

AKUMU

Design document

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Overview

Introduction

Akumu is a 3D first-person horror game where you need to escape from the office.

It's late at night. The city sleeps, and the protagonist, an ordinary office worker in Tokyo, is the last person left in the empty office. He's so absorbed in his work that only the faint clatter of the keyboard and the ticking of the clock remind him of the passing time. Suddenly, he notices that his favourite mug is on a different desk. At first, he dismisses it, thinking it's just fatigue playing tricks on him. But the oddities multiply: other objects have also moved. He realizes something is terribly wrong but can't explain what's happening. His pulse quickens, his breathing grows heavier, and only one thought races through his mind: "I need to get out of here, fast." But will he manage to escape, knowing that tonight a Yokai — an ancient spirit — has come to the office to play a cruel game with him?

Game description

The game combines elements of horror and adventure, as uncovering the events in the office is key to escaping. To achieve your goal, you will have to solve puzzles, like finding scattered keys with the help of various clues and hints. But don't forget: while you search for a way out, the Yokai — a sinister spirit — is hunting you down. You can't fight or banish the ghost; your only option is to hide. The game features "safe spaces" where you can take refuge for a short time to avoid the ghost's deadly grasp. You can hide in closets, behind sofas, under desks... but beware — if the Yokai sees you hiding, no place will save you. He will find you no matter what.

Controls

Movement – W, S, A, D

Player turn – mouse

Interaction with items – F

Pick up an item – E

Release an item – G

Pause – Escape

Game Mechanics

Player Movement

The player has a classic W, A, S, D movement to walk in different directions and uses mouse to change the angle of direction. Jump mechanics are absent in the game.

Pickable objects

Player is able to pick up some objects by using E key. Important game object – notes, keys, pass card. Player will be also able to pick up small not important game objects (pen, photo frame, etc.) but it won't be very usable. All objects can be released by pressing G key.

Usable objects

Some objects can be interacted with using the F key. For example, opening doors. Some doors will be locked and you will need a key to open them. These can also be safe zones. When you reach a safe zone, you can press the button to trigger an animation that shows your character hiding.

Minigames and quests

As the story progresses, you will have to go on different quests. There will be used game mechanics.

For example, quickly connect the wires as in the game among us while the ghost is chasing you. Buy a cola from the vending machine to obtain the key, though this will summon a hunt...

(See the list of quests in the plot)

Checkpoints

Since the game is relatively short, the player will only have a few checkpoints on the 2nd floor (it's impossible to die on the 1st floor). As the game progresses, reaching certain locations will trigger automatic saves. There will be a checkpoint after each completed quest on the 2nd floor, and if you are killed by a Yokai, you will automatically respawn at the last checkpoint.

Infinite staircase

When you go from the first floor to the second floor you can go up an infinite number of times. You will still get to the second floor. At this point in the game there will be a spatial loop.

