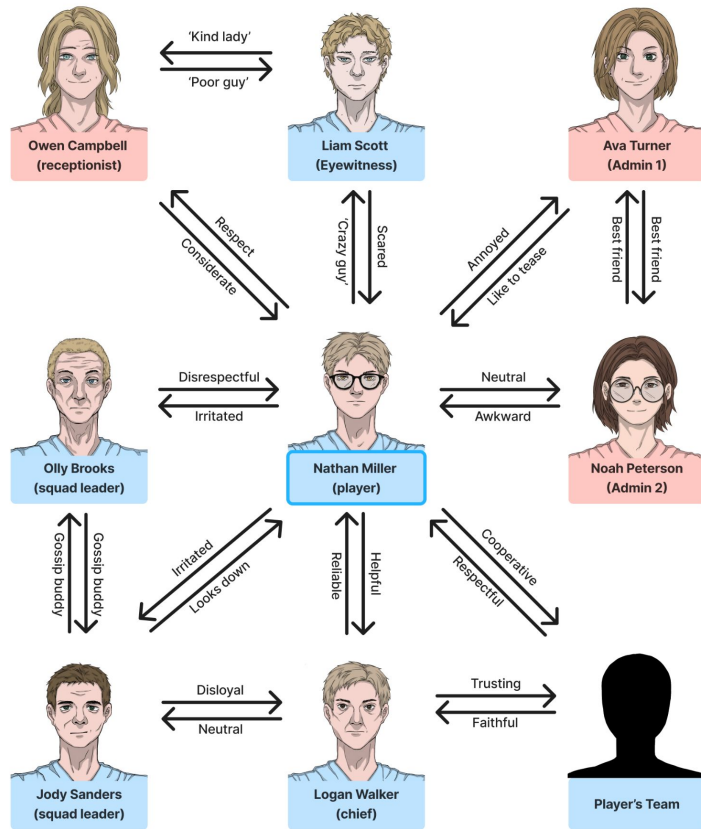
- He's to the point, confrontational, and sarcastic, causing some people to openly hate him, especially the older men who are full of themselves.
- Being overworked with handling behind-the-scenes jobs alone for a long time, causing him to be very efficient and hate people who can't do their work properly.
- He's good at shooting and handling fights, but he prefers to avoid physical confrontation and do a more strategic approach before fighting.
- He's wary and observant, always connecting the dots of clues inside his head, but he keeps his thoughts to himself and is not hasty to make a decision.

Relation Between The Player & Taksa Semesta



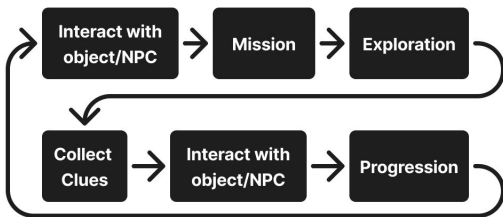
Relationship Between Characters

Female Male



CORE LOOP, MISSION FLOW & GAME BEATS

Core Loop



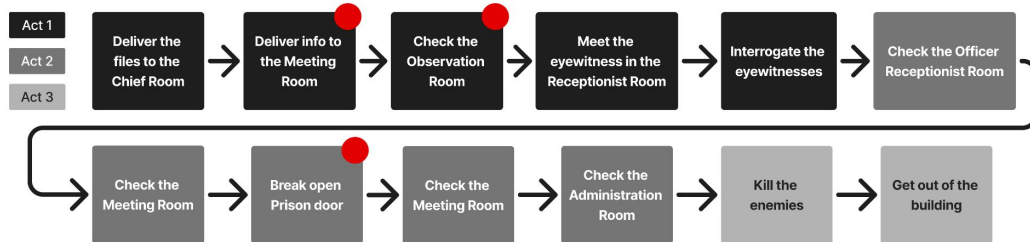
Because Taksa Semesta is an original IP, and this game acts as an Intro to Act 1, all core loop, mission design, and game beats are made to introduce this universe before the full game starts.

The contrasting situation before and after Taksa Semesta collides becomes a highlighted factor, showing the terror and urgency in a life-or-death situation to intuitively tell how dangerous it is.

