

# Blade



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# Story

The player lives in a fantasy village facing a water shortage crisis due to water wastage. The villagers waste water, making life in the village difficult. Some people struggle to access water, and life becomes more expensive. The player's father is a scientist studying water conservation to minimize waste and combat water pollution. Tragically, the father's death is caused by the polluted water. Before his death, he foresaw this scenario in a dream and shared it with his son. Now, the son is challenged to find a solution to the water wastage and pollution problem to protect the village and prevent his father's death in five missions.





# Village Description

The player lives in a fantasy village facing a water shortage crisis due to water wastage. The villagers waste water, making life in the village difficult. Some people struggle to access water, and life becomes more expensive. The player's father is a scientist studying water conservation to minimize waste and combat water pollution. Tragically, the father's death is caused by the polluted water. Before his death, he foresaw this scenario in a dream and shared it with his son. Now, the son is challenged to find a solution to the water wastage and pollution problem to protect the village and prevent his father's death in five missions.



# First Scene

The scene opens to a rustic laboratory tucked away in a corner of the village, where Professor Al Nabulsi, a renowned explorer, meticulously mixes vials of colorful liquids, his brow furrowed in deep concentration



**Professor Al Nabulsi (voiceover):** “For years, I’ve struggled with the fate of our village, The Blue. Its life-giving waters now face the dark shadow of neglect and waste.”

The camera zooms in on Professor Al Nabulsi as he carefully pours the final ingredient into a bubbling cauldron, his hands trembling with anticipation.

Professor Al Nabulsi (voiceover): “I’ve embarked on a quest for answers, seeking to unravel time itself and catch a glimpse of our destiny.”

Suddenly, a blinding flash fills the room as the concoction erupts into a torrent of energy, enveloping Professor Al Nabulsi in its radiant glow. He staggers back, overcome by dizziness, and collapses onto the floor.



As Professor Al Nabulsi drifts into unconsciousness, the scene transitions to a dreamlike sequence, where swirling visions of the future unfold before his eyes.

Images of a desolate landscape plagued by drought and devastation flicker across the screen, juxtaposed with scenes of bustling streets and vibrant communities living in harmony with nature.



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**In the midst of the chaos, a voice echoes through the void, ominous yet hopeful.**



Voice in the Dream: “The fate of The Blue teeters on the edge. Will you heed the warning, or let our waters dry up?”

The dream fades into darkness as Professor Al Nabulsi awakens, his resolve hardened and his purpose clear.

With a determined gleam in his eyes, he rises to his feet, ready to embark on a journey to save The Blue and rewrite the destiny of his village.

# Mission 1:

**Objective:** Investigate the water leak at Hakim's house, repair the pipe, and restore water flow to Hakim and his neighbours.

The player walking to Al Nabulsi



**Player:** "Hey Dad, how are you"

**Al Nabulsi:** "I'm alright, but there's trouble brewing. The water isn't reaching some of our neighbors. Go see Hakim; he'll fill you in."

the player goes to Hakim to know the problem



**Player:** "My dad said there's an issue with the water. What's going on?"

**Hakim:** "Yes, it's true. The water isn't reaching me or two of my neighbours. There's a leak in the pipe at my house. Can you find the missing pipe and fix it"

**Player:** "I'll handle it, no problem"



the player goes to the quest board to play the game to win the piece of pipe missed

**when he opens the quest;**

- Welcome to the first quest!
- Build a pipe system to restore water flow to three houses.
- Use your mouse to place and connect pipe pieces.
- Ensure there are no gaps or leaks in the system.

Complete the connections to obtain the missing piece and finish the mission.



when the player completes the game, he got the missed piece to fix the problem.

The piece is around the house of Hakim



# Second Scene:

The scene opens to the bustling village square, where villagers go about their daily routines. The once vibrant river that flowed through the heart of the village now lies eerily still, its waters vanished without a trace. Panic and confusion grip the residents as they gather in small groups, whispering anxiously among themselves.