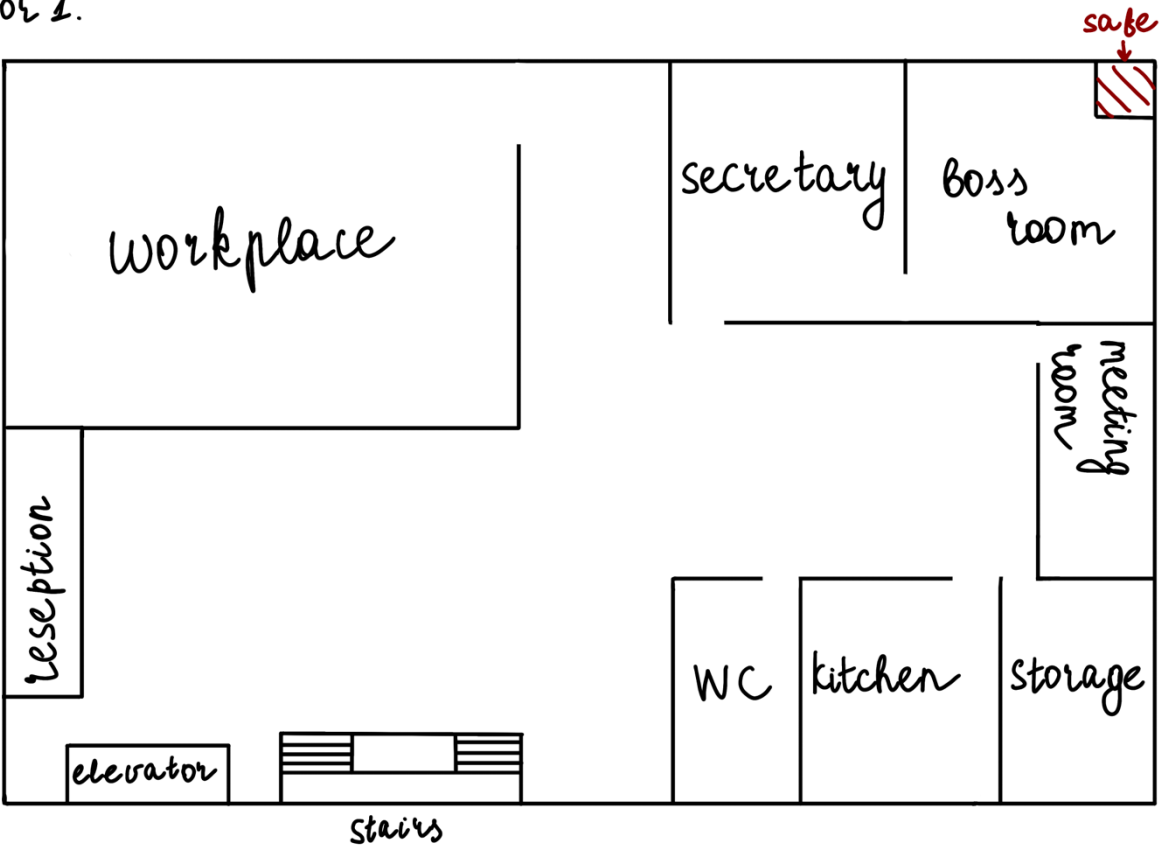
Cutscenes

The game will include multiple cutscenes that deepen the storytelling experience. These scenes will be illustrated in a comic book style capturing dramatic moments and important plot developments. Each cutscene will seamlessly blend with the gameplay, immersing the player further into the game.