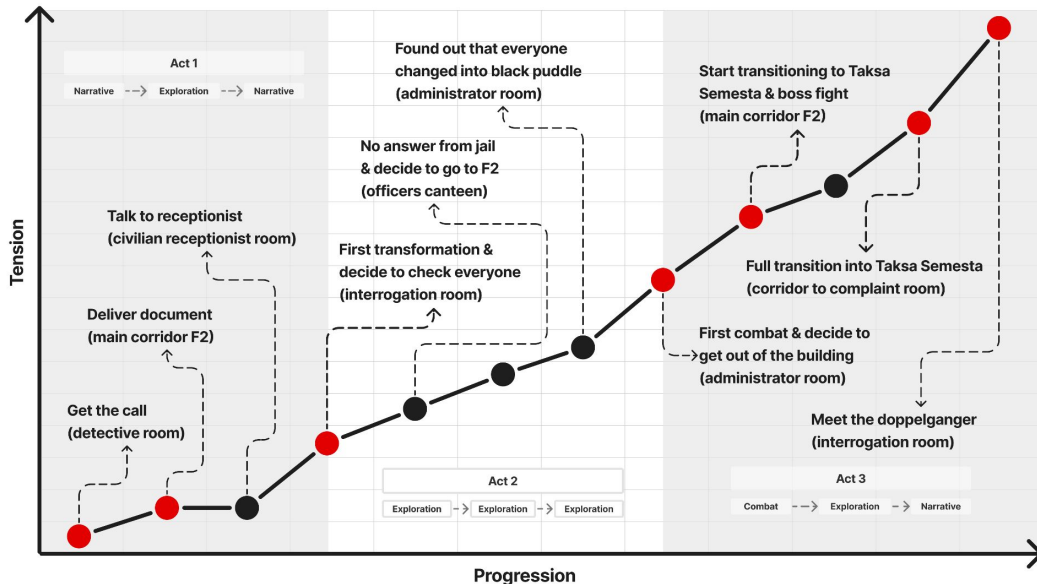
The story mainly happens in present time, but there's a flashback scene from interrogating an eyewitness of the Black Puddle case, showing the process of people transforming into Black Puddle.

The tension keeps building from the narrative discoveries, combats against monsters that are reborn from the Black Puddle, visual and auditory hallucinations—until the player encounters a monster that's a doppelganger of himself.

