

# SEGATAKAI – Game Concept Document

## Introduction

*Segatakai* (from the Japanese 「背が高い」 meaning *Tall*) is a first-person horror adventure game for the PC and Mac that uses the *UDK* (UE3) and throws players inside the grounds of an old abandoned mansion in rural Japan, where a mysterious tall being hunts in the night.

## Background

The game is based on the *Slender Man* mythos (by Victor Surge) and is essentially a re-imagination of Parsec Productions' free short game *Slender* with a stronger focus on atmosphere, immersion and psychological horror. Parsec Productions' game took the internet by storm, and soon thousands of videos had been made where people filmed themselves playing the scary game – and viewers loved it! Soon after, many independent short games inspired by the concept were being released online, but very few seemed to try and bring something new to the table. This is where *Segatakai* comes in.

## Description

In *Segatakai*, you control an anonymous character that wakes up inside the grounds of a mansion known as “House 03” without knowing why. Picking up a quickly fading Lantern you start to explore the mansion's interiors across two connected structures and its forest-like grounds. The massive structure is overwhelming and if you want to survive, your only choice is to grab all 8 notes that are scattered around the map which seem to include clues about what is going on and how to leave. But this seemingly simple task won't be so easy – apart from the labyrinthic interiors and massive grounds, there appears to be a very tall mysterious being hunting you for unknown reasons. If you want to uncover the truth behind the tall man, what happened inside the house and who left these clues you must make haste and grab all the notes while evading the tall man, collecting keys which will aid you in opening locked doors and further explore your surroundings, managing the light you have left and when it's a good moment to hide inside one of the many closets in the map and let it recharge safely. But don't hide for too long, or you might have a surprise when leaving your safe spot. When the screen is filled with static, prepare to run – *The Tall Man* is close. If the screen is completely filled with static it's Game Over.

*Segatakai* is partially procedurally generated. Every time you start a new game you wake up somewhere different, the notes will appear in different places, the keys will be scattered in different spots, and doors that were once locked might be unlocked this time and vice versa. To get familiarized with “House 03”, you must explore thoroughly and make mind notes of certain landmarks that may help you find your way when you restart the game and wake up in a completely different place. But remember that the *Tall Man* is around, waiting to hunt you: “Always watching”.

### Player Motivation

To uncover the secrets of “House 03” by unlocking both endings when playing for the first time, and to achieve the highest score possible with the *Challenges* system for subsequent playthroughs.

### Genre and Setting

Short Single-Player First-Person Horror Adventure with procedurally generated elements set in a centuries old mansion in rural Japan.

### Platform(s) and Territories

The game is set for a worldwide online digital release on the PC and Mac.

### Target Audience

This game should appeal to a more mature audience, horror fans, adventure fans, exploration fans and YouTube Content Creators who specialize in short horror independent games. This game is set for an 'M' rating 18+.

### Competitive Analysis

Although there has been a recent rise in horror games (more specifically first-person horror games), there seems to be a lack of innovation and the focus is generally the same. The genre needs a new focus and new elements, and *Segatakai* thrives to bring something to the formula.

## Key Features

- **Terrifying Immersion:** In *Segatakai*, there is no HUD or in-game menus. Once you press the *Start* button, you are thrown inside the game with only a Lantern by your side and you move around in a first-person perspective which will make you feel like you are actually inside “House 03”. This, together with carefully crafted atmosphere, music, sound design and randomized scary events will provide a highly immersive horror experience.
- **Procedurally Generated Elements:** No two playthroughs of *Segatakai* will ever be the same. When the game boots up you wake up in a different place in the map, and the notes, keys and locked doors are all randomly calculated by a special algorithm. The only way to overcome the challenges the game throws at you is to tread carefully, explore thoroughly and get familiarized with your surroundings.
- **The Tall Man:** While exploring “House 03”, you will be hunted by a mysterious being called *The Tall Man*. He teleports at will and could be anywhere – behind you, behind a door, just around the corner. Depending on how many notes you possess he will start behaving more and more aggressively.
- **Challenges:** Apart from the main objective of *Segatakai*, there are secondary objectives which are called *Challenges*. Achieving these *Challenges* provides you with your final game score. Some *Challenges* add to your overall score, others subtract. It's up to you to figure out how to perform a *Perfect Run* and achieve the highest score! These *Challenges* will change the way you approach the game and will have you experimenting with new ways to play.
- **Story Based on Famous Fictional Mythology:** *Segatakai*'s story is based on the *Slender Man* mythos, created by Victor Surge. These fictional myths speak of a very tall and slender man wearing a suit, with tentacle-like appendages on his back and a blank face who abducts people (mainly children). Unlike most other games based on the mythology, *Segatakai* takes elements from the mythology and adds them to the game.
- **Original Story:** One of the main differences between *Segatakai* and other similar games is that *Segatakai* has a focus on story. Even though it is kept to a minimum in-game to preserve the immersion and tension of the situation, the game is accompanied by a blog which serves as the diary of one of the main characters of the game, *Laura Niel*. The story follows a family of 3 that moves to Japan after a job promotion, only to find themselves far from civilization where strange things are happening.
- **Multiple Endings:** The game features two distinct endings, the *Normal Ending* and the *Good Ending*. To achieve the *Normal Ending* you will only be required to get to the end of the game. For the *Good Ending*, you must discover a secret hidden inside “House 03”.