背がバ高い

SEGATAKAI
GAME DESIGN DOCUMENT

INDEM⊙NAI
GAMES

Document Overview

Overview

This is the Game Design Document (GDD) for *Segatakai*. This document is broken into major sections, each describing a particular aspect of the game. All content present in this document is the work of Fábio Guedes.

Revision History

This section holds a list of all the major changes that were made to this document since it was first created.

Revision	Date	Description
0.1	December 30th 2012	First draft is created containing a rough overview of how the game plays.
0.2	February 14th 2013	Added more information about the developed game mechanics. Added research that was done about the *Slender Man* mythos.
0.3	February 20th 2013	Story completed, rough description of all the mechanics, characters and map.
0.4	April 24th 2013	Added various new sections to the document including a description of the music, sound, logo, game icon and launcher.
1.0	June 5th 2013	Added credits, team + jobs, logo, game icon and launcher images and other information. The document is completed.

Table of Contents

1 – Project Overview

1.1 – Overview

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 *Unreal Development Kit* (Unreal Engine 3) and throws players inside the grounds of a centuries old abandoned mansion in rural Japan, where a mysterious tall being hunts in the night.

1.2 – High Concept

Escape House 03.

As described in section *1.1 – Overview*, *Segatakai* is a first-person horror adventure game for the PC and Mac. Players will take on the role of an anonymous character who wakes up inside the grounds of House 03 without knowing by who or why. While exploring, a strange mysterious tall being named *The Tall Man* will hunt the player down trying to prevent victory. To escape the house, the player will have to collect 8 notes that are scattered around the mansion containing clues as to what is going on in the house, where the exit is located and how to leave.

The primary focus of *Segatakai* is to create a short horror adventure with a focus on exploration, atmosphere and immersion – something that has been lacking in the genre in independent horror games. The pacing will start slow, building tension, and will keep getting higher and more franctic as the player grabs the pages. The control scheme will be intuitive, with some functions being accessible through more than one key, providing the player with the choice to play with the controls that feel more comfortable to him / her.

To keep the game fresh and exciting, there will be certain procedurally generated elements which will result in the game being different every time it starts. These are: player start position, note locations, key locations, locked and unlocked doors.

1.3 – Target Hardware & Territories

The game will be developed for PC as the first platform, followed closely by a Mac release. No controller support will be available at release.

Segatakai will be released worldwide simultaneously through online digital distribution (IndieDB, Desura, Official Website).

1.4 – Price and Distribution

The game will be released through online digital distribution. It will be available for free download through the following websites:

IndieDB
A website where Indie Game Developer may upload and distribute their own Games, post Projects in Development, gather a fanbase and share updates and news. Distribution is free of charge to the developer for a free downloadable game. (http://www.indiedb.com/)

Desura
At a later date, the game will be made available for free download through the online store *Desura*. The consumer will be able to download the game either from within the *Desura* Application (Windows) or their website. (http://www.desura.com/)

Other options for distribution could be added in the future.

The game will be freely available for everyone to download.

1.5 – Marketing

The game will be marketed through two mediums:

Online Blog
The game will be preceeded by an online blog, which will be posted to several forums and pages regarding Horror Games / Slenderman mythos. The blog will portray the background story of the game through the words Laura.

The blog will appear to have been updated for a few years (roughly from 2010 to 2012), before the owner stopped writing suddenly for unknown reasons. From the beginning to the end, the blog posts will appear more and more twisted and weird, protraying the panic, fear and bewilderment the character is feeling towards the happenings around her.

The game opens up a few days after the blog ends: when the unknown, nameless main character (represented by the player) decides to enter and investigate the house numbered 03.

The blog can be found at the following location:
http://segatakai.wordpress.com/

Trailer and Other Videos

The game will receive a trailer a couple of days before its release date. Said trailer will be uploaded to the Negative² Games Official YouTube Channel and the game's and team's IndieDB Profile pages. Apart from said sources, the trailer will also be distributed through Facebook and Twitter.

At a later date, a "Soundtrack Sampler" video shall be uploaded to the same locations promoting the soundtrack and, by default, the game itself. The video will contain small sound samples of the soundtrack, with graphics and art from the game, a link to buy the soundtrack and to freely download the game through our distribution platforms of choice.

1.6 – 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".