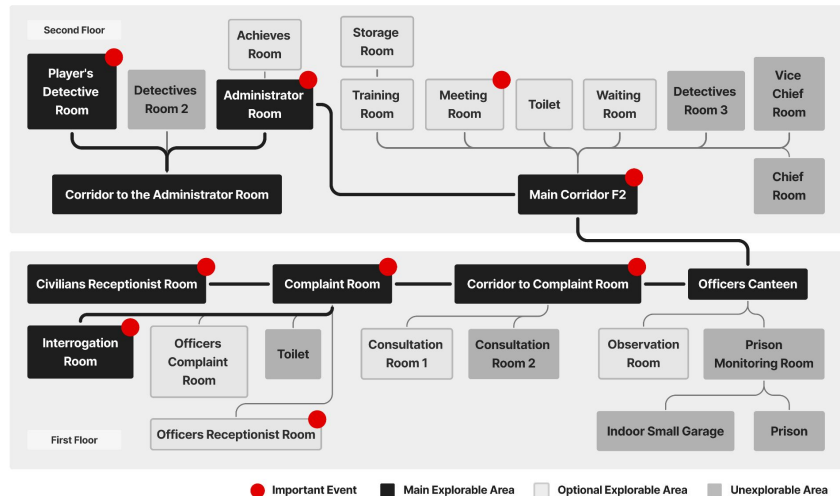
Mission Flow



Game Beats



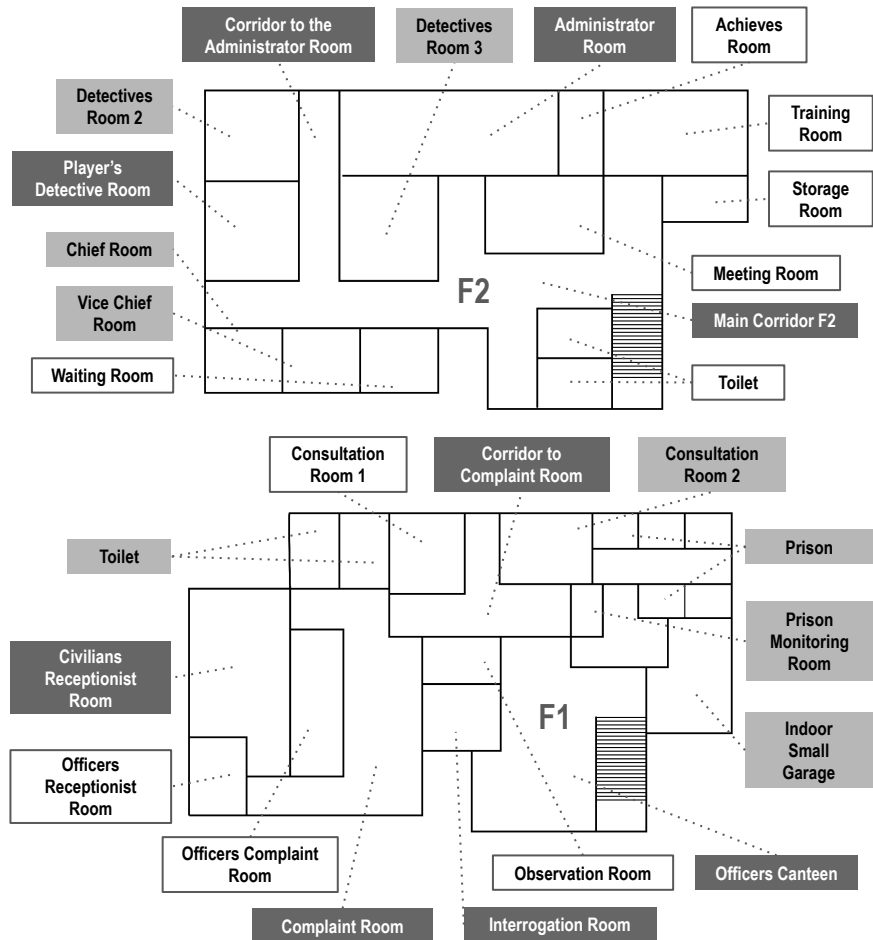
AREA LAYOUT & FLOWCHART



The gameplay fully happens indoors, and the course of the story will lead the player to explore the same areas twice: before people turn into Black Puddle and after that.

Despite being in the same place, the experience will be different. Story flow, lighting, tension, discovery gameplay changing into combative, etc. create polar opposite levels and environment ambience.

This Intro to Act 1 will lead the player to be the only survivor of the collision of Taksa Semesta, creating fresh 'trauma' and reasons when the full game starts.



BARKS, SCRIPT & BEAT CHART



Player Name: Nathan Miller
Age: 28 years old

Nathan is a promising detective with high-analytic thinking and meticulousness. He doesn't have good social skills, but he's very good at handling strategic-related jobs behind the scenes, leading him to always handle reports and coordination from the police station for his team members on the field.

- He's to the point, confrontational, and sarcastic, causing some people to openly hate him, especially the older men who are full of themselves.
- Being overlooked with handling behind-the-scenes jobs alone for a long time, causing him to be very efficient and hate people who can't do their work properly.
- He's good at shooting and handling fights, but he prefers to avoid physical confrontation and do a more strategic approach before fighting.
- He's wary and observant, always connecting the dots of clues inside his head, but he keeps his thoughts to himself and is not hasty to make a decision.

Character Barks (Nathan)			
Location	Gameplay Context	V.O. Direction	Cue
Detectives Room	Interact with player's messy desk	Exhausted, annoyed	Tch, headache maker
Detectives Room	Interact with teammate's desks	Understanding	Guess they'll be staying at the crime scene again
Administrator Room	Interact with Eve after chief's doc	Secretly attentive	I better not disturb them
Storage Room (Administrator Room)	Interact with the boxes filled the entire room	Dry, glad it's not his duty	Must be hell to move everything here
Waiting Room (F2)	Enter the room	Sarcastic	Smells like politics and injustice
Training Room	Enter the room	A bit guilty, responsible	Right, I forgot about the meeting. Are there any notes?
Training Room	Read the meeting conclusion paper	Pleased	I see
Some locked rooms (F2)	Interact with door	Nonchalant	It's locked
Women Restroom (F2)	Interact with door (not enter)	Uninterested, respectful	Nope
Canteen	Look at dirty plates	Disgusted	Nasty old men

The barks and script are made in correlation with the beat chart, so every narrative progression can be easily implemented in the development process.

Everything is also made on Google Docs and Figma, so all these are accessible and open for team collaboration.