**Al Nabulsi (voiceover):** “In just three days, the waters vanished, leaving The Blue on the brink of despair. Will you act in time, or will the village be lost forever”

The player nods in agreement, their determination renewed as they prepare to embark on a new quest to unravel the mystery behind the vanishing waters.

## Mission 2:

**Objective:** Investigate why it happened to the Blue village.

The player approaches Adam, a concerned villager, seeking answers about the sudden drought





**Player:** “Adam, what caused the disappearance of the water? We need to find a solution before it’s too late.”

**Adam:** “It’s a dire situation, my friend. The water vanished because of the wasteful habits of our villagers. We must act swiftly to uncover the root cause and address it.”

Adam directs the player to the quest board, urging them to play the rain pollution game to understand the gravity of the situation.

**Adam:** “Head to the quest board and play the rain pollution game. You must save a villager to make the water rise and retrieve the papers scattered across the village. Distribute them to raise awareness about the importance of water conservation.”

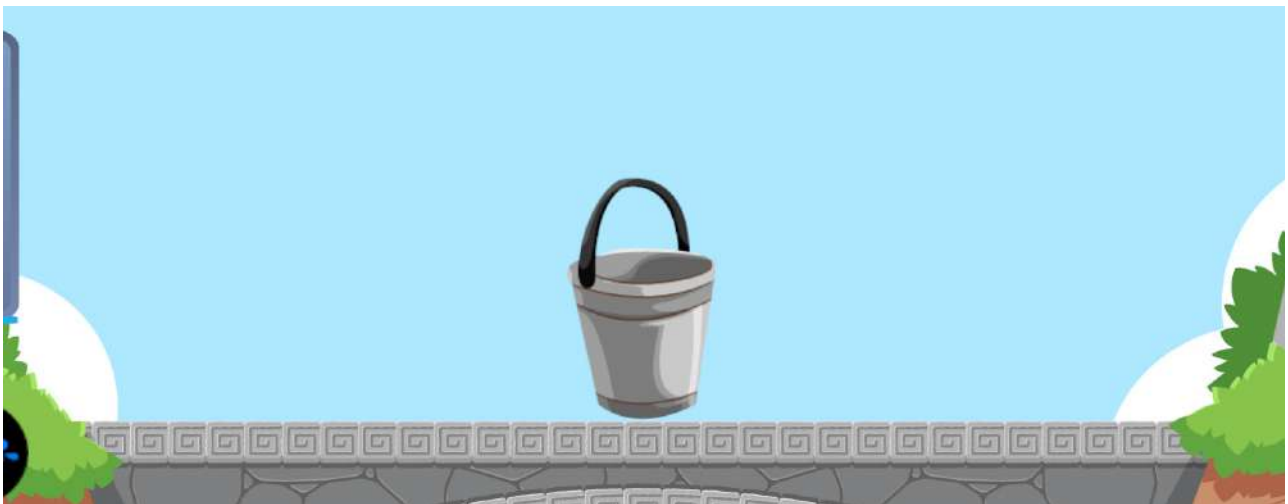


With a sense of purpose, the player sets out to complete the mission, determined to uncover the truth behind the drought and save their village from impending doom.

