**Introduction**

**Game Summary:**

You play as a security guard with the job of making sure the creatures don’t escape the secret facility.

**Inspiration**

Observation duty + FNAF

Observation Duty - Players will have to go through several screens and monitors to keep track of the creatures behaviour and react according to which creature is active.

FNAF - Monsters will attack the players at random intervals and players will have to use the facilities suppression system to keep the monsters away.

**Player Experience:**

Players will have 4 main screens of the room.

1st one is the computer which will have a computer screen to call the different types exorcist and 4 CCTV camera.

2nd is the main window with shutters, and interface with Audio Suppression System, Light Flashing System and Movement Suppression System.

3rd will have a bulletin board, with information of who the monsters are, what their habbits are and how to deal with them.

4th wall will have a door which players can lock, a light switch for the room.

**Concept**

**Game Theme:**

* Interpretation Oppression is done by the **VICTOR**
* **CHAOTIC** Creatures by the **INVENTOR**

**Game Settings:**

The game is set in a highly secretive and technologically advanced facility located deep in the heart of Malaysia’s densest jungle. Known as the Nexus Containment Center (NCC), this facility is dedicated to 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.

**Game 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 NCC was established as a prison and research facility to hold mysterious Malaysian folklore.

**Game 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 and Mechanics:**

* Survival Horror

Players must manage their resources such as power, access cards, and security feeds to survive the night. The facility is a labyrinth, and players need to learn quickly the quickest routes and hiding spots.

* 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 that unleashed chaos within the Nexus Containment Center.

**In-Game Interactables**

Wall 1

* Computer - CCTV
  + 4 Cameras on CCTV, showing different rooms of the facilities. Used to see which monsters are active on the cameras
* Computer - Exorcist
  + Used to call the 3 types of Exorcist (Hunter for Monsters, Shaman for Antropoid, Priest for Ghost)

Wall 2

* Window - Shutters
  + Can be opened and closed when the player is being attacked by a creature. Used as a last minute shield, the shutters health as well.
* Desk - Audio Suppression System
  + Used on creatures sensitive to sound.
* Desk - Light Flashing System
  + Used on creatures sensitive to light.
* Desk - Movement Suppression System
  + Used on creatures sensitive to ground tremor.
* Buttons for the Above

Wall 3

* Bulletin Board
  + Will have information on who the creatures are, their characteristics, and how to deal with them.

Wall 4

* Backroom - Light
  + Used to light or darken the player room.
* Backroom - Door
  + Players will have to lock the door or respond whenever the player hears knocking.

**Enemies & NPCs:**

* **Monsters - Hunter**  
  1. Kinnara - A hybrid of a woman and a bird. The Kinnara boasts the upper body and arms of a woman, coupled with the wings, tail, and feet of a swan.
     + Passive Type
     + Is strongly associated with music and love.
     + Can start screeching, and need music to calm them down
  2. Buto Ijo - big, with green skin, sharp fangs, and black hair
     + Aggressive Type
  3. Manananggal - 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.
     + Aggressive
* **Anthropoid - Shaman**  
  1. Orang Minyak - supernatural creature coated with shiny black grease who abducts young women by night.
     + Aggressive type
     + Immune to physical harm and capable of assaulting the player
     + Leave oil marks on places to tell where the orang minyak is
     + Player could use a flashlight to illuminate their surroundings and reveal hidden threats
  2. Toyol - Is a deceased child who were buried improperly / unbaptized infants. Small, green-childlike beings with bald heads and sharp teeth. Known for stealing things. Doesn’t hurt people, only scare people.
     + Passive type
     + Hard to capture
     + Play with things, make random sounds to attract / confuse player
     + Steals radio / play with light / hide under desk to scare player / miss-position CCTV and player have to reposition it / make sounds on window shutters? Close open close open close open
  3. Pocong - Wrapped in a white burial cloth, with their arms bound to their sides and hopping around aimlessly. It is said to haunt the vicinity of their burial sites. They are depicted as restless sprites seeking for vengeance and justice.
     + Passive type
     + Easy to spot as they just jump around aimlessly
     + Hide in the objects? For example, like lockers, then suddenly comes out. Make the CCTV go chill yet spooky vibe / view. Goes a little zZzZzZ every few sec.
* **Ghost - Priest**  
  1. Pontianak - Lady with long black hair wearing full white cloth. Usually takes the form of a pregnant woman who is unable to give birth to a child.
     + Aggressive type
     + ability to shape-shift and her eerie cries
     + lure her victims by appearing as a helpless woman or a crying baby, only to reveal her true, vengeful nature once they are within her grasp.
     + I guess radio? Having the radio goes high pitch cry / scream, or disturb radio’s soundwave
  2. Ponna Nya - Lady in white robes that haunts at the banks of the river. Is known to lure fisherman at night into the water to drown others.
     + Aggresive Type
     + Similar to pontianak, but can be wet/water splash sounds instead
  3. Pretas - also known as hungry ghost. They appear as human-like, but mummified skin, narrow limbs, has tiny pinhole mouths enormously bloated bellies and long, thin necks.
     + Passive Type
* Creature aggression / level (From hardest to easiest)

| ***Name:*** |  | ***Threat Level:*** |  | ***Type:*** |
| --- | --- | --- | --- | --- |
| Buto Ijo |  | **Apocalyptic Danger** |  | **Aggressive** |
| Pontianak |  | **Critical Danger** |  | **Aggressive** |
| Ponna Nya |  | **Severe Danger** |  | **Aggressive** |
| Pocong |  | **Highly Danger** |  | **Passive** |
| Kinnara |  | **High Danger** |  | **Passive** |
| Orang Minyak |  | **Moderate Danger** |  | **Aggressive** |
| Manananggal |  | **Minimal Danger** |  | **Aggressive** |
| Pretas |  | **Just Scare U Out** |  | **Passive** |
| Toyol |  | **Just Scare U Out** |  | **Passive** |

**Game Content:**

Day 1:

* Toyol - Audio Sys + Door + RoomLight (off)
* Pretas - Audio Sys + RoomLight (off)
* Pocong - Light Sys + RoomLight
* Orang Minyak - CCTV?? + Light Sys
* Ponna Nya - Movement Sys + Door

(Schedule):

10pm - Pocong and Ponna Nya starts spawning

12am - Toyol starts spawning

1am - Max creature capacity increase to 2

3am - Orang Minyak starts spawning, Ponna Nya despawns

4am - Pretas start spawning

Day 2:

* Orang Minyak - Light Sys + CCTV
* Ponna Nya - Movement Sys + Door
* Manananggal - Light Sys
* Pretas - Audio Sys
* Pontianak - Audio Sys + Movement Sys

Day 3:

* Buto Ijo - LightSys + Movement Sys + RoomLight
* Ponna Nya - Movement Sys + Door
* Pontianak - Audio Sys + Movement Sys
* Orang Minyak - Light Sys + CCTV
* Pocong - Light Sys + RoomLight
* Toyol - Audio Sys + Door