1.7 – Team Members / Roles

The *Negative² Games* team is consisted of:

Name	Roles(s)
Fábio Guedes	➢ Game Design ➢ Programming ➢ Scripting ➢ Speedtree Models ➢ Level Design ➢ Sound Effects ➢ Music ➢ Concept ➢ Research ➢ Story ➢ Launcher (Visual Basic) ➢ Planning
Daniel Francisco	➢ 3D Models ➢ Textures ➢ Level Design ➢ Concept ➢ Research ➢ Story

1.8 – "Slender Man" Mythos Research

(The following section is the research done while creating the game concept and contains information accessible online at various locations. It is a compilation of what we believe to be the essence of the "Slender Man" and the most important aspects)

◆ Slender Man is a tall, thin figure wearing a black suit and a blank face.

◆ He can stretch and shorten his arms at will and has tentacle-like appendages on his back.

◆ He can cause memory loss, insomnia, paranoia, coughing fits (usualy called "slendersickness"), photograph / video distortions and teleport at will.

◆ He also stalks children (original myth)

Details we could use for the notes / backstory blog:

• Suit

• Blank Face

• Tall

• Stretched Arms

• Tentacles

• Memory loss

• Insomnia

• Paranoia

• Slendersickness

• Photograph & video distortions

• Teleportation

• Stalking (abducting) children

Random information from various sources:

"We didn't want to go, we didn't want to kill them, but its persistent silence and outstretched arms horrified and comforted us at the same time..." - 1983, photographer unknown, presumed dead.

One of two recovered photographs from the Stirling City Library blaze. Notable for being taken the day which fourteen children vanished and for what is referred to as "The Slender Man". Deformities cited as film defects by officials. Fire at library occurred one week later. Actual photograph confiscated as evidence. - 1986, photographer: Mary Thomas, missing since June 13th, 1986.

Other recurring names are: Schwarzwald ("The Black Forest"), an actual place in Germany where the creature is said to have first appeared, and Der Ritter ("The Knight") based on several 16th century woodcuts by Hans Freckenberg that featured a strange figure duelling another man (below).

DEVELOPER NOTES:

We should get more information about the doctor that is spoken of here, and about the said forest Schwarzwald. We could use that for the notes and for the map as well. We could also grab that picture and use it as a painting hanging inside the house or something.

We could also (maybe) reference the mockumentaries that people are doing on YouTube about the Slender Man (Marble Hornets, TribeTwelve, etc) to bring all the mythology closer together.

2 – Characters

2.1 – Main Character

There is only one playable character in *Segatakai*.

You

This nameless character ventures into House 03 for unknown reasons. After entering the gate and blacking out, the character wakes up in a random place inside the grounds. Who this character is and what it's doing inside the house is unimportant. The mute and anonymous character is supposed to be an in-game representation of the player – the player *is* the character, so the player is free to decide the character's motives and characteristics.

2.2 – Enemy Character

There is only one enemy character in *Segatakai*.

The Tall Man

Also known as "Slender Man" or "Slender" for short, The Tall Man is a figure that stalks our characters. In the game's story, back in the 1960's, a very wealthy noble man lived in House 03. The man was infamous for helping a lot of projects all over Japan financially. Without reason, the man started behaving weird all of the sudden. People described him as "not the same man we knew" and "it's as if he is inhabited by a different person". But his atittude towards those in need, and his noble investments were still there. The man started forbidding people inside his house for no apparent reason, a place where people usually went for a well spent afternoon, chatting with the man about various things. Workers started to go into the house all of the sudden, and rumors that the man was building several traps inside the house started to spread. What could he be trying to protect? Eventually, right next to his house, in a children's park, 8 children mysteriously disappeared – and so did the man.

2.3 – Secondary Characters

There are 3 (three) non-playable characters in *Segatakai*.

Laura Niel

Happily married and mother of a healthy newborn son, she moves to Japan due to her busband's promotion, to the outskirts of a small rural village, where her life starts turning upside down with the suicide of her recently-paranoid husband.

Jack Niel

Upon receiving a job promotion, he relocates to Japan with his family. While working there, strange things start happening. He feels like he's being constantly watched and paranoia takes over him, eventually leading to his demise.

James Niel

Laura and Jack's son. He is still a baby when his father commits suicide so he was taken care for by his mother exclusively. When James is 6 years old he starts talking to an apparently invisible man. When his mother asks him who he's talking to, he replies with "*The Tall Man*". Not long after, he is kidnapped from inside his own room.

