

Entity Cleaner:

Introduction:

Entity Cleaner is a top-down horror extraction game where you return to a containment facility as a janitor, using your cleaning tools to survive, outsmart, and neutralize escaped anomalies.

Genre: Top-down survival horror

Background Story: 你是异常实体公司的前清洁工，在一场灾难中只有你幸存了下来。但你好不容易逃出来后，却被特警部门告知要你立马返回大楼带出关于实体们的有用文档，最好是能解决掉那些实体——因为现在你是唯一和它们接触过的人。其实你本想拒绝，因为你很清楚自己只知道如何清理它们的收容室。但在看了一眼酬劳后，你一咬牙，算了，还是去吧。

You used to work as a janitor for an anomalous containment company.

When disaster struck, you were the only one who survived.

But just as you finally escaped, the special response unit ordered you to go back inside the building—

to retrieve any useful documents about the entities, and, if possible, to neutralize them.

After all, you're the only person who's ever interacted with them.

You wanted to refuse, of course. You were just the one who cleaned their containment rooms, not someone who understood them.

But then you saw the paycheck.

You sighed, clenched your teeth, and said, “Fine... I'll do it.”

Game content:

Level-based structure: each level is one floor in the corporation building.

Level content:

The whole map is one scene, but you cannot see through undiscovered rooms. Each level consists of several rooms, divided by either doors, weak walls, locked doors, etc.

Documents can be hidden in: dead body, cabinet, etc.

Core loop:

Enter level → Explore map → Meet entities → avoid entities + Collect documents/neutralize entities → Evacuate → Buy items → Enter new level

Meta Progression:

Collect enough documents to reveal the truth behind the containment breach, and unlock deeper facility levels with new entities.

Viewpoint: Top-down view

Player:

- four facing direction, move with arrow keys
- 2 item slots at beginning (small backpack)
- Documents folder
 - Copies of previously collected documents(won't lose if die)
 - Newly collected documents(lose if die)
- Health bar
- Energy bar (to run fast, optional)
- Sanity(optional)

Die:

Lose document collected in this level and return/restart

Document type:

1. What entities will be in this level
2. How to avoid one type of entity
3. How to neutralize one type of entity (in secret room)
4. Main storyline(unlock hidden level)

External growth:

1 document = 1k dollars reward (one-time reward)

1 neutralized entity = 1k dollar reward (renewable reward, same entity respawn when you reenter the level)

Shop Function: Between levels, players can buy or upgrade cleaning tools and safety gear.

Design Goal: Encourage risk-reward decision making: spend money for safety, or save for stronger tools.

Use money to buy/level up useful items against entities

Reusable items:

1. Mop (Initial item, mop floors)→Iron Mop(Break weak Walls, 500\$)→? ? ?
2. Bottomless water bucket(2k\$, used to neutralize blood hunter)
3. Small backpack(2 slots, initial item)→Middle backpack(3 slots, 1k\$)→Large backpack(4 slots, 4k\$)
4. Guitar(2k\$)

Consumables:

1.medkit(200\$)

Entities:

1. Blood hunter:
 - **Behavior:** only walk in floors stained with blood, and vomit blood on floor occasionally. Run faster than player. Physical damage.
 - **How to avoid:** you can mop the blood with mop.
 - **How to neutralize:** Use the bottomless water bucket to clean the only blood it stands on.
2. Noise Seeker
 - Behavior: Look for you when hearing you mopping the floor or use water bucket.
 - How to avoid: make noise with other facilities in the room
 - How to neutralize: play the music it hates most with a guitar

Tutorial level (prologue):

Background: 警报大作，所有的实体都逃了出来，幸好身为清洁工的你正在打扫一楼，离出口只隔了三个房间。

The alarm blares.

All the entities have escaped.

Luckily, you were cleaning on the first floor—only three rooms away from the exit.

Three rooms: one document in each room.

- Beginning room: one document says “blood hunter is contained on this floor”
- Monster room: one blood hunter; one document says "Mop the blood, blood hunter can only walk on blood"
- Room with exit: one document says “You can neutralize blood hunter by cleaning the blood under its feet with a water bucket.”

Entity in this level: Blood Hunter

Ending:

The truth is that the Boss could no longer afford to run the corporation.

When the research funding ran dry, he made a desperate decision:

release all the entities, erase every witness, and let the disaster bury the company's debts.

But before disappearing, he faked a report to the Special Response Unit, claiming that the breach was “containable” and that one surviving employee could help recover critical documents.

Believing it was a routine containment operation, the Unit sent you—the janitor—back into the building.

You were never supposed to survive.

Yet, somehow, you did.

You cleaned up the mess, contained the entities, and found the hidden evidence of what really happened.

When the truth reached the authorities, the corporation's name was quietly reinstated under new management.

Your reward arrived soon after—a generous sum, and an official offer.

The company needed a new Boss.

And who knows the facility better than its janitor?

Easter Egg 彩蛋:

一份伪造的“特警任务指令书”（签名是老板伪造的）

一台坏掉的监控终端，显示老板在发假信号给特警。

Work Plan for 1-2 Weeks:

Finish tutorial level.

Features: Assets, three rooms, player movement, mop interact with blood.

Blood hunter behavior, documents collection, die mechanics, escape with rewards

如果行的话你俩看看怎么分

Work plan for 3-4 Weeks:

Implement the shop for external growth and item preparation.