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UNIVERSITI MALAYSIA PAHANG  
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**BCM 3163: COMPUTER GAME PROGRAMMING I**  
**ASSIGNMENT 2 GAME DESIGN DOCUMENT (GDD) FOR SELECTED PROPOSAL**

**Iban Legends: Witch's Reckoning**

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**SEM 1 2024-2025**

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## **Introduction**

The game was created to introduce one of the underrated ethnic cultures, the orang iban, into other communities and become a worldwide phenomenon, such as other major ethnicities in Malaysia. The game not only focuses on Orang Iban culture and ethnicities but also has other Malaysian elements to make sure the game has a solid foundation and identity to become a well-established game. The game generally will have a timeline of how Orang Iban lived back then around 1800 before they were ambushed by the colonizer and before any technologies development. As an Orang Iban who is famously known as an ethnic who prefers living in the forest and having a good connection with nature, they also have a few folklore that was passed from generation to generation. To stimulate the situation of an Orang Iban into the game, we implemented it into this very fun game. The game is based on the Iban Warrior who will travel along the evil forest and fight with many enemies until it meets the evil witch that makes the forest and nature miserable. Alongside his journey, he will face many obstacles, and enemies that require him to develop his fighting skills to order win the fight between him and the witch.

## **Summary**

This game is an action-adventure title based on the rich culture of the Orang Iban, a Malaysian ethnic minority known for their strong connection to nature. Set in the 1800s, players assume the character of an Iban warrior wandering a magical woodland tainted by a wicked witch. The game combines mythology and history, with combat-focused gameplay in which players improve their abilities to battle numerous adversaries and eventually restore balance to the forest. This game, which incorporates parts of Malaysian culture, provides an immersive experience that celebrates the legacy of the Orang Iban. As a highlight, this game genre is the action-adventure game based on the mythology-based storytelling and combat-focused gameplay. The story's perspective is on the voyage of an Iban warrior who attempts to restore peace to the forest, which an evil witch has ruined.

## **Game Identity**

A historically significant action-adventure journey in which players take on the role of an Iban warrior and fight their way through a cursed forest to restore balance through skill-based combat and a mythology-driven story.

## **Target Audience**

The game was designed for players aged 9 and above as the game is based on the Iban folklore. This age restriction is to make sure all the players understand how the game is inspired by Malaysian ethnic culture and not fiction or fantasy. It will appeal to players who enjoy experiencing different cultures, historical settings, and skill-based combat techniques. Fans of narrative-driven and fantasy-themed games will find this experience enjoyable. This game is suitable to be played either by males or females but since the game genre is an action-adventure, the interest will be more to the male players.

## **Genre**

The game was the best fit for the action adventure as the player needed to navigate through the game map and take some action by completing the task and achieving victory. However, the game may be suitable for several genres by altering the game mechanics and the storyline.

### **Role-playing games (RPGs)**

Role-playing games (RPGs) may enhance player involvement by incorporating character advancement, skill trees, and inventory management that correspond with cultural narrative.

### **Action Survival**

Incorporating survival aspects, such as resource management and tool crafting, can enhance immersion in the woodland environment and warrior's trip.

### **Adventure Puzzle**

Incorporating cultural riddles, like those inspired by the Orang Iban legend, may add a meaningful aspect to gaming.

## **Platform**

This game may be published on a few famous platforms to introduce our Orang Iban culture into the worldwide community. A few suitable platforms that may attract many gamers and players are:

1. Steam
2. Google play store and Apple play store
3. Console (PlayStation)

## **Multiplayer**

The game is a single-player game and does not have a multiplayer function.

## **Network and Persistence**

The saved data will be saved locally on the computer. The only network connection is when an achievement is achieved and it will be saved to steam to signify your progress in a sense. The save file will only be read when we load a save.

## **Overall Game Structure**

### **Storyline**

In a serene village nestled in the heart of the jungle, a brave warrior from the Orang Iban tribe lived a peaceful life. The village was rich in traditions and culture, and the warrior was deeply connected to their heritage. However, this tranquillity was shattered when malevolent forces from the nearby cursed forest began to threaten the village's peace.

The warrior's journey began with simple tasks around the village, a time to reflect on their skills and prepare for the challenges ahead. As they ventured into the cursed forest, they encountered waves of enemies and dangerous obstacles. The forest, shrouded in mystery, was filled with traps set by an evil witch. The journey through the forest culminated in a fierce battle against an evil ghost, the forest's protector under the witch's control. Upon defeating the ghost, the warrior pressed on, determined to uncover the truth behind the dark forces.

Escaping the cursed forest, the warrior learned from a mysterious spirit about the Sacred Totem, a powerful relic from Iban legends. The totem was hidden within ancient ruins, now haunted by corrupted guardians. As the warriors navigated the dark jungle, they faced traps, puzzles, and ghostly visions. Using spirit-infused combat skills and gadgets found along the way, the warrior battled through these challenges. In the deepest part of the ruins, they confronted a formidable spirit warrior bound by the witch. After a gruelling fight, the warrior defeated the guardian and claimed the Sacred Totem. The totem's energy granted the warrior a vision of the witch's castle and the family trapped under her curse, fueling their determination to continue the quest.

The final confrontation with the witch began with a dramatic encounter. The warrior faced the witch in a series of escalating battles. Each victory was marked by the witch's increasing desperation as she fled and returned with stronger abilities and ways to attack. After the third and final battle, the warrior defeated the witch. A revelation followed, unveiling the witch's true motives through the family they saved, bringing closure to the warrior's journey and restoring peace to the village.

## Goals

### Main Goals

The main goal is to defeat the witch and free the Iban(MC) family from the curse that has imprisoned them, allowing them to return to their human form. This will need:

1. Discovering the witch's lair.
2. Gathering of magical objects or tools (such as ceremonial weapons or holy charms) that can defeat her.
3. Defeating enemies and resolving Iban folklore-related problems.

### Secondary Goals

1. Take on ghosts that protect entrances to key places.
2. During the journey, prevent ghost attacks on the Iban's longhouse.
3. Defeat evil spirits in the jungle to restore the environment and ensure a safe place.

## Game Flow/PPlot Design

Introduction: The game begins in a serene village where the protagonist, a warrior from the Orang Iban tribe, lives. The player is introduced to the village's traditions and culture, setting the stage for the adventure. The peaceful atmosphere is soon disrupted by the emergence of evil forces from the cursed forest, threatening the village's tranquillity.

Level 1:

Objective: Familiarize the player with game controls and mechanics.

Setting: The protagonist's village and the cursed forest.

Plot Progression: The protagonist starts with simple tasks around the village. As they venture into the cursed forest, they face waves of enemies and dangerous obstacles. The forest is filled with traps set by an evil witch.

**Key Event:** The level ends with a boss battle against an evil ghost, the forest's protector under the witch's control. Defeating the ghost allows the protagonist to move forward.

**Relation to Next Level:** This level introduces the player to the game's basic mechanics and sets up the central conflict with the witch. The protagonist's victory over the ghost provides the motivation and direction to seek out the Sacred Totem in the next level.

## Level 2:

**Objective:** Introduce more complex challenges, including traps, puzzles, and spirit-infused combat.

**Setting:** Dark jungle and ancient ruins.

**Plot Progression:** After escaping the cursed forest, the protagonist learns about the Sacred Totem of Harmony from a mysterious spirit. The totem is hidden in ancient ruins haunted by corrupted guardians. The protagonist navigates through the jungle, dealing with traps and ghostly visions.