3 – Camera

There is only one camera view in *Segatakai*.

First-Person Camera

The game is played through a First Person perspective. Unlike most First Person games' cameras, in this case the camera will be attached to a character (skeletal mesh) which the player controls. Although the camera is set up like this, there is no body awareness, as the skeletal mesh will only be from the torso up. The main objective with this is to better control the arm movement through aim nodes when looking up and down.

First Person camera was chosen as the best perspective for the game for immersion reasons. The objective is to have the player feel like they are living the experience: they are the main character and they control their destiny.

Camera Example	Description
	Default First Person Camera View The primary camera view for *Segatakai* shows the map through the eyes of the main controllable character.

4 – Controls

Control Scheme

Using the keyboard and mouse the player can move the main character around the map and interact with various objects in the game world. The control sceheme follows conventional first-person controls for regular movement. Other player functions are binded to a keyboard key and a mouse button, this way, the player may choose the preferred controls. The choice of using the Escape key to quit the game was made because, for immersion reasons, there won't be an in-game menu.

USE /
PICK UP

TOGGLE
LANTERN
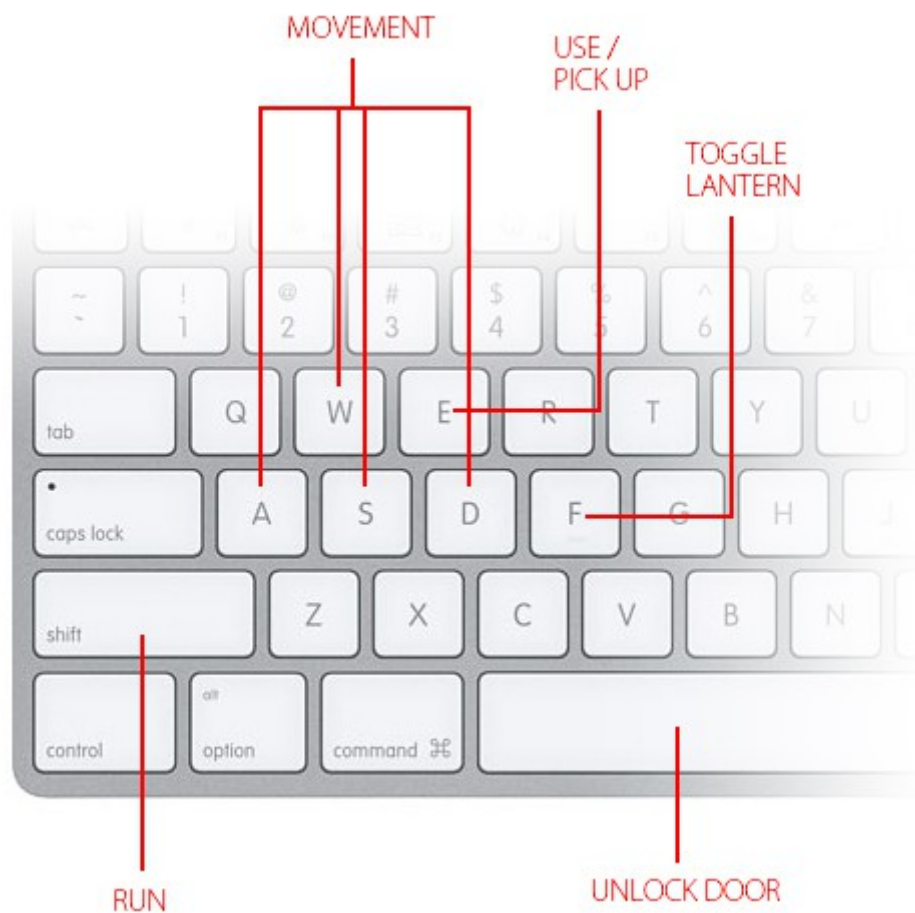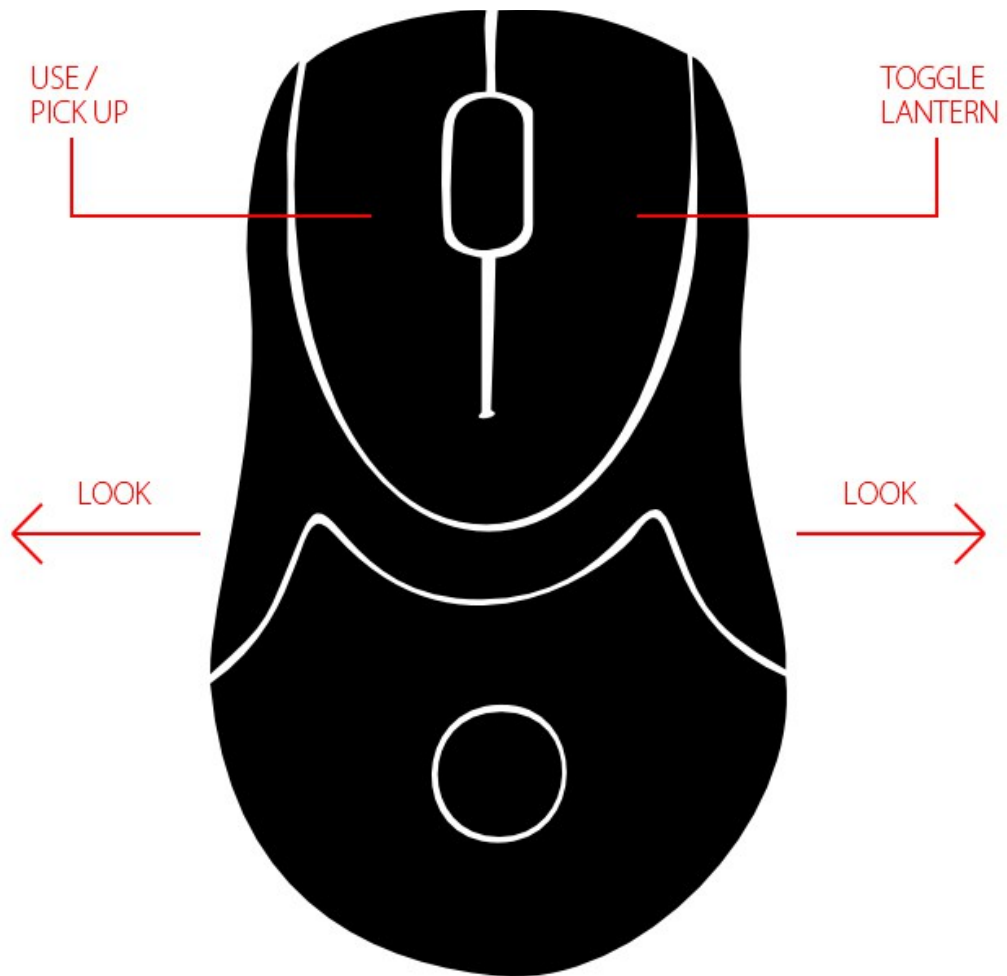
LOOK