the player goes to the quest board to play the game to win the paper

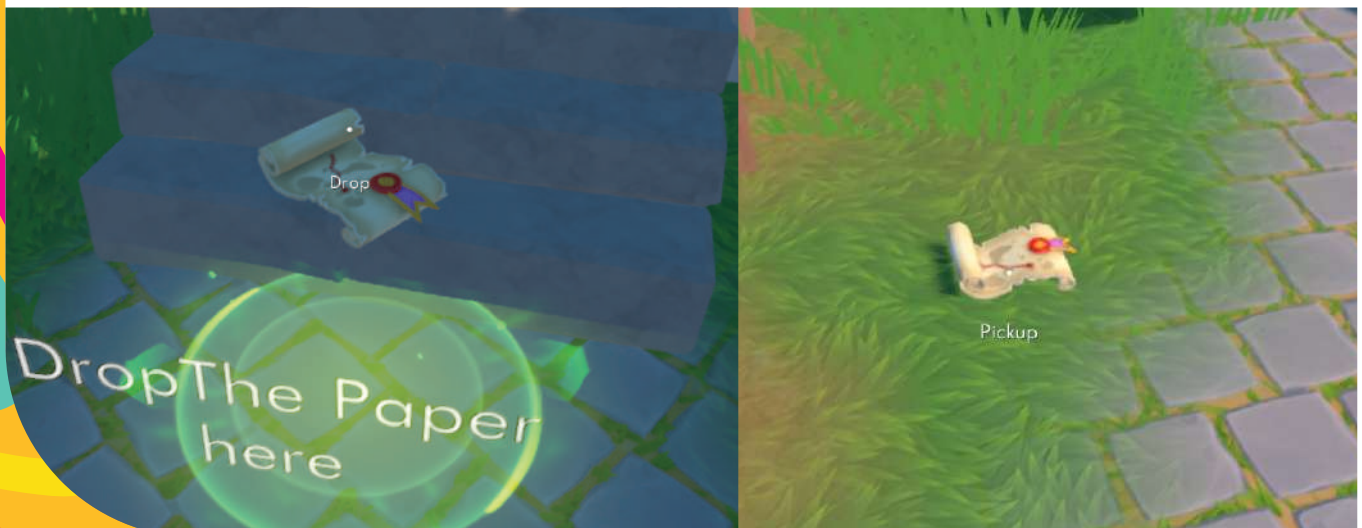
**when he opens the quest;**

- Save one villager from water polluted rains.
- Use WASD keys to move and collect clean water.
- You can save more than one people.
- Use the button at the bottom to send the water bucket



when the player completes the game, he got the paper and go to raise the awareness

- the paper is near the table of vegetables .
- The muse drag and drop the paper in the three green places.t





# Third Scene:

As darkness blankets the village, a faint glimmer of hope emerges on the horizon. The once barren riverbed begins to stir, as the waters of life trickle back into the heart of the village, breathing new life into its weary inhabitants



**Al Nabulsi (voiceover):** “Amidst the darkness, a beacon of hope emerges, as the waters of life flow once more, breathing new life into our beloved village.”

The player approaches Al Nabulsi, who stands at the edge of the revitalized river, a sense of determination evident in his gaze.

**Player:** “Professor, the water has returned! But our work is far from over. How can I assist you further?”



Al Nabulsi: “We must seize this opportunity to delve deeper into the mysteries that plague our village. I require two books to aid in my investigation. They can be found hidden within the village’s homes. Will you help me retrieve them?”

With a nod of determination, the player sets out on their mission to locate the elusive books and unravel the secrets of the village’s fate.