**Key Event:** In the deepest part of the ruins, the protagonist battles a formidable spirit warrior bound by the witch. Upon defeating the guardian, the protagonist claims the Sacred Totem. The totem's energy grants a vision of the witch's castle and the family trapped under her curse, motivating the protagonist to continue.

**Relation to Previous and Next Levels:** This level builds on the skills and knowledge gained in the first level, adding complexity with new challenges and puzzles. The acquisition of the Sacred Totem and the vision of the witch's castle provide a clear goal and motivation for the final confrontation at the next level.

## Level 3:

**Objective:** Conclude the story with a series of escalating battles against the witch.

**Setting:** The witch's castle.

**Plot Progression:** The final confrontation with the witch begins with a dramatic encounter. The protagonist faces the witch in a series of battles, each one more challenging than the last. The witch becomes increasingly desperate, gaining stronger abilities and new attack patterns.

**Key Event:** After the third and final battle, the protagonist defeats the witch. A concluding cutscene reveals the witch's true motives through the family they save, bringing closure to the protagonist's journey and restoring peace to the village.

**Relation to Previous Levels:** This level is the culmination of the protagonist's journey, using all the skills, knowledge, and items acquired in the previous levels. The escalating battles against the witch reflect the increasing difficulty and stakes, leading to a satisfying conclusion to the story.

**Conclusion:** The game ends with the protagonist returning to the village, now free from the threat of the cursed forest and the witch. The village celebrates the hero's bravery, and the protagonist reflects on their journey, having restored peace and harmony to their home.

## General Interaction

### Player Movement and Interaction

The keyboard and mouse inputs allow the player to navigate the character, interact with the environment, and engage in combat effectively.

Action	Input	Effect on game
Move left/right	A- Left, D- Right	Moves the character horizontally across the 2D environment to explore or evade.
Jump	Spacebar	Makes the character leap to higher platforms, dodge obstacles, or cross gaps.
Crouch	S	Allows the character to avoid attacks, hide, or access tight spaces.
Climb	W	Enables climbing on ladders, vines, or other vertical structures.

## Combat and Survival

While dodging or blocking receiving damage, players can use both basic and special attacks to take out enemies.

Action	Input	Effect on game
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Basic attack	Left mouse button	Swings a weapon to deal damage to ghosts or destroy objects.
Special attack	Right mouse button	Unleashes a powerful, energy-consuming move to deal massive damage.
Defend/block	Q	Raises a shield or barrier to reduce or block incoming damage.

### Interaction with environment

Specific keys (**E** for interaction) let players manipulate the environment (e.g., opening doors, solving puzzles) to progress through the story.

Action	Input	Effect on game
Interact	E	Opens doors, picks up items, activates switches, or speaks to NPCs.

## **Specific Module/Level 1 (AMIRULARIFF ISKANDAR BIN ADNAN CD22026)**

### **Level/Module Goals**

In this first module, the player must complete this module to ensure they are familiarized with the game environment and control. This is very important, especially for the plate that has zero experience handling any game control and game environment. In this stage, the player will need to gain the exp and defeat all the enemies in this cursed forest. This is to make sure the player collected enough experience and skill to proceed into stage 2. Before ending stage 1, the player needs to defeat the boss stage in this level which is a ghost that guards the portal between stage 1 and stage 2. If the player defeats the ghost level 1, the player can proceed to stage 2. But if the player is defeated, the player needs to restart the stage until can proceed to level 2.

### **Level/Module Storyline**

The player will be shown the platform of the game with the character and the background of the game. The game for stage 1 will start at the character's village before moving into the cursed forest. The player discovers the protagonist and learns about the Orang Iban's traditions and culture. However, the peaceful atmosphere is interrupted as evil forces from the cursed forest threaten the village's peace. The player's adventure begins with easy tasks around the village to familiarise themselves with the controls and mechanics before going into the cursed forest, which is the core of the game's mystery. The player needs to move forward, eliminate the upcoming enemies and avoid any dangerous obstacles to complete this stage. To accomplish the stage, the player must go through the forest, kill waves of opponents, and avoid traps set up by the evil witch. The level ends with a boss encounter with an evil ghost, who serves as a protector of the cursed forest controlled by the witch. After defeating the ghost, the player can move into the next stage.

### **Level/Specific Ethnic Malaysian Culture Elements**

To implement Iban culture into the game stage, I would like to use the image that looks like rumah panjang of the Orang Iban as the first background once the player starts the game. The implementation of the Orang Iban culture also can be seen in the character itself. The muscular male warrior with the spear and the wooden armour was inspired by the famous character of Iban warrior folklore, named Rentap. After completing the task around the village, the background will slowly change into the dark forest to portray the cursed forest. This is also one of the Iban elements since the ethnicity was very close to nature and the powerful mystical energy from nature.

## **Specific Interaction (If any)**

**The input keyboard:** the player can control the movement of the character by pressing the W, A, S, and D buttons or the left, right, up and down buttons with the space bar to navigate through the game map.

**Player Interaction:** Players interact directly with the world through:

1. Fighting foes with a combination of offensive and defensive skills.
2. Solving environmental challenges, such as navigating traps and manipulating barriers.
3. Exploration and interaction with the environment allow you to collect items such as money and gems to gain experience.

## **Game Features**

1. Double jump
2. Thurst's enemy with the spear
3. Crawling

## **Challenges and Obstacles**

Few challenges and obstacles might prevent the player from achieving the goals to make sure the player does not feel bored while playing this game. The challenges and obstacles are like this.

1. If the player gets hit by the enemies, their life will be reduced and they might die before meeting the ghost at the end of the stage.
2. The barriers and obstacles that will require the player to solve the puzzle on how to get through these obstacles.
3. If the player chooses the wrong way while navigating through the game map, they may die earlier by the poison and the trap set by the witch.

## **Rewards/Penalty and Status**

### **Reward**

1. If players collect all the treasure along the map, they will get a coin bonus.
2. If the player kills the enemies, the player will gain the exp for their character.
3. If the player kills the stage boss or stage ghost, the player will be rewarded with the item and a new combat skill to be used for the upcoming stage.

## **Penalty**

1. If the player accidentally gets hit by the enemies, their life will be reduced.
2. If the player falls into the traps, their life will be reduced.
3. If the player defeats by fighting with the ghost stage and there is no life chance anymore, the player will need to restart the stage again.

## **Rules And Event**

### **Rules**

#### **Can Do**

1. Explore the environment, engage in combat, solve puzzles, and collect items.
2. Upgrade skills through earned experience or collected resources.

#### **Cannot Do**

1. Skip mandatory boss fights or major story events.
2. Damage friendly characters or bypass major obstacles without solving them.

### **Events**

#### **Enemy encounter**

The enemy wave will spawn and the player needs to get rid of all the enemies and try to reflect from being attacked by them. After killing the enemies, the player will gain the exp.

#### **The final fight with the boss ghost stage**

After entering and finding the boss ghost lair, the player needs to defeat the ghost to move to the next stage. If the player successfully defeats the ghost, they will enter stage 2 and if not, the player needs to fight until they win over the ghost.

## **Characters and Other Assets**

The Iban warrior

### **The Iban warrior**

The muscular and brave warrior from the village was given the task by the elder to restore balance and harmony to the community after the evil witch cursed the forest. He had to go on an extreme journey to find and defeat the evil witch to end the chaos happening to their world.

### **Elder and other villagers (NPC)**

The elder and other villagers will act as the NPC to provide any guidance and direction to the Iban warrior along the journey through the game.

