

# Jeonja Kape

**Intended game system:** PC

**Target age of players:** +16

**Intended ESRB:** ESRB Mature +17 (PEGI 16)

## **Game Story Summary:**

Kim Dong-Soo is an IT student. Currently studying in Keimyung University in Daegu. When Dong-Soo finishes his homework, he likes to take a break and have some good time in a PC Bang near his apartment. One time, Dong-Soo was more exhausted than usual, and while playing a video game, he falls asleep at the desk.

A loud scream wakes Kim Dong-Soo up. After getting up, Dong-Soo realizes that he is alone in the pc bang, and almost all the lights are off. All the bags and the clothes of everyone that were there moments ago are still present, but the people vanished. Well, not everyone, something is here with Dong-Soo, and he'll soon realize he wished he was alone.

Something with a heavy breath and shaped like a monster is walking towards him from the end of the room, Dong-Soo hid himself under his table. Now Kim Dong-Soo has only one thing in mind, getting out. At this hour, Dong-Soo knows that the front door is closed, so he will need a keycard to open the door, and the window is not an option, since the PC Bang is on the 6th floor. After the monster left the room, Dong-Soo finally decides to get out of his hiding place in search of the keycard. Problem, the keycard is in the manager's room, which is also locked. Dong-Soo must find the bag of a manager to retrieve their key to enter the manager room and take the keycard to be able to leave. During this search, the monster will be searching for him, so he'll have to hide under some desks, or in anyplace he can. Will he be able to make it?

## **Gameplay focus:**

During this game, the player will be impersonating "Kim Dong-Soo", an IT student. The game will have a first person's camera angle, this horror game will take place in a huge PC Bang, and the player's goal is to find some keys to finally unlock the main entrance door.

The players will find themselves in some huge rooms filled with desks with computers, and will be able to hide under some tables, to escape the monster trying to catch them.

## **Distinct modes of gameplay:**

Survival horror, run and hide, jump scare horror, quests.

## **Unique selling points:**

- First horror game in a pc bang
- Unique style monster
- Free to play

## **Competitive products:**

Any "survival horror" game where you must hide and find some objects to be able to escape. (Examples: Slender, Scp Containment Breach, etc.)