

GAME DESIGN DOCUMENT

“CREATURES IN MY SCHOOL”

INTRODUCTION

Hello, I'm a 3rd-year GAD student at Jose Rizal University, and I would pitch you my game concept that I've been working on about a supposedly haunted school that no one knows about except for the player. The player will play as a freshman high school student that starts his first day of class and continues to advance through his school curriculum. It will be like any other high school life: attend class in the morning, submit assignments, take the exam, etc., and after a specific time while completing several tasks in the story, a cutscene will be played for the player to know something will change in the game. After a while, the player will have to fend off his enemies at night and by day; the player needs to attend school like a normal student until he/she graduates.

OVERVIEW

The game starts by choosing your main character as a player, either a boy or a girl, and the player can customize his character. A brief story about the school will be introduced to the player, telling that the school is not an ordinary school; it was built on top of a secret government laboratory that experimented on humans a very long time ago, and the story starts. The game will be having morning, afternoon, and evening time zones and can change depending on the task achieved. In the day, the player is required to attend classes and do missions to pass the subject he/she is taking. When the night comes, the player can still his day missions until completed. After a few missions, a cutscene will be played explaining a break-in at school at night. After the cutscene, the player goes to school and notices that there are people gathering there. The player will then discover that one of his best friends was murdered in school. Shocked by what happened, the player missions will be updated and you get to investigate what happened to your best friend.

GENRES

-HORROR

-MYSTERY

-THRILLER

-PUZZLE

-SCI-FI

OBJECTIVES

The main objectives of this game are that the player must pass his subject to graduate from school during the day and fight monsters during the night.

GAME SETTING

The game is set in a private high school in the Philippines that used to be a secret government laboratory that experimented on humans. As the player progresses further in the story, various locations at school will be unlocked. Other game settings are as follows.

-MAIN PLAYER'S HOUSE

-BEST FRIEND'S HOUSE (WHO DIED)

-BEST FRIEND'S HOUSE (WHO SURVIVED)

-CLASSROOM

-SCHOOL LIBRARY

-SCHOOL CAFETERIA

-SCHOOL GYM

-PLAYGROUND

-UNDERGROUND PASSAGEWAY

-UNDERGROUND LABORATORY

NAVIGATION

This is a 3D game that lets you navigate your character from your house to the school and vice versa. It also applies day and nighttime zones, which change after a mission is completed.

STORY

The story starts when your player is being woken up by his mother while having a strange dream. The player then gets ready to go to school to attend his first day of class as a high school student. On his first day, he met two people and got together every day, even outside school, to hang out. These people later become his best friends.

A few days have passed after several missions, and a short cutscene will be played explaining a break-in at school during nighttime. The next day, the player goes to school like normal and finds a group of people gathering inside their classroom and finds that one of his best friends was murdered. The player got sad and angry and found clues as to why this happened. He waits for his other friend to attend their class, and surprisingly, his other friend didn't show up to school. There will be a pop-up on your screen that both of your best friend's houses are now available to explore. The mission will then guide you to your friend's house (the one that was murdered) to tell the mother. Upon arrival, the player knocks on the door and calls out his friend's mother. No one answered, and the player checked if the house was locked, but to his surprise it wasn't. The player now goes inside the house to investigate. After looking around, the player finds a note in his friend's desk; it says, "Find Me, 'Player Name.'". You will then be redirected to school to check the body of your friend, and you will find a note inside his pockets saying "3 - 1 = 2 left.". The player then finds out that the one who did this is trying to send a message to the player. The player then decides to go to his other friend's house to talk about it with him. Upon arrival at the house, there are police cars on the scene, and the player saw the mother of his friend. The mother told him that his son/daughter is missing this morning. She explained to the player that when she's going to wake him up to go to school, she finds his room empty. She panicked and called the police to file a missing kids report; that's why there are police cars parked outside the house. It's getting late now, and the mission will update you to sleep for the time being and continue tomorrow. Go to your house and room, select the bed, and it's time to sleep.

The player suddenly finds himself in a place where he is familiar with, his school grounds, but the difference is the school building is not there; instead, there is a secret passageway underground in front of him, and the mission will be updated, and you will gain control of the player now. Go to the passageway, and a working flashlight will be available for pickup near the entrance, like someone left it there on purpose. Upon entering, a long staircase downwards meets the players, and the mission will let you explore further. Go down the stairs, and you will end up in a room. The player's eyesight is limited due to only his light; there is his flashlight. Upon exploring the room, the player will hear a sound calling for help, and it gets louder every time he gets further in. The voice is clearer now, and it almost sounds like his other friend, and it's coming from the room ahead. The player rushed to the room and opened it; he then found his friend tied up on a table and a creature with furry hands and wearing a lab coat; his face is not revealed yet. A creature then shows up himself from the darkness, and the player didn't believe his eyes. A creature with a huge hairy body, long arms and legs that have hooves as feet, and the upper part of his body resembles that of a horse. The player can't believe his eyes and shouted, "Tikbalang?!". The Tikbalang gets ready to grab the player, and suddenly he wakes up in his bedroom. The player finds relief that it was only a dream but almost real. As he is going out of bed, he finds that he is still holding the flashlight he used in his dream. Shocked by this, he swears to himself that he will get to the bottom of this.