### **Enemies**

The enemies were the living harmony creatures before getting cursed by the evil witch. They were commanded to attack anyone who would give threats to the evil witch. They also will try to stop and harm the Iban warrior to defeat the witch.

### **Evil witch**

The evil witch cursed all the living creatures in the forest and turned them into the evil monster and created the evil ghost to help the witch to conquer the world. The forest becomes a cursed forest with many dangerous traps being set up to stop anyone entered the forest and anyone would give the witch threats.

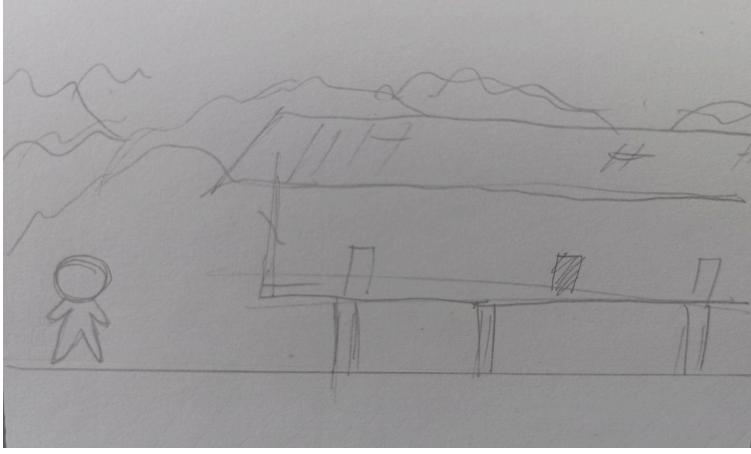
### **Longhouse and dark forest background**

The longhouse background stimulates one of the Iban cultures which is that ethnic usually live together in one longhouse instead of the other ethnics in Malaysia. The forest, ghosts and cursed animals were inspired by the folklore and the strong connection with the spirit and forest.

## **Relation with Malaysian cultures (if any)**

With the usage of the Iban culture such as the warrior, building and the folklore about the forest and the spirit, the player accidentally learns and gets exposed to the Orang Iban culture. The Orang Iban culture can stand alone to generate its branding, especially by exposing their culture such as what other ethnics in Malaysia did before this.

## Graphic Interface/Storyboard

Scene 1/4	Duration:
	
<b>Description</b> <p>As entering the game, the user will face the game environment of Orang Iban culture and environment. To implement this, the background of this stage is the image of rumah panjang and the village. In this progress, the user will get exposed to familiarise themselves with the game environment and game control.</p>	
<b>Text (type, size, colour)</b> <p><b>Text:</b> life 3, gold 0 <b>Size:</b> 12px <b>Colour:</b> Red for life, gold for gold</p>	
<b>Graphic</b> <p>The graphics used in the environment is the image of rumah panjang. The others such as the sky, obstacles and the model of Orang Iban warrior. The NPC such as a villager will appear to give instructions to the user.</p>	
<b>Colour</b> <p>The environment has this stage in charm but lonely to illustrate the evil witch invaded the village.</p>	
<b>Animation</b> <p>The user can use the controller to navigate the character through the game map.</p>	

Scene 2/4

Duration:



### Description

After the user successfully navigates the character and moves around the map, the user will face a few obstacles and challenges—for example, the concrete obstacles and the enemy ahead of them. The user needs to go through the obstacles and defeat the enemies to avoid life deduction. The user can also collect the gem and treasure ahead to gain the exp. The user needs to decide which way they must go to avoid the enemies or collect the huge amount of gold in the crate.

### Text (type, size, colour)

**Text:** life 3, gold 0

**Size:** 12px

**Colour:** Red for life, gold for gold

### Graphic

The graphics used in the environment is the image of rumah panjang. The others such as the sky, and the Orang Iban warrior. The obstacles such as the box and enemies such as the monster.

Sound effects for character Spears action. Sound effects when the player gets hit by enemies.

### Colour

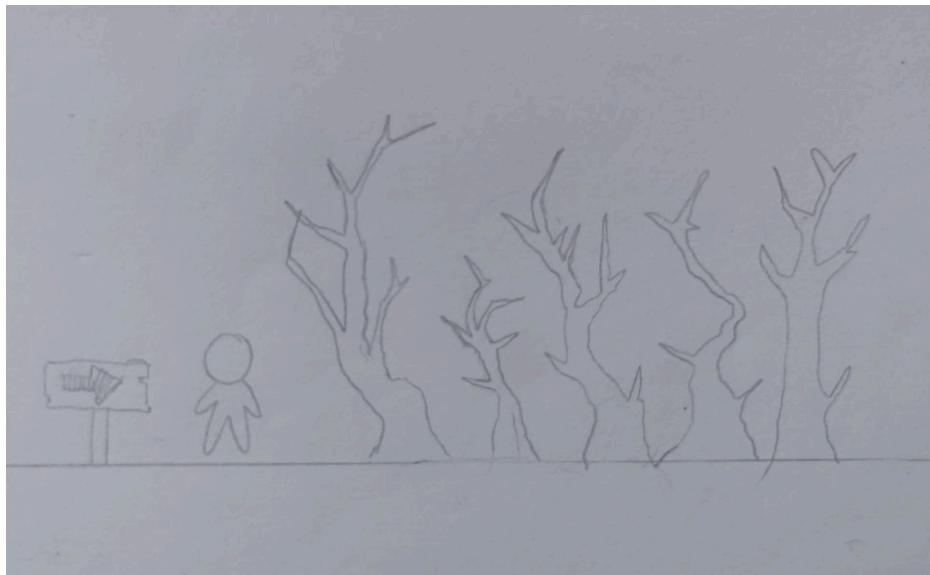
The environment has this stage in charm but lonely to illustrate the evil witch invaded the village.

### Animation

The user can use the controller to navigate the character through the game map such as jump, left and right.

Scene 3/4

Duration:



### Description

After being familiarised with the game mechanics and controls, the user will start to enter the forest. The forest is very long and at this progress, the user will enter the stage first of the forest first. At this progress, there is also a wave of enemies and obstacles that require the user to settle it down.

### Text (type, size, colour)

**Text:** life 3, gold 0

**Size:** 12px

**Colour:** Red for life, gold for gold

### Graphic

The graphics used in the environment are images of the dead forest and the Orang Iban warrior. The obstacles such as the traps and enemies such as the monster. Sound effects for character Spears action. Sound effects when the player gets hit by enemies. Sound for the dark forest when a character enters the forest.

### Colour

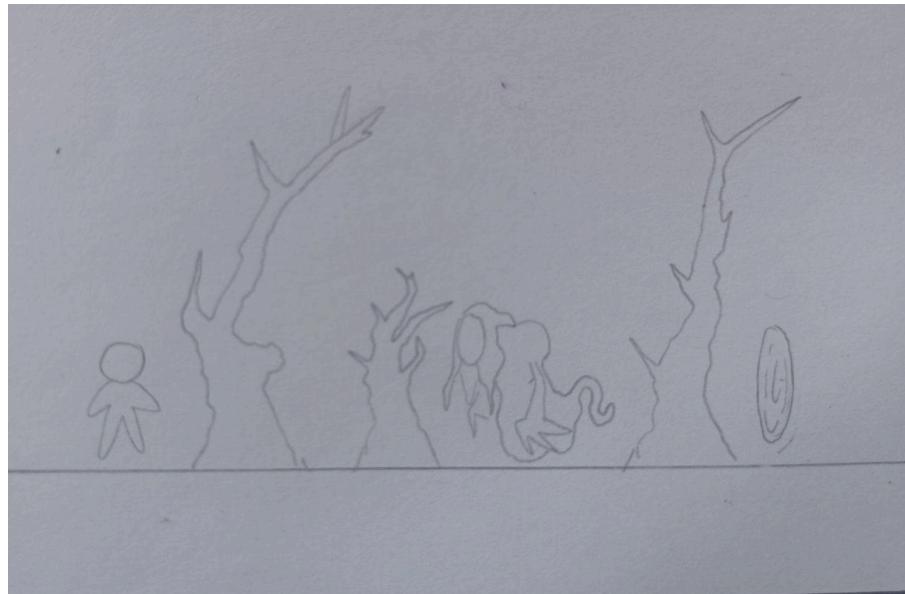
The environment has this stage starts to change into a dark theme color to illustrate the forest was cursed by the witch.

