

## VELVETIST prototype manifesto

The main goal of this prototype is to introduce the vision of our game and our ability to make it. The other goal is to gather useful feedback, which will help us improve not only the prototype itself, but most importantly the full game release.

The prototype is not a demo or a fully fledged game, it contains only a basic structure on top of which we wish to build the game. You will play around with a small amount of vehicles, characters and one mission. The prototype is also lacking in simulated physics and AI, which is the outcome of our limited production capacity.

In January 2019 the two of us have begun to create this project inspired by the mechanics of a legendary Czech game, set however in the era of normalisation. To create the City of Machineguns, occupied by the Soviets, inspired among others by the city of Prague, we have created a suite of solid tools for quick creation of buildings, streets and comrades walking through the boulevards of a city filled with posters and propaganda. We have created systems that facilitate an immersive linear film experience that takes place in an open city. Which means mission assignment, inventory management, movement of the hero and the enemy AI.

We have created two city blocks on the shore of the river Melbe, in which drives the main character Luka and his pal Richard. The story follows their life in the totalitarian regime, relations to the underground, dealers and dissenters. The story of this prototype is set in the first third of the overall story.

To be able to develop the full game, we require an investor or a successful crowdfunding campaign. With the money raised we will be able to hire additional team members and create the game in a reasonable timeframe.

If you'll end up liking our project, please support us by adding VELVETIST: The City of Machineguns in your Steam wishlist. It will help us greatly ! We also invite you to take part in the fun over on our Discord server, where you can share funny screenshots, suggestions for improvements or any bugs you might come across. We wish you a lot of fun playing!

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