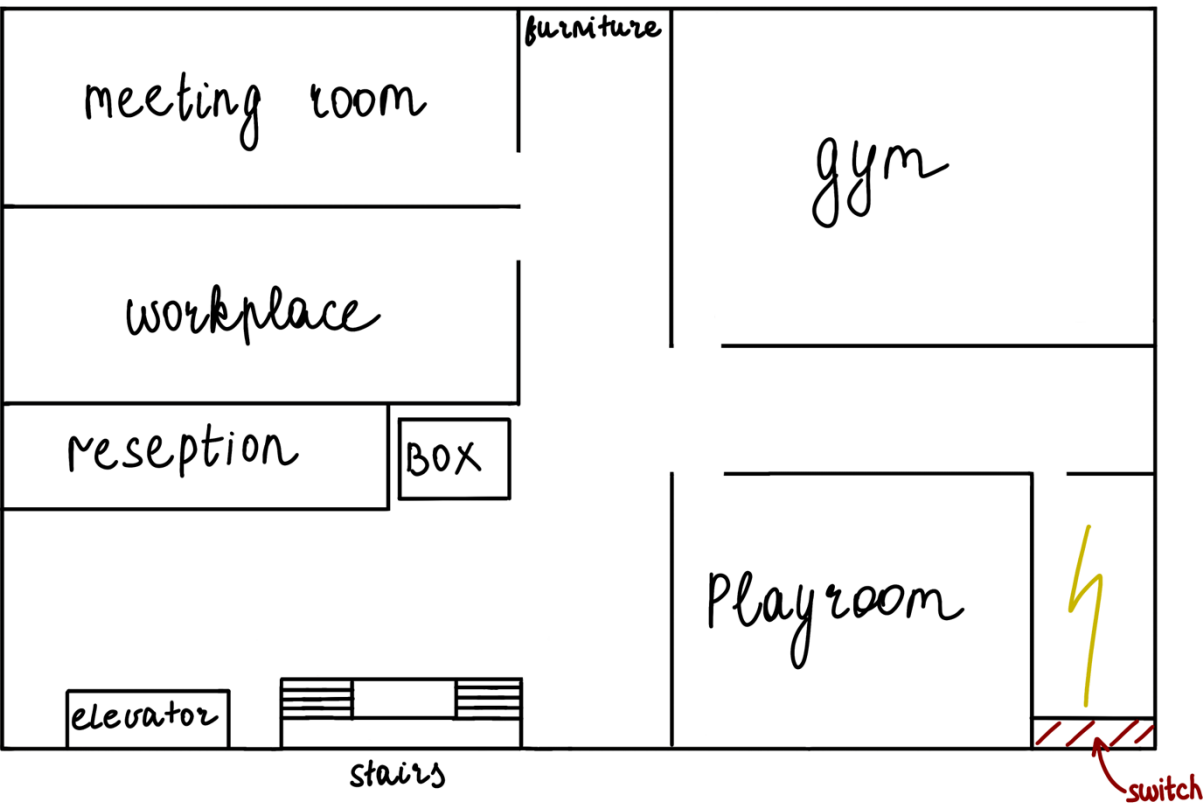
Map

The map will consist of 2 levels (floors)

Level 1
Floor 1.



Level 2
Floor 2.



The map will be designed to look like a Japanese office. Each room will be used in game and there won't be any useless rooms.
Watch the plot.

Obstacles

Ghost

On the second level (see map), a ghost Yokai will be introduced into the game. It will be a non-trivial ai that will hunt for the player. The ghost will randomly spawn in different rooms and wander the office, searching for the player for a set duration. It can pass through closed doors, but not through walls. If the ghost spots the player, it will lunge at him and kill him. The appearance of the ghost, the way it notices the player, and the end of the hunt will have a soundtrack. You can hide from the ghost in safe spaces. If you hide in front of the ghost, you are considered spotted and he will catch up to you and kill you. After death, a jump scare is triggered, and you will respawn at the last checkpoint, depending on your progress.

Screamers

Screamers will occur as jump scares on the first floor and as screamers when the player is killed on the second floor.

UI

Main menu

The game will have a main menu with buttons to start the game and settings. In settings you can change localisation, sound control. That is the most basic settings

Task overview

During gameplay, the current task will always be displayed in the corner of the screen. This is to help players better navigate the story and avoid confusion. The interface will not be cluttered, and the text will be neatly positioned in the corner.

Pause menu

During gameplay, you can pause the game by pressing the key. Here, you will be able to go back to the main menu or continue the game.

Sound Effects

- Screamers
- Ghost: When the ghost appears, at the end of the hunt, if it spots you, if it eats you.
- As you progress through the game, various items drop (breaking a lamp, opening doors...)

Lots of the sound was/ will be made by ourselves (the list will be added)

Plot

The plot is that an offset worker has fallen asleep and all the game actions are a raft of his imagination.

First floor

At first he wants to go home, but he forgets his pass on his desk. He returns and sees that all the things are out of place. Already realising that something is wrong he hurries to the lift, but it doesn't work. The door from the stairwell is also inaccessible. It is locked with a key. The hero is not confused. He remembers that the boss should always have a spare key. So we head to his office. In the secretary's office we find a diary. It reveals that the boss has started taking drugs and has lost his mind. He threw all the important things, including the keys, into the safe and changed the pin code. The pin code itself he wrote down on some papers and the last thing the secretary saw was that he went to the meeting room.

Then we go on a quests:

1. The diary will send us to meeting room

There's a letter on the table in the meeting room that says deadlines are looming and

we're short on TIME. There will also be a request to change THE CLOCK in the meeting room. The hero then emphasise that it is strange, because the clock does not go at all and all hands are frozen on one digit. He also sees inscription "Boss, we are waiting for you in workspace 1."