A pop-up notification will appear on your screen saying that the school library is open for use. The mission will also update and guide you to where the library is. Upon arrival, the game lets you use the computer to search for what happened to you earlier. The player finds a specific topic in the net called "Astral Projection." This is a supernatural phenomenon in which a person's astral body is said to separate from the physical body and travel to or in a different plane of existence. After knowing this, he wonders why he's still holding the flashlight after astral projecting his astral body. The mission will be updated and tell you to investigate the flashlight. Go to your house and investigate the flashlight, and you will find that the flashlight has something written on it. It says, " $3 - 2 = ?$, go to school at night if you don't want to find out." The player realized why the three of them are their target. Attend class like normal in the day and go to school at night. The same underground passageway in the dream can be located at the back of the school, and the game needs the player to investigate the passageway. A little mini game will pop up, and the reward is that the door will open. Upon entering and going downstairs, the player goes to the exact same room that he saw the Tikbalang in and enters the room. Strangely enough, he found his friend's ties on the table, the same as the one in the dream, but the difference is that it's his alone this time. The players need to untie his friend in a specific time and go out of the building until that time runs out; if not, the Tikbalang will ambush them, and it's game over if it catches them. The story will continue if both the player and his friend get out safely and guide his friend to his house, where his mother is waiting. The two reunited, and he thanks the player for his help, and the player explains what happened because his friend is too traumatized to speak. After hearing what happened, the mother insists that the player accept her gift, which is a special cord that can subdue a Tikbalang, and the mother explains to him how to use it. The player gladly accepts this and goes home and sleeps.

The next day, the player goes to his friends to check up on him, hoping that they can go to school together. Upon arrival, the mother greets the player and sadly explains that his son/daughter is caught with a high fever and is not going to school anytime soon. The player understood this and went to school on his own. Several activities will be open for submission and the player need to submit this with the day so complete your missions. Several days have passed, and he checks up again with his friend. The fever is getting higher and higher, and the doctors don't know what's wrong with him. So the player suggests calling a herbal specialist called an "Albularyo" to examine his friend; the mother agrees and schedules the visit for the next day because tomorrow is Saturday and there will be no classes. Go home for the meantime, do your missions, and go to sleep. The next day, go to your friend's house, and the Albularyo should be there in the morning to examine his friend. The Albularyo said the kid is possessed with something but with only a small portion, not a complete possession. A cutscene will interrupt the conversation, and it will show that his friend will float in the air and talk to the player with a low echoing voice saying, "I see everything now; I will come for you, 'Player Name.'". The cutscene ends, and his friend miraculously recovers his full health and doesn't have a fever anymore. His friend then explained what he remembered during the incident. He says that he was dragged blindfolded downstairs and to a

room; he is also being tied to a table like some sort of guinea pig for experimentation, and the last thing he remembered is that he heard many voices during the incident. The player now realized there are many of them, and they are coming for them, and they still don't know why. Chapter 1 ends here, and the story will continue to progress via Chapter 2 onwards.

MAIN PROTAGONISTS

At the start of the game, you will be given a choice to select your gender as a player and customize it yourself. After that, you will do the same with your other friend, who will later be abducted for experimentation. And later this friend will be your sidekick for the game. The main protagonists are only these two people.

-MAIN PLAYER - main playable character in the game.

-BEST FRIEND/SIDEKICK - the player's best friend that survived an abduction from something paranormal.

MAIN ANTAGONISTS

The main antagonists of the game involve mythical creatures here in the Philippines that consider themselves failed experiments during a secret project that went underway 6 years ago, just before the school was built. The main antagonists are as follows.

-TIKBALANG - It is a tall, bony humanoid (half-human and half-horse) creature with the head and hooves of a horse and disproportionately long limbs, to the point that its knees reach above its head when it squats down.

-MANANANGGAL - is a mythical creature in the Philippines that is able to separate its upper torso from the lower part of its body. Their fangs and wings give them a vampire-like appearance.

-ASWANG - is an umbrella term for various shape-shifting evil creatures in Filipino folklore, such as vampires, ghouls, witches, viscera suckers, and transforming human-beast hybrids (usually dogs, cats, pigs).

-TIYANAK - is a vampiric creature in Philippine mythology that takes on the form of a toddler or baby. Although there are various types, it typically takes the form of a newborn baby and cries in the jungle to attract unwary travelers.

-WHITE LADY(FINAL BOSS) - is a type of female ghost. She is typically dressed in a white dress or similar garment, reportedly seen in

rural areas and associated with local legends of tragedy. White Lady legends are found in many countries around the world. Common to many of these legends is an accidental or impending death, murder, or suicide and the theme of loss, betrayed by a husband or fiancé, and unrequited love.

GAMEPLAY

Almost explained in the story section of this document. In addition to this, there will be puzzles scattered through the game with a form of mini games that the player need to finish in order acquire an item needed in the game, open secret doors to progressed further, opening locked chest and closets etc.

LEVELS

The storyline of the game is divided into “Chapters” that the player needs to complete to progress further in the game.

FUTURE UPDATES

This game concept doesn’t apply player levels and experience yet, but I might add it in the future to maximize the gameplay and make it into a role-playing game.

CONCLUSION

I would like the players to appreciate our own folklore in the Philippines, and by making and publishing this game, I can share with anyone what type of folklore we have here. The game still needs polishing, but I hope you can appreciate what you read in this document. Thank you! I would like the players to appreciate our own folklore in the Philippines, and by making and publishing this game, I can share with anyone what type of folklore we have here. The game still needs polishing, but I hope you can appreciate what you read in this document. Thank you!