## Mission 3:

**Objective:** Locate the two books hidden within the village’s homes to aid in Al Nabulsi’s investigation.

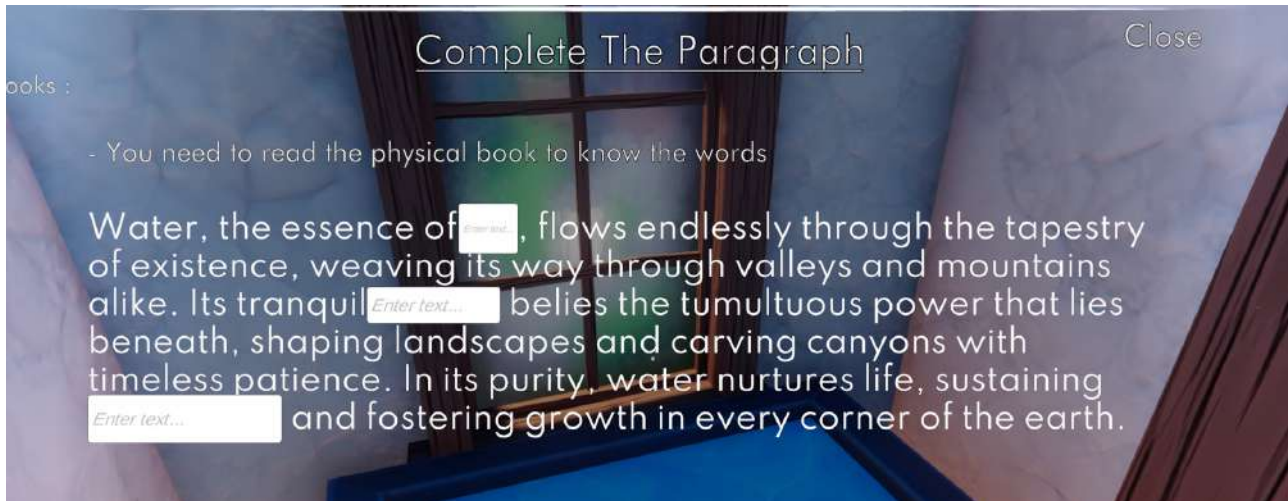


The player approaches the first chest, locked tight with an inscription engraved upon its surface. Al Nabulsi’s voice echoes in their mind, guiding them towards the key phrase needed to unlock its secrets





**Al Nabulsi (voiceover):** “Water, the essence of life, flows endlessly through the tapestry of existence, weaving its way through valleys and mountains alike. Its tranquil surface belies the tumultuous power that lies beneath, shaping landscapes and carving canyons with timeless patience. In its purity, water nurtures life, sustaining ecosystems and fostering growth in every corner of the earth.”