### Animation

The user can use the controller to navigate the character through the game map such as jump, left and right.

Scene 4/4

Duration:



### Description

This is the last progression in stage 1. After going through the forest, the user will face the ghost that was guarding the portal to the next stage. The user needs to defeat the ghost level to go through to the next level. After defeating the ghost, the player will have the transition and go to the next level.

### Text (type, size, colour)

**Text:** life 3, gold 0

**Size:** 12px

**Colour:** Red for life, gold for gold

### Graphic

The graphics used in the environment are the image of the dead forest, the Orang Iban warrior and the Ghost level 1. Sound effects for character Spears action. Sound effects when the player gets hit by enemies. Sound effects when characters die and restart the stage.

### Colour

The environment has this stage is the dark theme colour to illustrate the forest was cursed by the witch.

### Animation

The user can use the controller to navigate the character through the game map such as jump, left and right.

## **Game ARCS**

### **Menu in the Game**

#### **Main menu**

The main menu has choices such as Start Game with a backdrop illustrating an Iban longhouse changing into a cursed forest.

#### **HUD**

Displays health, collected treasures, experience points, and objectives in a simple but useful interface.

#### **Level Transition Screens**

Brief animations or cutscenes illustrate the transition from one level to another while retaining attention.

#### **Attention**

The game lures the player in with a graphically interacting transition from the calm Iban village to the dark, cursed forests. Adding innovative gameplay elements such as double jumps, spear thrusts, and environmental puzzles keeps the player interested.

#### **Relevance**

The game combines Orang Iban culture into its plot, character design, and ambient elements. This makes the game important not just for entertainment, but also for educational and cultural purposes.

#### **Confidence**

The game guarantees that players gain confidence by beginning with simple controls and chores in the village and progressing to battle and puzzle-solving in the forest.

#### **Satisfaction**

Players are motivated by rewards like experience points, new fighting skills, and unique goods gained through enemy defeat, puzzle solving, and hidden area exploration. Furthermore, the satisfaction of beating the ghost monster and progressing to Stage 2 is a clear reward for the player's efforts.

## Music and Sound Effects

Sound	Link
Sound for the dark forest when a character enters the forest. This will portray unease and curiosity, encouraging players to prepare for the challenges ahead.	<a href="https://youtu.be/g8zst3r2cIc?si=zmviYd1bUcFubIZa">https://youtu.be/g8zst3r2cIc?si=zmviYd1bUcFubIZa</a>
Sound for combat during the boss fight. This will enhance the player's fear, determination, and adrenaline as players confront the boss.	<a href="https://youtu.be/LDIWg7xf-go?si=p4uYvOsve2630B8V">https://youtu.be/LDIWg7xf-go?si=p4uYvOsve2630B8V</a>
Sound effects for character Spears action	<a href="https://youtu.be/7uAaSbEZdqY?si=oOksP9vXrO0E6th5">https://youtu.be/7uAaSbEZdqY?si=oOksP9vXrO0E6th5</a>
Sound effects when characters die and restart the stage	<a href="https://youtu.be/K3kFQHKE0LA?si=P05Yp1gZFLhn947U">https://youtu.be/K3kFQHKE0LA?si=P05Yp1gZFLhn947U</a>
Sound effects when the player gets hit by enemies. This will enhance the game experience as the player makes a different sound when getting hit.	<a href="https://youtu.be/mh8IP-hqte0?si=fPpAEGaAf7J22KJE">https://youtu.be/mh8IP-hqte0?si=fPpAEGaAf7J22KJE</a>

Relation with Malaysian cultures (if any)

The sound design focuses on traditional Iban themes, combining ambient forest noises and mystical tones to capture the mood of Borneo's natural and cultural surroundings.

## Art and Styles

### Visual Aesthetic

Longhouse

Inspired by the traditional rumah panjang of the Orang Iban. The game's opening will show the village's culture and environment. This was inspired by the real rumah panjang and from the game Ghost of Tsushima, which has a village scene of one of the Japanese communities.



Figure 1 show rumah panjang orang iban



Figure 2 shows the village scenes from Ghost of Tsushima

### Cursed Forest

The dark forbidden forest features a wild nature spirit and animals that are cursed by the evil witch. This design contrasts with the vibrant village and symbolizes the shift from safety to danger. It was inspired by the game Ori and the Blind Forest for its ethereal forest atmosphere and Hollow Knight for its mysterious and layered environmental design.



Figure 3 shows the environment for *Ori and the Blind Forest*.

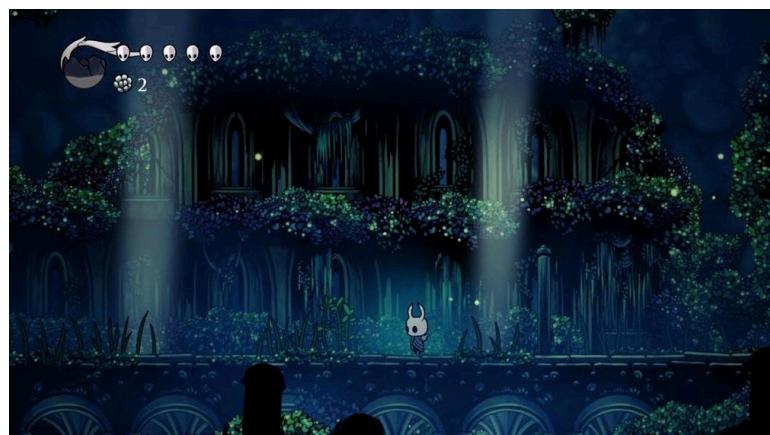


Figure 4 shows the environment for *Hollow Knight*.

## Character Design

### Iban Warrior

The protagonist's design is based on traditional Iban warrior clothing. The figure has wooden armour and a spear embellished with tribal designs. His muscular frame represents power and fearlessness. The character in this game is inspired by characters like Aloy from Horizon Zero Dawn for culturally inspired costume detailing.



Figure 7 shows the Aloy outfit from the game.

#### Enemies and boss Ghost

The cursed animals will turn into evil monsters to reflect their transformation from natural creatures into evil spirits. The ghost will be a flying ghost to show that it is the natural spirit that has been cursed. This can be seen in games such as Dark Souls and Shadow of the Colossus.

#### Cultural Integration

The use of traditional Iban patterns and symbols in buildings, clothes, and weaponry connects the images to the culture. The magical features, such as luminous items and supernatural occurrences, emphasise Iban folklore's focus on spirits and magic.

Relation with specific Malaysian ethnic cultures/ elements.

##### 1. Iban warrior

The protagonist represents the Iban warrior symbol, which was inspired by the mythical hero Rentap. The character design includes traditional components like wooden armour and a spear embellished with tribal designs. This illustrates the Iban's long history of courage and warrior culture.