You can see more on: nurhasanahumar.com/level-design-black-puddle

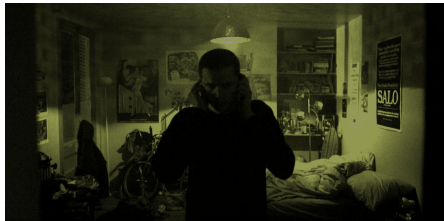
Beat Chart V2 - Act 1

Location	Detectives Room	Corridor to Administrator Room	Administrator Room	Main Corridor (Chief Room)	Main Corridor (Meeting Room)	Canteen	Observer Room	Complaint Room	Officers Receptionist Room	Civilians Receptionist Room	Interrogation Room
Floor	F2	F2	F2	F2	F2	F1	F1	F1	F1	F1	F1
Objective (S = Start & F = Finish)	Meet the eye witness in the Receptionist Room (S)	-	Deliver files to the Chief Room (S)	1// Deliver files to the Chief Room (F) & 2// Deliver info to the Meeting Room (S)	Deliver info to the Meeting Room (F)	Check the Observation Room (S)	Check the Observation Room (F)	Observe the eye witness from Officers Receptionist Room (S)	Observe the eye witness from Officers Receptionist Room (F)	Meet the eye witness in the Receptionist Room (F)	Interrogate the eye witness (S&F)
Important Event	Explanation about Black Puddle, Player (as it's investigation) should meet the only eye witness	Building renovation condition & other detective team are working outside	Other officers also working overtime & Player forced to deliver document to Chief Room	Player looks up to the chief & willingly deliver information to Meeting Room	Annoying detectives are mocking Player's team, Black Puddle case & player confronts them	Ventilation system is fixed, there are prisoners & guarding officer is not around	Player found out the interrogation Room is vacant & isn't soundproof	Player decide to observe first instead of directly talk to the eye witness	Player sees through the glass that the eye witness is acting strange	Player hears from officers about the eye witness & guide him to talk in interrogation room	Player gets Taksa Semesta rock & eye witness transform into Black Puddle
Mechanic (beside open door & movement)	Read document	Read document	Interact with NPC & pick up object	Knock on door & put down object	Slam open door	Read document	Read document & flashlight	Read document & flashlight	-	Interact with NPC	Interact with NPC & pick up object
NPC	-	-	Officer 1 & Officer 2	Chief (only hears his voice)	Detective 1 & Detective 2	-	-	-	Officer 3	Officer 3 & Eye witness	Eye witness
Interactable Object beside door & (color)	Document 1 (yellow)	Document 2 & Document 3 (yellow)	Captain's document (dark yellow)	Stacked boxes (light brown)	-	Document 5 (yellow)	Document 6 (yellow)	Document 7 (yellow)	Glass window (transparent)	-	Taksa Semesta Rock (black)

Beat Chart V2 - Act 2

Location	Interrogation Room	Officers Receptionist Room	Canteen	Meeting Room	Administrator Room
Floor	F1	F1	F1	F2	F2
Objective (S = Start & F = Finish)	Check the Officer Receptionist Room (S)	1// Check the Officer Receptionist Room (F) & 2// Check the Meeting Room (S)	Break open Prison door (S&F)	1// Check the Meeting Room (F) & 2// Check the Administrator Room (S)	Check the Administrator Room (F)
Important Event	Player concerns about the screams from other rooms & decides to check it	Players sees the second Black Puddle, paranoid & feels nauseous	Player remembers about the prisoners & fails to break open the door	Player sees the third Black Puddle (filled the whole room) & starts to feel devastated	Player realizes everyone turned into Black Puddle & broke down
Mechanic (beside open door & movement)	Inspect object & run	Inspect object & run	Slam the door & run	Inspect object & run	-
Interactable Object beside door & (color)	Black Puddle (black)	Receptionist's chair (grey)	-	Black Puddle (black)	-

STORY AMBIENCE REFERENCES



Snowtown - <https://film-grab.com/2016/05/27/snowtown/#>
Kill Your Darling - <https://film-grab.com/2014/04/24/kill-your-darlings/>
Next Door - <https://film-grab.com/2019/07/21/next-door/>
Splice - <https://film-grab.com/2016/10/24/splice/#>
Love - <https://screenmusings.org/movie/blu-ray/Love/index.htm>
A Ghost Story - <https://film-grab.com/2019/03/06/a-ghost-story/>
Mandy - https://screenmusings.org/movie/blu-ray/Mandy/index_3.htm

Lonely

Quite

Retro

Confined

Mundane

Anomaly

CINEMATIC RENDER

Unreal Engine 5 — Medium Scalability



Act 1: Detectives Room (Second Floor)



Act 1: Administrator Room (Second Floor)



Act 1: Canteen (First Floor)