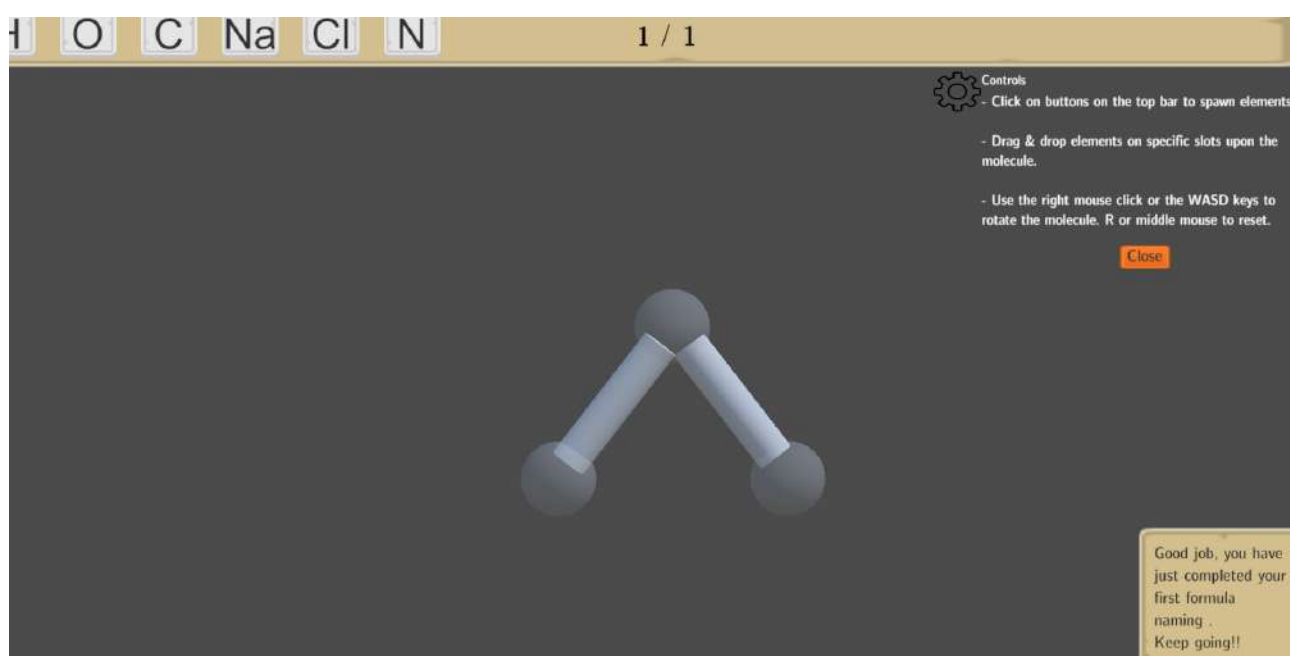
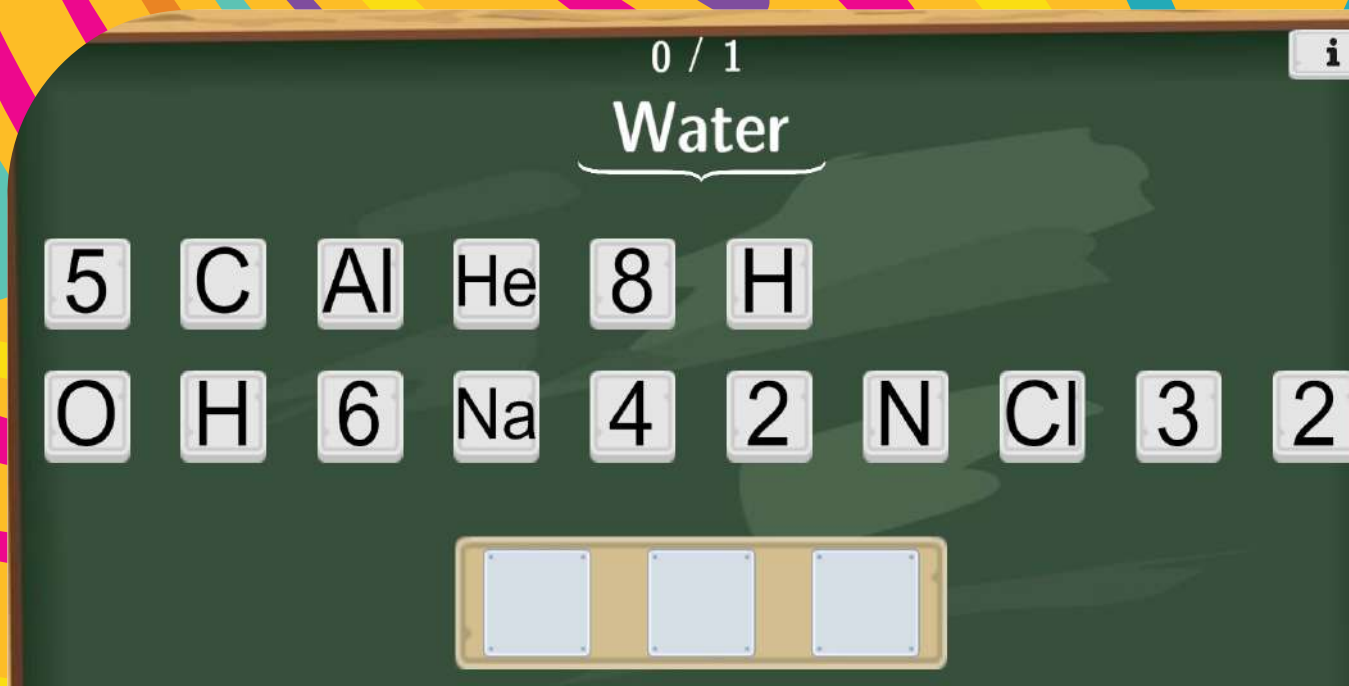


The player recites the key phrase, unlocking the chest and revealing the first of the two books.

Next, the player encounters the second chest, guarded by a puzzle that tests their knowledge of the chemistry of water.