##### 2. Rumah Panjang

The starting point is a traditional Iban longhouse, which is a communal reflecting arrangement extraordinary to the Iban and other indigenous people in Sarawak. This architectural feature not only provides a visual and cultural interaction but also teaches gamers about the Iban community culture.

### 3. Cursed Forest

The transition from neighbourhood to cursed woodland demonstrates the Ibans' strong connection to nature and belief in supernatural powers and spirits. The forest's dark and creepy atmosphere represents the spiritual and mystical components present in the Iban legend.

### 4. Folklore and Myth

The basic themes of the novel are based on Iban folklore, including spiritual fights, curses, and the interaction between humans and nature. The evil witch and the turning of animals into cursed creatures are inspired by old Iban mythology about spirits and supernatural entities.

### 5. Music

The sound design focuses on traditional Iban themes, combining ambient forest noises and mystical tones to capture the mood of Borneo's natural and cultural surroundings.

## **Specific Module/Level 2 (MOHAMAD SYAHIR BIN MOHD ASRI)**

### **Level/Module Goals**

The Sacred Totem has been hidden in an old temple far within the haunting jungle, and the player must make the dangerous journey to get there. It is a maze of risky pathways, with puzzles that call for an understanding of old Iban symbols and traps like spike holes that come to life if attacked foolishly. The player is challenged to use combat skills or stealth to avoid detection as ghostly guardians patrol through the hallways and strike at first sight. The player can approach the totem's chamber by using the ability to uncover secret paths and hints etched into the stone. The last challenge is a ghost guard who has to guard the treasure at the centre of the ruin. Once defeated, the player claims the Sacred Totem, unlocking its mystical powers and advancing the quest to defeat the witch.

### **Level/Module Storyline**

After escaping the cursed forest in Level 1, the Iban hero realizes from an unusual spirit that the Sacred Totem of Harmony, is a mighty relic from Iban legends. However, the ruin is claimed to be haunted by restless ghosts who were formerly the guardians of this sacred site but were corrupted by the witch's curse. As the hero journeys through the dark jungle, haunting whispers and shifting shadows indicate the presence of evil ghosts. Along the route, the main character must deal with traps and puzzles. Ghostly visions grow to protect the ruin, prompting the hero to battle or trick them with spirit-infused combat skills and gadgets discovered along the way. When the hero explores the ruin's furthest space, he encounters a strong spirit warrior who has been bound by the witch to defend the totem. This guardian uses powerful strikes and can call ghostly minions, resulting in hard combat. With patience, the hero defeats the guardian and obtains the Sacred Totem. As the artefact's energy rushes through the hero, he sees a vision of the witch's castle and a glimpse of the family trapped under her curse, which inspires him to continue his journey.

### **Level/Specific Ethnic Malaysian Culture Elements**

Level 2 takes players in Iban culture, through integrating elements of Iban tradition into the game's environment and gameplay. The main item of the level is the Sacred Totem of Harmony which represents protection and strength. The ruin itself with its unique patterns captures the building of an Iban Rumah Panjang.

### **Specific Interaction (If any)**

Action	Input
Double jump	Spacebar (2X)
Double attack	Right mouse button (2X)
Dash	Right mouse button (Hold)

## Game Features

1. Run
2. Jump
3. Double Jump
4. Double attack
5. Dash

## Challenges and Obstacles

Several challenges and obstacles prevent the player from easily retrieving the Sacred Totem, adding depth and tension to the gameplay:

1. Ghost Enemies: The player must fight using their weapon, or evade using movement controls.
2. Traps in the Ruins: Players must use timing, observation, and environmental awareness to bypass these traps.
3. Spectral Warrior Mini-Boss: The player must engage in a challenging fight that tests their combat skills and ability to dodge heavy attacks.

## Rewards/Penalty and Status

### Reward

Action	Reward	Effect on Status
Defeating Ghosts	Get coins	Coins can upgrade a weapon
Defeating the Spectral Warrior Mini-Boss	Get special items from the box	Advances the storyline, unlocks new abilities, and reveals the witch's lair.
Exploring Hidden Areas	Collectibles, Spirit Tokens, or Equipment Upgrades	Improves player stats (e.g., higher health, stronger attacks)

### Penalties

Action	Penalty	Effect on Status
Failing to Avoid Traps	Health loss	Reduces the player's ability to survive future encounters.
Losing to the Spectral Warrior Mini-Boss	Respawn at the last checkpoint	Forces the player to retry the fight, losing progress made in the boss battle.
Missing Hidden Areas	Loss of potential upgrades or lore	Limits player strength and understanding of the cultural narrative.

## Rules And Event

Players can do:

1. Attack ghosts, and mini-bosses using melee.
2. Collect rewards such as healing items and coins.
3. Avoid traps and hazards by jumping or crouching.

The player cannot do:

1. Skip mandatory from escaping from mini-bosses.
2. Ignore traps to continue the next fight.

## Characters and Other Assets

### Iban Hero (Player)

A brave warrior seeking to rescue their family from the witch's curse. Inspired by the Iban people's legendary warriors known for their courage and connection to spiritual realms. The main character is controlled by the player; interacts with the environment, solves puzzles, and fights enemies.

### The Mini witch

The malevolent figure who cursed the hero's family, ruling with dark magic. Represents mythical antagonists in Malaysian folklore, such as witches (*bomoh*) who misuse spiritual power. The ultimate goal is to confront and defeat her, breaking the curse and restoring balance.

### Ghost

Spirits of the forest, are malevolent due to the witch's influence. Based on Iban's belief in nature spirits, which can become hostile if disrespected. Stronger than common ghosts, using sword strikes and blocking attacks.

### Cursed Wildlife

Poisonous plants and aggressive animals twisted by dark magic. Represents the Iban reverence for nature and the belief that spirits inhabit the environment. Environmental hazards that damage the player if not avoided.

## Graphic Interface/Storyboard

 A night scene in a dense forest. An Iban warrior in traditional armor stands on the left, holding a spear. An old man in a simple brown robe stands on the right. In the background, there's a small wooden hut and some hanging decorations. A speech bubble from the old man says, "There are many ghost in this dark forest."	 The same scene continues. The old man is now speaking to the warrior, saying, "You can upgrade your weapon to be better fight."	 The scene shifts to show the Iban warrior standing alone. A ghost-like figure with a skeletal appearance and a scythe appears behind him, holding a speech bubble that says, "Let me settle down..."
Description: Iban warriors found the old man in the dark forest. The old man tells the Iban warrior about the dangers in the forest.	Description: Old man tells about the spider or weapon that Indian warriors use to fight ghosts that can be upgraded to get better fights.	Description: After walking in the forest, the theIbann warriors found a ghost to block the Iban warrior from the forest from getting into the cave.

	 The skeleton's speech bubble contains Russian text: 'НАНАНАНА НАНАНАНА НАНАНА'.	
Description: After settling down with the ghost, the Iban warrior meets the mini-boss before meeting the witch and is ready to fight.	Description: After fighting with the mini boss, the Iban warrior asks about their boss or their witch to save his family.	

## Game ARCS

### Menus:

- Main Menu: Access new game, continue, settings, and exit.
  - Includes animations inspired by Iban art, with soft, ambient background music like the shape.
- Pause Menu: Options include inventory management, objectives display, and checkpoint restart.
- Settings Menu: Adjust audio (music, sound effects), graphics quality, and control mappings.

### HUD:

- Health Bar: A traditional carving motif wraps around a decreasing health gauge.
- Objective Tracker: Displays current objective.