Act 3: Corridor to Complaint Room (First Floor)



Act 3: Complaint Room (First Floor)

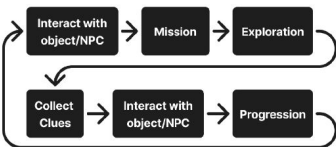

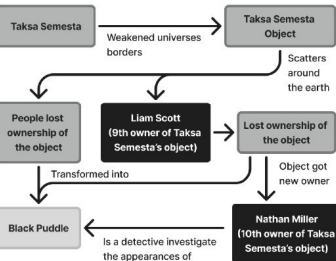


Act 3: Interrogation Room (First Floor)

ONE PAGER

Compared to aesthetic visuals, this one pager was focused on aligning the high-level concept and acting as the main guide throughout the development process.

The native file of this one pager is made on A4 landscape, so it's easy to print for individual use or print on a bigger page if this project gets developed further by a team.

TITLE BLACK PUDDLE		TEAM Solo Project	GAME ACT & MAIN OBJECTIVE Intro to Act 1 — Interrogate the eyewitness to get his testimony about Black Puddle & get out of the building.	BLOCKERS Active = Monsters. Passive = Physical & Psychological effects of the Taksa Semesta transition; Dizzy caused by Black Puddle.
CONCEPT A survival detective game interwoven with deep depth of Indonesian culture, wrapped in layered narratives, eerie combat, and dark-psychological atmospheric gameplay.			MAIN MECH TO ACHIEVE MAIN OBJECTIVE Combat-related: shooting, dodging & crouching. Non-combat: Read document, interact with object, interact with NPCs.	
GENRE Third-Person Shooter, Mystery, Thriller, Psychological.	SETTING An old and mundane police station that later blends with the Taksa Semesta universe and is transformed into an eerie-suspenseful building full of monsters.		CORE LOOP 	KEY FEATURES 1. Immersive atmospheric terror. 2. Intense combat under hallucination. 3. Digging information from the past. 4. Descent into madness.
	GAME PILLARS <table><tr><td>Exploration to find the devils in details.</td><td>Uncontrollable changes from mundane to terror.</td><td>Deeply rooted Indonesian cultures with dark twists.</td></tr></table>			
Exploration to find the devils in details.	Uncontrollable changes from mundane to terror.	Deeply rooted Indonesian cultures with dark twists.		
VISUAL STYLE Old building with a blue-greenish tint for isolation ambience.			THE PLAYER & RELATION TO TAKSA SEMESTA  Nathan is a promising detective with high-analytic thinking and meticulousness. He doesn't have good social skills, but he's very good at handling strategic-related jobs behind the scenes. Name: Nathan Miller Age: 28 years old	
MUSIC & SOUND STYLE Noises from old electronic devices, white noise from the silent environment, and high-tension music when it's combat gameplay.			TAKSA SEMESTA (MONSTERS UNIVERSE) Taksa Semesta is a monster universe heavily inspired by Indonesian culture and the dark side of humans. The monsters have superpowers, moral compass, political structures based on power and plutocracy, and their own history is deeply related to the Earth where the humans live. Internal conflict between the predecessors of Taksa Semesta monsters caused the stability of its universe to be broken and weakened the universe's borders—leading to almost complete eradication of the humans from the earth. These are some of the inspirations from Indonesian cultures: 1. Indonesia was colonized for more than 100 years, so it caused a deep sense of kinship to help each other; "Bersatu kita teguh, bercerai kita runtuh," which translated into "United we stand, divided we fall." → Pure-blooded monsters are weak, so they tend to attack in groups. 2. Older people tend to use polite language when they're talking & it's a good manner for younger folks to talk to them in the same/more polite level → Monsters are using polite Bahasa Indonesia language, and monsters in lower positions will address the monsters in higher positions by using poetic-like plaudit.	
STORY The story takes place in the early 2000s, when the borders between the Taksa Semesta universe and the Earth are broken. Taksa Semesta monsters are trying to obliterate humans by killing them and turning them into other Taksa Semesta monsters. The player is a detective who's investigating the Black Puddle Case, which is directly related to those monsters. He must stop the monsters from destroying the world while he himself slowly succumbs to madness.				
AUDIENCE The Explorer, players who enjoy dark narrative games like Alan Wake I & eerie ambience like Silent Hill.				



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PORTFOLIO WEBSITE (FULL DEVELOPMENT PROCESS): [NURHASANAHUMAR.COM](https://www.nurhasanahumar.com)