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# Story Narrative

# **Game Setting**

The game is set during in a highly secretive and technologically advanced facility located deep in the heart of Malaysia's densest jungle. Known as the Nexus Containment (NCC), this facility is dedicated to Center securing, containing, and protecting supernatural entities native to Malaysian folklore. The NCC is built over a nexus of ley lines, powerful spots of magical energy, which attract these entities and enhance their powers.

# **Backstory**

For centuries, the creatures of South East Asia folklore roamed freely among humans, often causing havoc and fear. As the modern era approached, a covert government agency known as the Midnight Wardens was formed to control these supernatural beings and protect the human realm. The Nexus Containment Centre (NCC) was established as a prison and research facility to hold these mysterious South East Asian creatures.

# The Player & The Plot

You play as a new recruit, who has just been assigned her first night shift at the NCC. Your primary role is to monitor the containment units and ensure none of the supernatural inmates escape. On your first night, a mysterious and powerful storm disrupts the facility's power grid, releasing electromagnetic pulses that intermittently disable the security locks. You can even call for the specific exorcists to deal with the specific monsters.

As the night progresses, it becomes apparent that the storm is no natural phenomenon but a magical disturbance possibly orchestrated from within the facility. With limited access to the central control systems and armed only with a high-tech tablet that can access CCTV, control doors, and interact with other technology, the player must navigate the dimly lit corridors filled with creeping mists and strange echoes.

# Gameplay & Mechanics

# Survival Horror

Players must fend themselves from the various supernatural creatures to survive the night. The facility contains many, different creatures, and the players need to quickly identify them and react appropriately to survive their onslaughts.

# Interaction with Entities

Players can interact with some of the creatures. Some entities might provide hints or assistance if approached correctly, reflecting the complex nature of the beings held within the NCC.

# **Game Objectives**

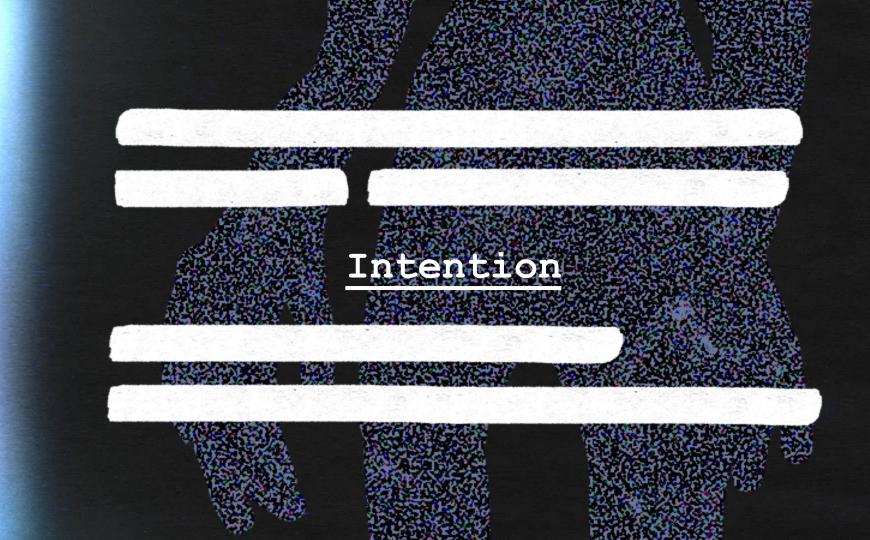
Survive until the **third day** when backup can finally arrive, re-contain any escaped entities, and uncover the **true cause of** the **storm** within the Nexus Containment Center.



# Theme

Interpretation: Oppression is done by the **VICTOR** 

CHAOTIC Creatures invented by the ().2"#|||



# Intention 1. Telling Before Showing, Toying Expectations

**Tell** players instructions of what they'll encounter & how to act.

And then, **show** players what they've been dreading to challenge their assumptions.

- → Balance between knowing and not knowing through sight or sound (clues or sightings) and feedback (result of actions).
- → Filtered information through vaguely formal, objective or technical descriptors.
- → Player has to survive from 10am to 6pm.



12th November 20XX

### **URGENT NOTICE**

The faculty has recently imprisoned two anthropoids as followed:

- Orang Minyak: The creature is coated with shiny black grease and leaves oil marks when it moves. <u>Flash it with light</u> when you encounter one. DO NOT GET CLOSE TO IT.
- 2) Toyol: They come in the form of a child with green skin, bold head and sharp teeth. Likes to steal and prank. Show your disinterest by <u>locking the door, turning off all lights</u>, and <u>scare them off with a loud sound</u>.

As always, report using the AnnOS to effectively dispose the creatures. Remember the company's protocol: *Contain*, *Constrain*, *Control*.

Kindly perform your duties,

Showed Ohn

Edward Chan.

# Intention 2. Grave Consequences

- → Calling "Specialists" to suppress a certain creature, nullify their anger/threat
- → If the player makes a wrong call, the specialist is killed and cannot be called upon again.
- → The game won't end if the player makes the wrong call, it only makes the creature even more aggressive

# **EMPLOYEE NOTICE:**

THERE HAS BEEN A SEVERE INCREASE IN ANOMALY ACTIVITIES AROUND THE FACILITY. SHOULD YOU ENCOUNTER ONE IN YOUR VICINITY, PLEASE USE THE <u>ANNOS SYSTEM</u> TO REPORT TO AN APPROPRIATE PROFESSIONAL THAT CAN DISPOSE SAID ANOMALIES.

### IF YOU SEE:

<u>GHOSTS</u> - TYPICALLY FLOATING, DRESSED IN WHITE - CALL THE <u>PRIEST</u> <u>ANTHROPOIDS</u> — HUMANLIKE ANATOMY AND MOVEMENT - CALL THE <u>SHAMAN</u> <u>MONSTERS</u> — CREATURES WITH UNUSUAL ANATOMY - CALL THE <u>HUNTER</u>

REMINDER: OUR PROFESSIONALS CAN ONLY DEAL WITH SPECIALIZED SITUATIONS. CALLING AN INAPPROPRIATE PARTY WILL RESULT IN MAJOR CONSEQUENCES.



# Intention 3. Types of Creatures

- → Some are hostile and aggressive, they are out to escape and/or kill the player
- → Some are **neutral** until provoked, becoming hostile in their own ways
- → Some creatures can provoke other creatures into becoming hostile
- → Your actions to placate a certain creature can provoke another creature in turn.







# Desired Outcome 1. Telling Before Showing, Toying Expectations

This creates a fear through uncertainty, the instructions are fresh on their mind but when time comes, they have to rely on their own judgement, how fast or sure can they make the distinction and act on it.

Tension is created through hyper-awareness, knowing something is about to happen but not knowing when.

- → They get a fright when something shows up different on the cameras (clues or sightings), starting the scramble to act. And the cycle repeats.
- → Plants a seed of suspicion against their superiors, is what they are doing ethically right or wrong.



# Desired Outcome 2. Grave Consequences

Makes their decision vital to survival. Players have to pay attention and consider their options. Can they gamble on their shots?

Human Resource management. Survival Horror. Player is gambling with human lives. Shadow Company bad. Reinforces theme of consequences.

## Pretas

Mummy-like anthropid Scare/waudio Off lights

DO NOT LET
PRESENCE BE KNOWN

# Desired Outcome 3. Nature of Supernatural Creatures

- → Game becomes a chain reaction, ticking time bombs, reactive & volatile
- → Investigation, cause and effect, build up their knowledge of creature behaviour
- → Management, players have to juggle different creatures at a time, can they rely or risk it
- → Familiarity, cool yet scary
- → SYMPATHY?