LOOK

5 – Gameplay

5.1 – Movement and Stamina

Walking

In *Segatakai*, like in most other games with a First-Person Perspective Camera, the players utilize de W, A, S and D keys to move forward, strafe left, move backwards and strafe right respectively. To look / aim at objects, the player will move the mouse. Moving the mouse a certain direction will have the camera turn in the same direction in the game. Aiming directly at objects is essential to be able to grab them.
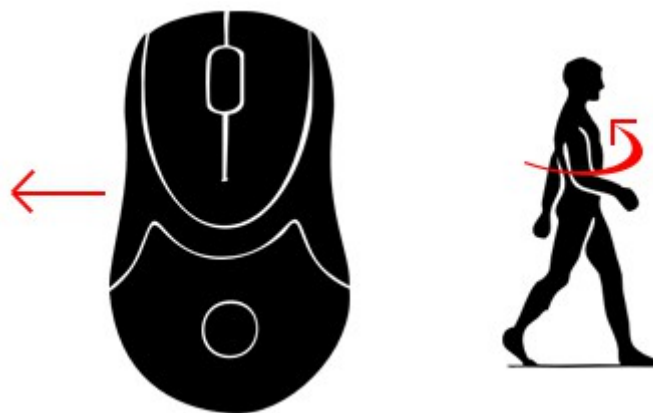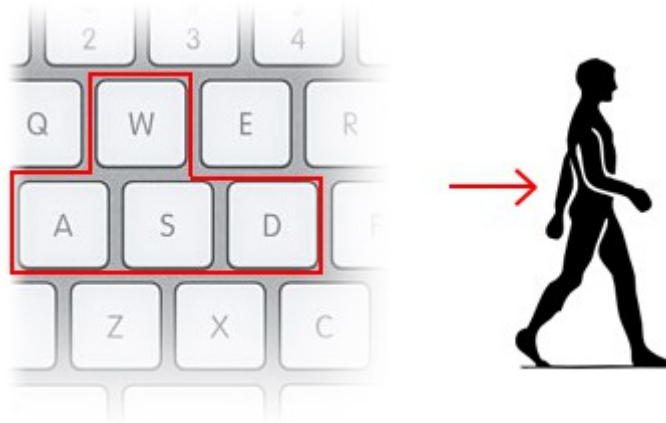
Running and Stamina System

