

HOPE HILL

By William Lee

LOGLINE

When his town is attacked by outlaws, social outcast Jake Leone sees a chance to prove that he's a good man and restore his tarnished family name. Together with his friend and mentor Annabelle, Jake will have to overcome challenges that push the very fiber of his character to the limit.

CONCEPT

The game follows Jake, our protagonist, as he tries to liberate the town of Hope Hill from the notorious Blackwood Gang. With the help of a close friend and de facto sheriff Annabelle Cross, he will need to defeat the outlaws in a series of escalating battles throughout the town.

Hope Hill's gameplay places a strong emphasis on shooting, using the environment, and teamwork. The player can move around, take cover, and manipulate the environment. Through the game's teamwork system, the player is able to coordinate with Annabelle to outsmart the enemy.

The desired player experience is that of an underdog working together with their best friend to overcome impossible odds. The teamwork system allows the game's mechanics to parallel the story of Jake and Annabelle's friendship.

SYNOPSIS

Jake Leone is a young man who lives in the wealthy mid-western town of Hope Hill sometime in the late 1800s. The son of a horse thief, Jake is largely distrusted by the rest of the town, who assume he's a crook just like his father. One of Jake's only friends is Annabelle Cross, the sheriff's deputy. Belle has also been ostracized by the town, in her case for her mismatched eyes. Her left eye is blue, while the right is coal black. She occasionally teaches Jake to shoot whenever they have free time.

The game's main story kicks off when the town is attacked by a gang of outlaws known as the Blackwood Gang, lead by the notorious Conner Blackwood, who plans to rob the town of all of its wealth. The sheriff is killed in the confrontation, leaving Belle as his replacement. Seeing a chance to prove himself, Jake volunteers to be Belle's new deputy. He hopes that by saving the town, he can redeem his family name.

Throughout the game, Jake and Belle fight their way through a series of encounters with the Blackwood Gang. In quieter moments between shootouts, the two bond over their shared experiences as outcasts. They finally confront Conner himself at the train station, but it is here that Jake learns the awful truth: Belle is the true mastermind behind the outlaws' attack. She wants to see Hope Hill crumble out of revenge. Jake must now fight his way past Conner, then in the story's final confrontation, face off with Belle and bring his former friend and mentor to justice.

VISUAL STYLE

The proposed aesthetic of the game is a cel-shaded style with strongly saturated colors. Hope Hill is a prosperous town, and the environment should feel vibrant and colorful. The textures should still have a little bit of grime to them, however, to ground the setting in an 1800s desert environment.

STYLE REFERENCE

PAINTINGS BY KEN CHURCH



BORDERLANDS 3 BY 2K GAMES AND GEARBOX SOFTWARE



WOLF AMONG US BY TELLTALE GAMES



All images are for internal reference ONLY!

Hope Hill by William Lee

LOCATION AND LEVEL DESCRIPTIONS

THE TOWN OF HOPE HILL

The town of Hope Hill is a vibrant trading post nestled at the foot of the Redstone Mountains. Clean, freshly painted storefronts line the town's main boulevard and ornate gas lamps light the streets when the sun falls.

In the center of town stands the Sunrise Inn, a pristine building with a wide overhung porch and swinging saloon doors. Across the street are the town bank and expansive general store, the center of the town's commerce.

Down the main road from the inn is the newly refurbished railroad station, a squarish building of red brick with a hanging sign that reads "Hope Hill" in gold script. At the opposite edge of town, a narrow pass leads into the mountains to the gold mine, the source of the town's wealth.

THE INN

A central fixture in the town of Hope Hill, the Inn is a pristine two-story building whose tables are always clean and whose opulent bar is well-stocked with fine whiskey. A dozen gas lanterns shine from a pair of sweeping circular chandeliers, bathing the mahogany wood interior in a warm, orange glow.

The Inn is the site of several key events in the game. It is Jake's place of employment, and where the player begins the game with several tutorial levels. It is also where the first confrontation with the Blackwood Gang takes place and where Sherrif Miller is killed. Later in the game, Jake and Belle return here and fight a battle against several of the gang members.

The first floor of the Inn is a large dining room full of chairs, tables, and barrels which provide plenty of opportunities for cover. A second-floor balcony overhangs the first floor on three sides, which can be accessed by stairs and provides an additional strategic element to the level.

