**What the game is (darren)**

- 3D horror

- a game where you play as a security guard of a special facility housing and containing supernatural beings and monsters. Your job is to ensure that the supernatural beings and monsters do not escape the facility

- The supernatural’s beings and monsters portrayed in the game are heavily inspired from SEA folk lore

why SEA folklore?

- came about during a discussion about wanting to make a horror game

- We started talking about Malaysian folklore and the decrease of portrayal of the creatures in Malaysian media (such as Toyol, Pontianak, etc)

- The conversation then steered towards other “lost knowledge” of Malaysian history, one big example that became the driving factor for our game is Hang Tuah, a well known warrior of Malaysia who was later removed from many Malaysian History books after finding out that he was Chinese instead of Malay.

- After further discussions, we decided to land on the idea of SCP, a fictioinal collaborative writing project where anyone can write up various creatures and monsters with great detail, such the creatures behaviours and ways to deal with such creatures during encounter. We wanted to give the SEA twist to this as we wanted to explore other mythical creatures around the region.

**Intial planning vs current plan (PC)**

- intial idea of the game was about a security guard of a mall hiding and keeping yourself alive from the monsters by interacting with items around the “security pondok”. We wanted to create an experiene where players are “locked” in a room with no where to go, similar to many other horror games such as Five Nights at Freddy's. As we continued disucssing on the intented experience and gameplay element that we wanted to implement, we realize that many of the mechanics we wanted to put in are ways to supress thesse creatures.

- We decided to give it a slight twist and lean more to the idea of the SCP universe as inspiration of having a special facility filled with these creatures and you playing as a security guard containing and securing these creatures to protect humanity, or at least that’s what the government of the our in-gaame universe is telling you.

- In addition to that, we also wanted to explore the idea of a false narrator, where the true nature of these creatures may not be truthfully told to the player character as well as the players.

**Gameplay & experience (jaw cherng)**

Players will have 4 main “area” of the room.

On your whiteboard, you have compiled a list of notices, articles and notes from the creatures that the facility has sustained.

On your computer, you can check the different CCTVs that have installed in the facility to check for anomaly activities

Sometimes, these creatures may show up at the window. The players have to defend themselves to avoid being attacked through 5 mechanics - high-frequency sound, uv light, cage trap, door lock, and room lights.

The window shutter functions as an backup defense - but creatures can damage and break it

There is also a report button that the agent can use to call appropriate exorcists to rid of the creatures. (Show the notice on the board that shows which creatures should call which agent) Report inappropriately, and that exorcist may die for the whole day, leaving players unable to dipose the creatures.

"Why to defend creatures? Can't I just report all of them?" While not shown in the game, there are currently 2 endings; you can follow the superior's orders to exorcise all of them, and not learn about the intention of them escaping; or avoid exorcising the creatures to learn about their intentions

The keypad functions as a clock-in system. Once the player clocks in, the game starts, and the player has to survive from 10pm to 6am.

**Creatures and their behaviours (Chun Kun & Brendon)**

split into 3 categories to give variety for the players (Brendon)

* Monsters
* Antropoid
* ghost

Came up with these 3 categories as well is because it splits and summarizes the types of creatures based on their history and stories assocciated with them.

In addition to that, we are splitting them into passive creatures and aggresive creatures.

* passive: will stun the player, will do 1 damage out of 6 to shutters
* aggressive: will kill player in one hit, will do 2 damage out of 6 to shutters

creatures presented in our game (Chun Kun)

* Toyol - a small, green-childlike beings with bald heads and sharp teeth. Known for stealing things. Doesn’t hurt people, only scare people. Passive, reacts to Audio Sys + Door + RoomLight (off)
* Pretas - 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, reacts to Audio Sys + RoomLight (off)
* Mannanggal - 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, reacts to Light Sys
* Orang Minyak - Supernatural creature coated with shiny black grease who abducts young women by night. Aggressive, reacts to CCTV + Light Sys
* 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. Aggressive, reacts to Movement Sys + Door

Why the separation of passive and aggressive (Brendon)

Passive creatures exist as to show that these creatures are not aggresive by nature, however, due to the containment of the facility, they are desperate to escape and return to their natural habitat. Some creatures eventually turned aggresive, against humans, against their 'oppressors' to guarantee their escape

**Themes & Intention (Timmy)**

The main theme is ‘Oppression is done by the victor’

Intention 1. Telling Before Showing, Toying Expectations

* Why this

Intention 2. Grave Consequences

* Why this

Intention 3. Types of Creatures

* Why this

**Level Design (Joshua)**

Name

ID  
Sole programmer of the group

* SFX and VFX used
* layout of the current room built
* scheduling of creatures
* any particular reasons for the colour palette chosen
* Any process that went through your mind when developing the level
* Memorable technical process