2. There'll be a board in the workspace 1 that says.

"Homework for all new employees. Learn the binary number system and how it works. The assignment is x (x is a number in the binary system). Additional assignments can be found in the warehouse." With boss's signature.

3. We find a note on the warehouse's door from the janitor that he's gone for a break.

If you want to find tasks on the additional training, they are on the table, and if you want to have a snack, there are sandwiches in the fridge. (and there will be sandwiches on the table). So he got confused, and the actual assignments (along with the note) will be in the refrigerator. Plus, there will be a voiceover asking, "So what's in the refrigerator?"

//reference to the toilet (most likely just crying from the toilet will be heard in the corridor)

4. A baby is crying in the toilet behind a closed stall. Dialogue:

P: Oh my God, are you okay? What are you doing in there?

B: I don't know, I'm scared. Where's my mom?

P: It's okay. Open the door, and I'll help you.

B: Really? Mom said I shouldn't trust strangers.

P: Trust me. I'll get you out; just open the stall.

B: But you're not a ghost, right?

P: Come on, kid. Ghosts don't exist.

B: Then who's behind you?

A jumpscare occurs, and a bloody number appears on the wall.

The puzzle is complete.

Now that the player knows the pin code for the safe, they return to the boss's office, open the safe, grab the keys, and head to the staircase. Once he unlocks the staircase, the infinite staircase loop begins.

Second floor

"Since I can't escape by stairs I need to turn on elevator. There must be a switchboard for the elevator at the electrical room on this floor."

As we approach the electrical room the lights go out, the shaking and loud noises start. The Yokai says to us. "Let's play hide and seek, shall we? I'll look for you and you look for the last hope?" Evil laughter.

And a note appears underfoot that reads "They all said I was crazy, that I was insane... I've stopped counting how many days he's kept me in this nightmare. In the time I've been here, I've built a few places to hide. But it's no good just sitting around. I swear I'll get out alive! If you're reading this, I've set up a base at the end of the game room. Let's try to meet there."

When we come to the play room we see traces of living (tins, cans, dirt). Player finds a note.

"The only way out is the lift. The stairs are enchanted. No matter how many times I go up, I'll still get to the same floor. But the problem is, the power's off. The switch is in the electrical room, but it's locked. I found out that the key is in the meeting room, but you can only get in with a pass. A co-worker of mine left it in the locker of the locker room in the hall. I'm on my way there right now. Wish me luck."

Here is the first checkpoint. Here the quest starts

Locker room.

The player must go to the locker room to meet his boss there. As soon as he passes into the hall (there will be only one corridor path through the hall), some of the simulators will fall down. It will be necessary to run to the locker room to hide in the

wardrobe. As soon as the player hides there will be a sound like Yokai breaking the locker door and the sound of meat. Then the end of the locker room changes to a bloody mess. On the wall in carcass (boss) blood is written. "you're next", and on the floor lies the very same pass. The player picks it up and walks to the meeting room.

Next, the player will be set a goal to get the key, but he may accidentally stumble upon an intermediate quest (which does not affect the game)

Side quest

Let it be more of an easter room and do if we have time. There will be a safe in the corner and a sign that says "the password has recently been changed. Consists of 3 letters." And on the wall are the top 3 employees of the month. The first letters of their names will be the password to the safe. We could just put a cake in it. Or a thank-you note from the authors.

The final quest.

Once player arrives to meeting room there will be checkpoint. Player enters the meeting room by pass and see that at the very end of the table there is a key. As soon as the hero picks up the key, a phrase begins. "1 2 3 4 5 I go looking. Who didn't hide I'm not to blame." And begins a hunt that will last a minute". After it stops you will need to rush to the room with electricity, open the door and start the lift. Then the player goes to the lift.

Cutscene:

The player calls the lift. When it arrives, he presses the button for the 1st floor, but the elevator takes him to the rooftop, where the Yokai forces him to jump. Just as he thinks he's about to die, he wakes up to his boss shouting at him, "You've slept here all day and you haven't completed a single homework assignment, you moron. You're fired!" The player realizes it was all just a nightmare. The end.