THE MINES

Burrowing into the side of the Redstone Mountains are the mines of Hope Hill, the source of the town's wealth. A large boarding house stands next to the mouth of the main access tunnel, providing a brief respite for weary miners between shifts. Within the mountains, the mines delve deep. Tunnels twist their way into the bowels of the earth, with only the occasional gas lantern to provide flickering illumination against the dark stone walls.

The mines are where the gameplay of Hope Hill truly begins, and the first level where Jake and Belle actually fight alongside one another. The layout of the mines is a labyrinth of passageways, providing several points where the player can outmaneuver and ambush enemies. There are also barrels of explosives which the player can use to take out several foes at once and lanterns that the player can shoot out to cause enemies to lose line of sight.

THE BANK

A stately building with freshly painted white walls, the bank of Hope Hill is one of the oldest buildings in town. The mayor insists on maintaining its appearance, seeing it as a reflection of the town's economic health. A wide porch overhangs the front entrance, above which a large blue sign declares BANK in block letters. Inside, a service counter runs along the back wall with several teller windows, each guarded by iron bars. Behind them is a reinforced metal door, the entrance to the bank's vault.

The bank is the first building Jake and Belle target when re-entering the town from the mines. The Blackwood Gang has erected a barricade around the building, and the player will have to fight their way around it. Once inside, they're confronted by several gang members who have taken a number of the townsfolk hostage and are holding them in the vault.

THE TRAIN STATION

The Hope Hill train station is one of the newest editions to the community. A red brick station house sits in the middle of a long platform, with a gold-painted sign reading "Hope Hill" mounted above its doorway. Several benches dot the platform, providing comfort for would-be passengers. Weekly departure times are listed next to a cleanly polished clock tower.

The train station is the last level in the town and where Jake and Belle confront Conner Blackwood. It is here that Jake learns the awful truth of Annabelle's role in orchestrating the attack on the town. Here the player must square off with Conner and fight alone for the first time in the game. Once they defeat him, the player will have to jump aboard the train before it pulls out of the station.

THE TRAIN

The train is the final level of the game. Jake will have to face off with Annabelle, his best friend, and mentor. Standing on the roof of the train as it speeds away from town, Jake tries to reason with Belle, but her mind is made up.

The final battle with Annabelle begins on the roof of the train and eventually moves down into the dining car. The player will need to time their attacks precisely to when Annabelle is reloading, and make optimal use of the cover available within the train car.

ENVIRONMENTAL REFERENCE

TOWN

Design Reference



Lighting Reference

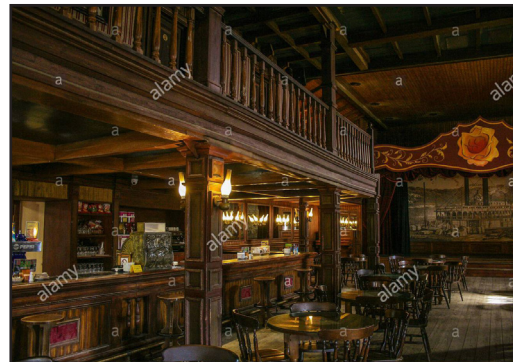


INN

Design Reference

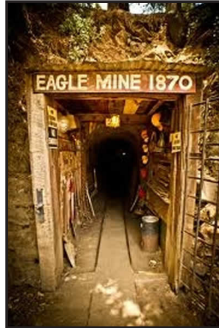


Lighting Reference



MINES

Design Reference



Lighting Reference

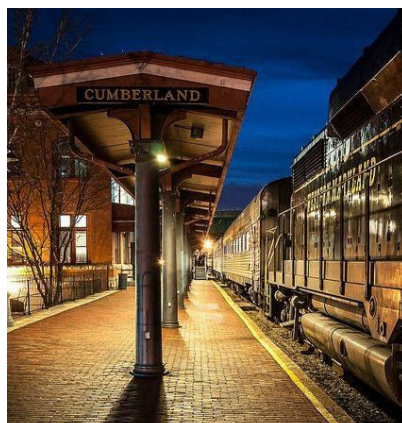


TRAIN STATION

Design Reference



Lighting Reference



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