The player has the ability to run by pressing and holding the Left Shift key, but eventually the controlled character will start breathing heavily and get tired, forcing the player to stop running and result to just walking while stamina builds back up. It is still possible to try to run while exhausted, but this will only result in the stamina taking longer to recharge and will contribute to a couple of *Challenges* that decrease the overall final score.

5.2 – Enemy Behaviour

The Tall Man, much like Slender Man in the game "Slender" teleports at random to places progressively nearer to the player depending on how many notes the player has. The more notes, the more aggression from the Tall Man. There are several possible spawn points scattered around the map where the Tall Man can spawn, so he will rarely spawn in the same place twice.
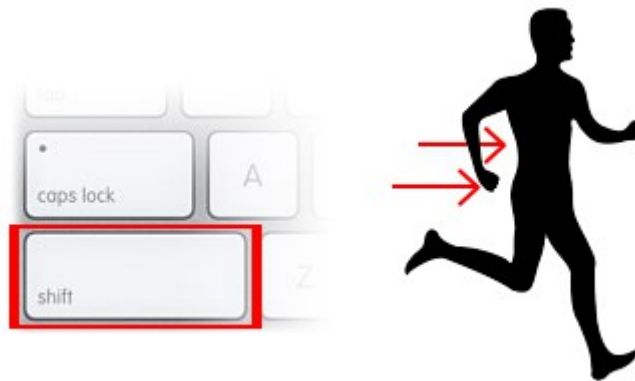
The Tall Man has two start conditions. When the player grabs the first note he will start hunting. In case the player takes more than 3 minutes to find the first page, the Tall Man will start attacking regardless. This is to prevent the player from searching around the whole map, paying attention to each place where there is a note, and then grabbing them all as fast as possible. With this, we encourage exploration while evading the mysterious creature which results in a better experience of the game overall.

Once one of this conditions is met and the Tall Man is active, he will respawn in regular intervals. These intervals, together with the distance to the player are shortened by getting notes, so as the player progressively grabs notes, the Tall Man will respawn faster and closer at each note. This behaviour is affected by the difficulty setting chosen by the player before starting the game.

Looking at the Tall Man will cause the game's screen to get static. The more static present in the screen, the less Health Points the player has. To prevent getting the Game Over Screen, the player must look away and run as fast as possible. Looking at the Tall Man from very close, or having him spawn really close will cause a sound effect to warn that the player needs to run away fast.

5.3 – Opening Doors

When loading, an algorithm will randomly select a couple of doors to lock. After this, it will calculate where to randomly spawn keys while preventing the player from being stuck (i.e. unable to open certain doors because of keys being unavailable) but still have a small number of them in the map.

Every key opens any door, there are no specific keys that open specific doors. Each key can only be used once, so the player should keep track of how many keys he / she has collected. Double doors need only one key to open. A door being locked does not necessarily mean there is something of use inside. The player can open an unlocked door by using the E key or the Left Mouse Button while looking directly at the door. To use a key and unlock a door, the player must use the Spacebar key while also looking at the door. Keys can be picked by pressing the same combination of keys.

5.4 – Hiding

To prevent losing the game, the player can hide from the *Tall Man* inside the closets (they must be closed for the hiding mechanic to take effect) by pressing the E key or the Left Mouse Button when looking at the closet's door. Hiding in the closets will contribute to a lower overall score due to certain Challenges getting activated.

Closets are also very useful as a safe place to go in and recharge the Lantern in

case the player is near the end of the game and the Tall Man is at it's most aggressive state.