With determination and skill, the player completes the chemistry game, unlocking the second chest and obtaining the final book needed to aid in Al Nabulsi’s investigation.



Water is an inorganic compound with the chemical formula  $H_2O$ . It is a transparent, tasteless, odorless, and nearly colorless chemical substance, and it is the main constituent of Earth's hydrosphere and the fluids of all known living organisms (in which it acts as a solvent)

Armed with the knowledge contained within the books, the player returns to Al Nabulsi, ready to delve deeper into the mysteries that surround the village and its precious water source..



# Fourth Scene:



The scene opens to a village shrouded in gloom, the once-clear waters now tainted by pollution. Despair hangs heavy in the air as villagers gather to confront the looming threat.

**Voiceover (Al Nabulsi):** “In a village tainted by pollution, hope fades as the poisoned waters threaten its very existence. With their fate uncertain, the villagers must fight to reclaim their home from the grip of darkness.”

The player seeks out Adel, a concerned villager, in search of answers about the polluted waters.

**Player:** “Adel, what’s happened to our water? It’s become polluted, and we need to find a solution.”

**Adel:** “It’s a disaster, my friend. The villagers have been dumping their waste into the leaks, polluting our precious water source. But there’s hope yet – we’re planning to build a water treatment plant. However, we need your help to make it a reality.”



With a sense of urgency, the player sets out on their mission to aid in the construction of the water treatment plant.

## Mission 4:

**Objective:** Create a water treatment process diagram to help the villagers understand the steps involved in treating polluted water.

The player approaches the quest location, where they are tasked with creating a water process diagram using drag-and-drop elements.



With careful consideration and attention to detail, the player completes the diagram, showcasing the necessary steps to treat polluted water and make it safe for consumption.





Let's simplify the water treatment process using only three basic equipment: pump, tank, and conveyor :

### 1.First Stage:

- Dirty Water - Tank 1 - Pump 1
- Sand - Tank 2 - Conveyor
- Activated Carbon - Tank 3 - Pump 3
- Chemicals - Tank 4 - Pump 4

### 2.Second Stage:

- Dirty Water Pump + Sand Conveyor = First Mixer
- Activated Carbon Pump + Chemicals Pump = Second Mixer

### 3.Third Stage:

- First Mixer + Second Mixer = Final Mixer

### 4.Fourth Stage:

- Final Mixer - Conveyor - Clean Water Tank.

# Last Scene:

The scene transitions to a panoramic view of the village, bathed in the warm glow of the setting sun. The newly constructed water treatment plant stands as a testament to the villagers' resilience and determination.



**Voiceover (Mr. Nabulsi):** “Behold, my dear villagers, the fruit of our labor. This water treatment plant represents not only clean water for our community but also the resilience and unity that brought us together in times of hardship.”

**Voiceover (Son):** “But let us not forget the sacrifices that were made along the way. My father, Mr. Nabulsi, gave his life in pursuit of this dream. He ventured into the polluted waters, knowing the risks, yet driven by his unwavering belief in a better future.”

As the villagers bow their heads in a moment of silence, memories of Mr. Nabulsi flood their minds – his wisdom, his kindness, his unwavering dedication to their cause.