### Attention:

#### Visual and Audio:

- The opening cutscene showcases dramatic events (the witch casting the curse and the family being petrified), paired with intense music and mystical sound effects to immediately captivate the player.
- Dynamic environments, glowing spirits, and interactive objects in the jungle and ruins ensure visual interest throughout the levels.

## **Relevance:**

Cultural Integration:

- The game's connection to Iban and Malaysian culture makes it unique and educational, appealing to players who are interested in authentic ethnic storytelling and mythology.
- The storyline (saving family from a curse) connects universally with themes of familial love and determination.

## **Confidence:**

Clear Instructions:

- Tutorials are seamlessly integrated into the gameplay. For example, an NPC spirit guide offers hints during key challenges.
- Visual markers (like glowing objects or footsteps) guide players without overly explicit instructions.

Skill Progression:

- Players gradually unlock abilities, such as advanced combat skills, giving them the tools needed for increasingly difficult challenges.
- Fighting begins with simple mechanics but grows more intricate, ensuring that the player develops confidence by mastering mechanics over time.

## **Satisfaction:**

Rewards System:

- Players earn experience points for defeating ghosts and discovering secrets.
- Collectables such as fragments of ancestral knowledge or lore-related items offer additional depth.

## Music and Sound Effects

Sound	Link
Sound for the dark forest level 2 when a character enters the forest. This will portray unease and curiosity, encouraging players to prepare for the challenges ahead.	<a href="https://youtu.be/lnlHNXCPuPQ?si=u592d4_71wpqL9Tj">https://youtu.be/lnlHNXCPuPQ?si=u592d4_71wpqL9Tj</a>
Sound for combat during the boss fight. This will enhance the player's fear, determination,	<a href="https://youtu.be/LDIWg7xf-go?si=p4uYvOsve2630B8V">https://youtu.be/LDIWg7xf-go?si=p4uYvOsve2630B8V</a>

and adrenaline as players confront the boss.	
Sound effects for character Spears action	<a href="https://youtu.be/7uAaSbEZdqY?si=oOksP9vXrO0E6th5">https://youtu.be/7uAaSbEZdqY?si=oOksP9vXrO0E6th5</a>
Sound effects when characters die and restart the stage	<a href="https://youtu.be/K3kFQHKE0LA?si=P05Yp1gZFLhn947U">https://youtu.be/K3kFQHKE0LA?si=P05Yp1gZFLhn947U</a>
Sound effects when the player gets hit by enemies. This will enhance the game experience as the player has a different sound when getting hit.	<a href="https://youtu.be/mh8lP-hqte0?si=fPpAEGaAf7J22KJE">https://youtu.be/mh8lP-hqte0?si=fPpAEGaAf7J22KJE</a>

## Art and Styles

Key Art Styles and Themes

Environment Design:

- Inspiration: Dense rainforests, wooden longhouses, ancient ruins overgrown with vegetation, and mystical glowing elements.
- Aesthetic: Detailed yet stylized, with vibrant green tones, earthy textures, and soft lighting to give a magical and mysterious vibe.
- Cultural Integration: Incorporates patterns inspired by *pua kumbu* (Iban ceremonial cloth), engravings of hornbills, and carvings of mythical creatures.

Character Design:

- Main Character:
  - The Iban warrior wears a combination of traditional attire like wood shield, woven vests, and spier.
  - Design emphasizes a heroic and grounded look while integrating mystical elements like glowing tattoos that represent spiritual power.
- Enemies:
  - Ghosts are translucent and ethereal, with faint glowing patterns inspired by Malaysian batik and wood carvings.
  - Cursed wildlife has exaggerated features, glowing red eyes, and dark aura effects.

Relation with specific Malaysian ethnic cultures/ elements.

## Storyline

- Iban Mythology and Rituals:

The story revolves around the spiritual beliefs of the Iban people, focusing on their connection to nature, spirits, and their ancestral heritage. The concept of a curse cast by a witch resonates with traditional Malaysian tales of supernatural beings (hantu).

## Characters

- Main Character (Iban Warrior):

- Wears attire inspired by traditional Iban clothing, such as bead necklaces, woven vests, and headdresses adorned with hornbill feathers.
- Uses the spier, a traditional Iban sword, as a primary weapon to fight enemies. The tattoos on the warrior's body symbolize strength and spiritual protection, reflecting Iban cultural practices.

## Enemies (Ghosts and Witch):

- The ghostly designs incorporate Malaysian folklore entities like penunggu (forest guardians) or *pontianak*. These spirits are depicted as translucent with glowing patterns, echoing batik designs.
- The witch represents the archetype of the mystical *bomoh* or shaman gone rogue, highlighting the power dynamics between good and evil in Iban spiritual beliefs.

## **Specific Module/Level 3 CD21094 AMIR AIMAN BIN RIDUAN)**

### **Level/Module Goals**

The witch has been terrorizing the village and the player has to defeat her in order to bring peace to the village. Every phase of the witch would bring new challenges toward the player and restarting over again when defeated with fewer resources would force the player to not take the fight lightly.

### **Level/Module Storyline**

At this module our hero would finally confront the witch as the final boss. The level would start with a simple cutscene between our hero and the witch which will then start the final fight. This fight however will be done in sequence, every time our hero defeats the witch there will be a small cutscene of some items broken in which the witch would flee and our hero would chase a bit. Everytime our hero defeat the witch she will start the next with either stronger stats or more attack pattern in signifying that we are getting closer to the ending and the witch is getting more desperate to stop us. Finally after the third and last fight our hero would defeat the witch and there would be another cutscene where it will explain the true motives of the witch through the family that we saves.

### **Level/Specific Ethnic Malaysian Culture Elements**

In level 3 though not much is happening aside from the fight with the witch the items that will be shown to belong to the witch will have strong Iban culture reference on them, but with corrupted appearance in order to show that it is used for bad purpose.

### **Specific Interaction (If any)**

The input keyboard: The player can use what they learn from last level/module to defeat the witch such as W,A,S and D for movement and attack button

### **Game Features**

1. Double jump
2. Thurst's enemy with the spear
3. Crawling
4. Run
5. Dash

6. Jump
7. Double Jump
8. Double Attack

## **Challenges and Obstacles**

(What prevents the player from achieving the goals.)

There are only one primary obstacle in this level which is the witch however she is far stronger from other enemies in two other level and she will have 3 phases to her fight which will get stronger as the last.

## **Rewards/Penalty and Status**

(Which action/ activity and How the player gets rewards /penalty? )

Reward

Action	Reward	Effect on Status
Defeating the witch	Story Closure	Get to know the reason for what has happen

Penalties

Action	Reward	Effect on Status
Defeat by the witch	Respawn to the beginning	Have to start the fight from scratch but with less item/consumables that have used during last fight

## **Rules And Event**

Player can do:

1. Using all the movement and attack pattern learn from last levels to defeat the witch

2. Used the rewards from the last levels to aid in this fight

Player cannot do:

1. Skip the fight to the final fight.
2. Save scumming to not lose consumables if defeated in the latest fight.

Characters and Others Assets

Iban Hero (Player):

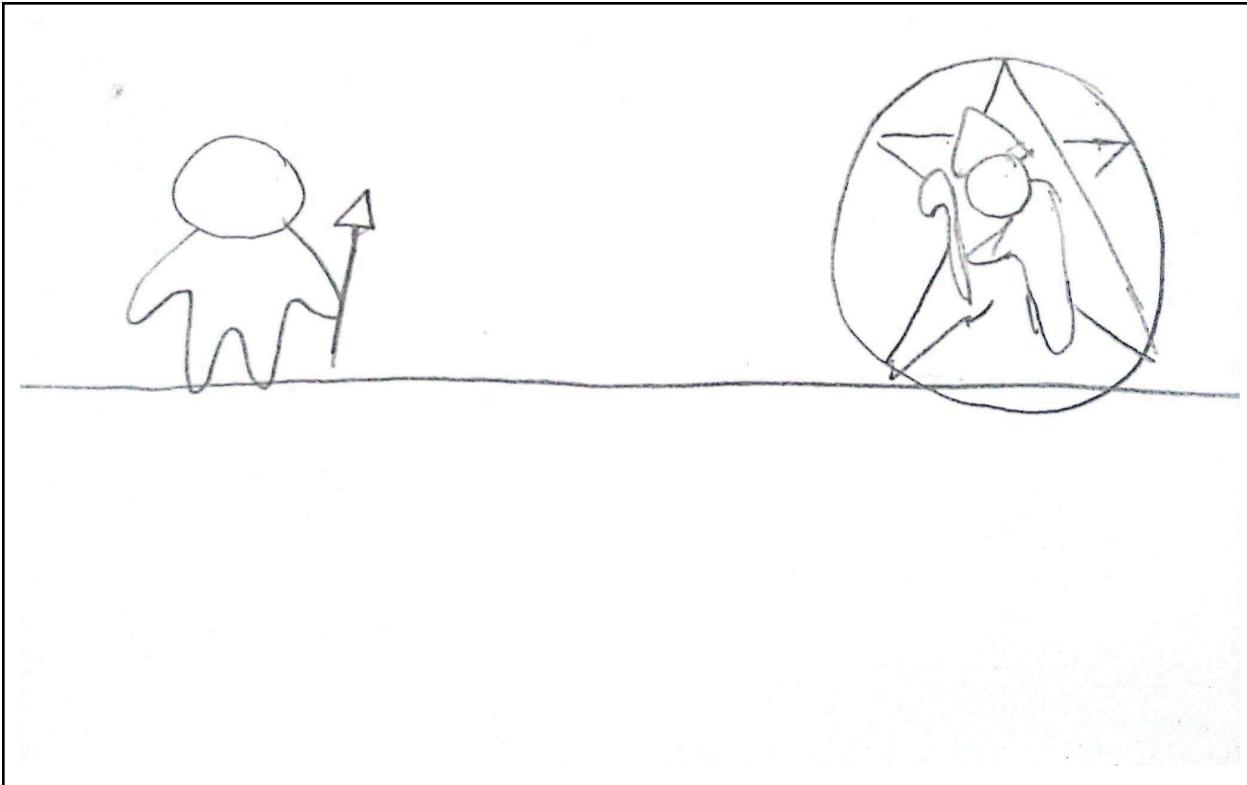
A brave warrior seeking to rescue their family from the witch's curse. Inspired by the Iban people's legendary warriors known for their courage and connection to spiritual realms. Main character controlled by the player; interacts with the environment, solves puzzles, and fights enemies

The mini witch:

Relation with Malaysian cultures (if any)

The cutscene would of the items that is destroyed in each fight of the witch would have strong semblance of ritual items that is used by witch doctor in Iban culture, however this items would be visually dark and eerie to signify that the witch used them for bad purpose

Graphic Interface/Storyboard



#### Description

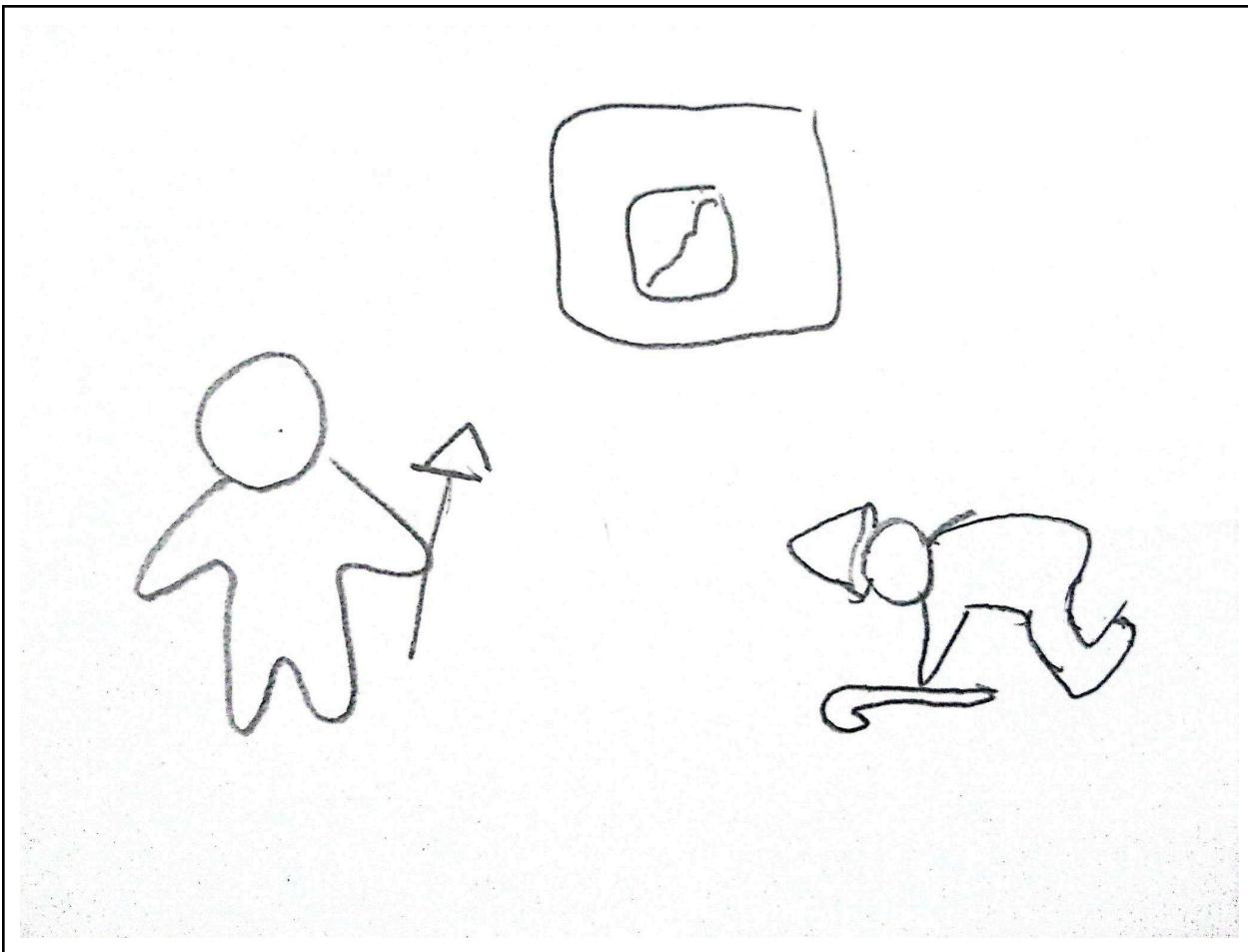
The start of the cutscene when the player would first meet the witch, she would seem to be in a middle of a ritual with symbol around her.

#### Graphic

The graphics used in the environment is the symbol of Iban culture but is inverted or corrupted to show the evilness of the ritual instead of usual good intention.

#### Colour

The atmosphere of the cutscene would be darker to show that the evilness of the ritual is connected to the witch.