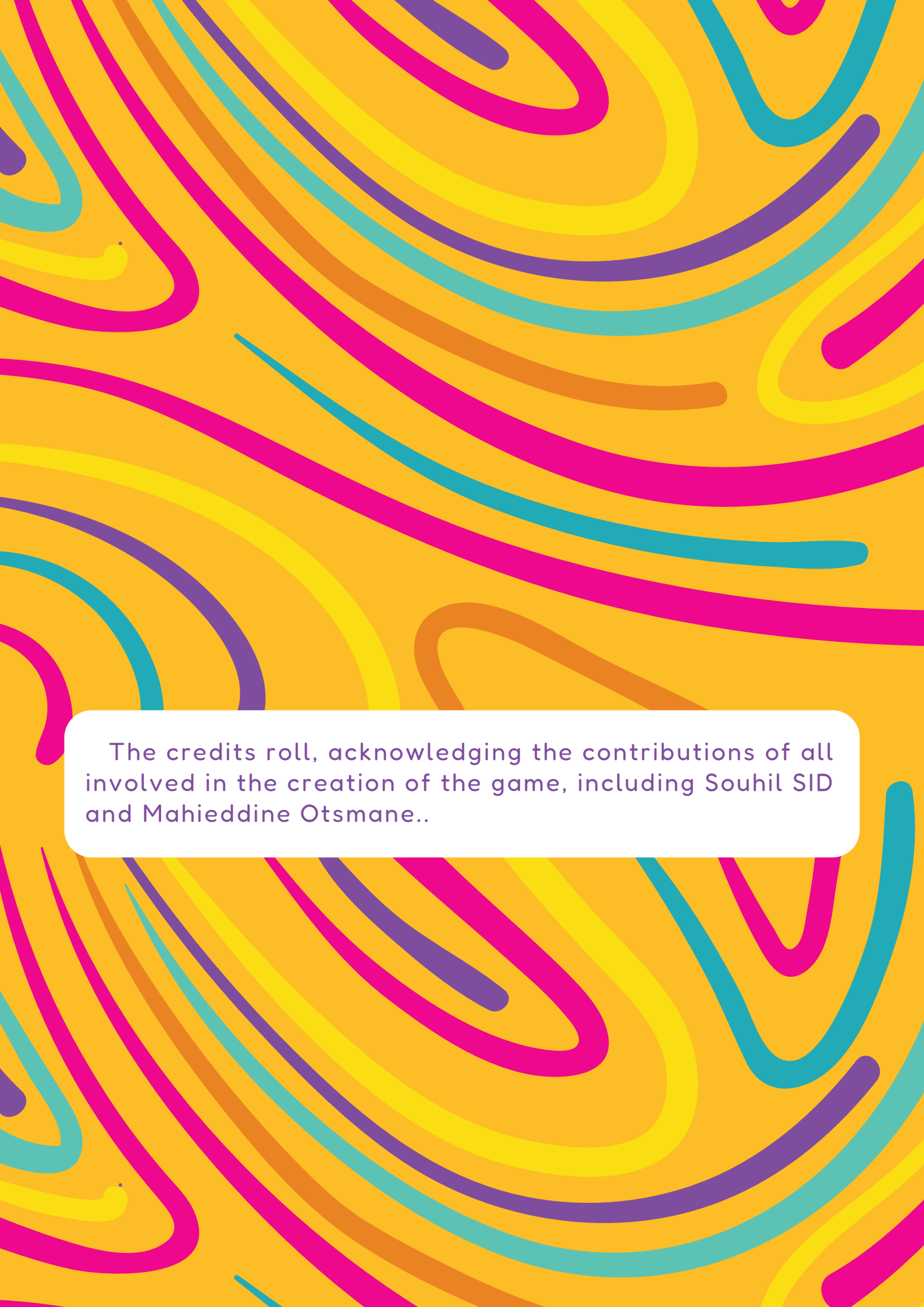


**Voiceover (Son, with determination):** “My father’s legacy will live on in this plant, but his message still echoes in my heart. ‘The world is like salt water. The more you drink, the thirstier you become.’ These words remind us that our work is far from over. We must continue to strive for a world where clean water is accessible to all.”



With renewed resolve, the son steps forward, a symbol of hope and determination for the future. The villagers look on with pride, knowing that their journey is far from over but confident in their ability to overcome any obstacle that stands in their way.

As the sun dips below the horizon, casting a golden glow over the village, the sound of rushing water from the treatment plant serves as a reminder of the ongoing struggle for clean water and the hope that lies ahead.



The credits roll, acknowledging the contributions of all involved in the creation of the game, including Souhil SID and Mahieddine Otsmane..