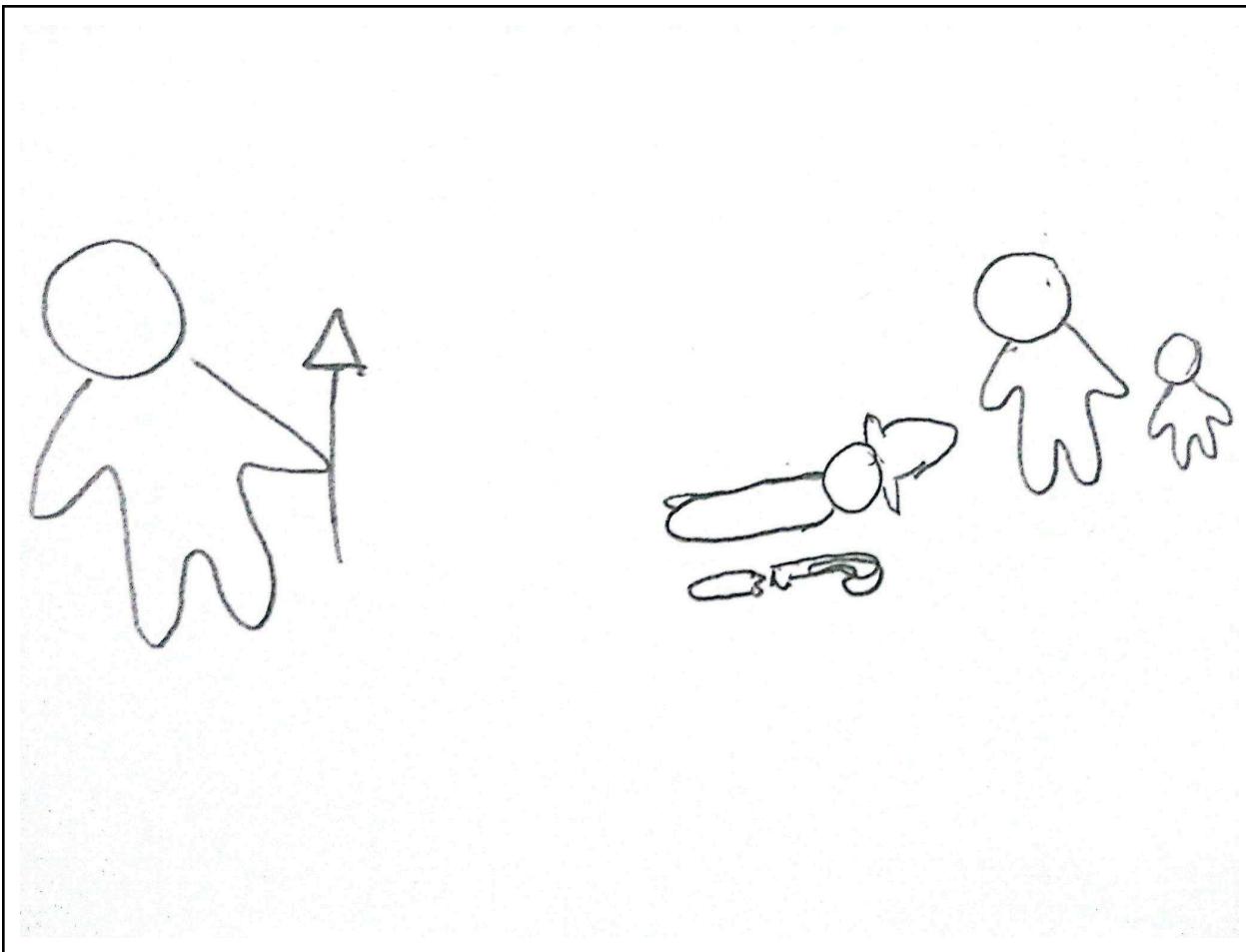


#### Description

This is a scene for each defeat of the witch with some box icon showing up in middle and upper screen, this would show that for each defeat we become closer to defeat the witch and stop her evil plan.

#### Animation

The item would show up and cracked with a flare to show that we have complete part of what we need to do.



#### Description

This will be a final cutscene showing that the witch dying and then the family that we saved would come and thank us while giving exposition on the witch intention.

#### Game ARCS

#### Menus:

- Main Menu: Access new game, continue, settings, and exit.
  - Includes animations inspired by Iban art, with soft, ambient background music like the sape'.
- Pause Menu: Options include inventory management, objectives display, and checkpoint restart will be blank out to not give the player ways to save scumming.
- Settings Menu: Adjust audio (music, sound effects), graphics quality, and control mappings.

#### HUD:

- Health Bar: A traditional carving motif wraps around a decreasing health gauge.
- Objective Tracker: Displays current objective.

(How the ARCS include in this games? Menus in the game. Description of ARCS elements that influence the game design.)

#### Attention

The player has to focus on the witch that will get stronger with more attack pattern which would result in the player when they make a mistake.

#### Relevance

The player will be utilizing what they have get and learn from other levels in order to defeat the witch much more easily

#### Confidence

Even though the player would start over with fewer resources if consumed, they would learn the attack pattern of the witch and would gain more confidence in defeating her.

#### Satisfaction

The feeling of defeating a tough opponent will give a great relief to the player, combine it with getting to satisfy their curiosity on the mystery of the story would give a huge satisfaction to the player when they complete this game.

#### Music and Sound Effects

Sound	Link
Sound for the witch laughing evilly to show that she is not friendly to the player. This will be played once during the intro cutscene when meeting the witch.	<a href="https://youtu.be/gHyEJh4ZsWE">https://youtu.be/gHyEJh4ZsWE</a>
After the witch has been defeated, a song related to Iban culture will be played during the cutscene. This song is selected for its positive purpose which signifies that there will be a good future after the witch is defeated.	<a href="https://youtu.be/OtoAsxt757k">https://youtu.be/OtoAsxt757k</a>

Relation with Malaysian cultures (if any)

The music is a traditional Iban music used in celebrations and ceremonies

## Schedule

Title of Activities/Milestone	Person In Charge	Start Date	End Date
Milestone 1	AMIRULARIFF ISKANDAR BIN ADNAN	10/12/2024	20/12/2024
Milestone 2	MOHAMAD SYAHIR BIN MOHD ASRI	15/12/2024	28/12/2024
Milestone 3	AMIR AIMAN BIN RIDUAN	25/12/2024	10/1/2025
Milestone 4	All member	8/1/2025	15/1/2025

List of the activities/milestone

Milestone 1: Mechanics complete - 20.12.2024

Milestone 2: Boss fight complete - 28.12.2024

Milestone 3: level complete - 10.01.2025

Milestone 4: Polish complete - 15.01.2025

Launch day: 28.01.2025

## **Planning for integration.**

The integration phase will combine all the aspects from each module or level and integrate it become one game. This combination includes the mechanics, assets, storyline and other related elements from each level. There are a few vital aspects that need to be considered to integrate all the levels.

- Asset integration
  - This includes all the assets used such as characters, background, sounds and props.
- Gameplay mechanics and control
  - The player movement through the whole game and the interaction with the environment. For example, move forward and jump. This included combat action and other mechanisms.
- Storyline
  - The transition between the scene and the other scene ensures a smooth, immersive experience.
- Collaboration tool and platform
  - The tools used, such as Unity, need to be in the same version for all of us to avoid any crashes happening during the integrations.

There are also some aspects, such as the schedule for integration, to ensure progress and make sure there is no delay in delivering the full game as stated in the planning. After done with the process, the integration needs to be measured by following some metrics such as game cohesion, player immersion, and performance stability to identify whether the game is ready to launch or not.

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