5.5 – Lantern

Throughout the game, the player has access to a very dim Lantern. It illuminates in a circle around the player, keeping what's further in front of it's radius in darkness. The Lantern produces an orange tone due to the small ember of the candle.

Depending on the difficulty level chosen by the player, the Lantern could stay on forever, for a long while or just for a short while. When the Lantern goes out it is necessary to keep it down and let it recharge. It will recharge gradually, meaning that if the player brings it up before it is fully recharged, it will take less time to go out again. Closets are useful and safe places to recharge the Lantern.

The player can turn the Lantern on or off by pressing the F key or the Right Mouse Button. When the Lantern fades, it will automatically be stored away.

5.6 – Passive Events

Inside both structures on the map there are several mannequins scattered around. When the game loads, an algorithm chooses a couple of mannequins at random and gives them special interactions. One of the mannequins shakes its head when the player inspects (looks at) it from close by, the other looks in the player's way when the player gets near.

These actions in no way affect the game or the gameplay, they are just passive interactions to help create the ambience and overall tone of the game and the map to immerse the player.

5.7 – Challenges

What are Challenges?
Challenges are a way for players to experience *Segatakai* in several other ways by changing how they play the game. The incentive is to get the highest score possible

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by achieving different challenges. Some challenges add to the score while others subtract, so it's up to the player to figure out the logic and try to maximize the score. The challenges are shown to the player in the Game Over / Retry screen together with the final score.

The challenges and conditions are the following:

Name	Condition(s)
The Bleeding Tree	Get the Caught Ending (Normal Ending).
Happily Ever After?	Get the Leave Ending (Good Ending).
Not Afraid of the Dark	Finish the game without using the Lantern.
Be Very Afraid...	Fully recharge the Lantern more than 5 times in a single game.
The Fearless Collector	Find all the keys in the map before grabbing the eighth note.
The Blind Collector	Find all the keys in the map before grabbing the eighth note without using the Lantern.
Crippled	Fnish the game without running.
The Blind Cripple	Finish the game without running or using the Lantern.
No Place to Hide	Never set foot inside a closet.
Scaredy Cat	Spend a total time of 3 minutes or longer inside the closets in a single game.
Claustrophobic	Open every locked door in the map.
The Calculator	Finish the game with zero keys in your possession.
Cardio	Get exhausted more than 15 times before finishing the game.
Screw This! I'm Outta Here!	Keep running while exhausted for a total longer than 1 minute.
Lost?	Don't grab any notes at the start of the game for at least 10 minutes.
Just a Peak	Use the Lantern for less than 30 seconds in a single game.
Why Would I Do This?	Unlock two different doors that lead to the same place.

OBS: "Claustrophobic" does not require every cage to be opened.

Perfect Run

The score increases with the number of notes owned by the player by the end of the game. To achieve the highest score (1000/1000), the player must achieve a *Perfect Run*, which is acquired by taking on the following Challenges in a single game:

Perfect Run
- Happily Ever After?
- The Blind Collector
- The Blind Cripple
- No Place to Hide
- Lost?

5.8 – Endings

The game contains 2 (two) different endings:

Caught Ending (Normal Ending)

The player must grab all the 8 notes, find the way into the *Path of Black Leaves* through one of the gates outside and witness the final cutscene, where Laura's body is found hanging from the *Bleeding Tree*, and the *Tall Man* catches up to the player, killing the character – the screen turns black and the credits roll.

In this ending's credits scene, the map is rendered during night time.

Leave Ending (Good Ending)

After grabbing all the 8 notes, the game will choose a random note spawn point in the map through an algorithm and spawn an extra ninth note. After grabbing this mysterious note, a weird sound keeps looping, increasing the tension. The player must then make way into the *Path of Black Leaves* as normal, but now in the possession of the extra note. The cutscene that plays next is exactly the same as the one in the *Caught Ending*. After the static disappears and the screen goes black, the game chooses a random spawn point for the player and places the character there. The character regains consciousness and the player is able to control it again. This time, the map is bathed in sunshine and birds sing, it's no longer the dark night the player got used to. This helps to

both raise the uneasiness and the calm factor. The player must find a way to the other gate that is located outside and that has been locked all this time (the gate to the *Path of Black Leaves* is now locked again). After opening the gate, the character walks away into freedom. The screen fades to black, and the credits start rolling.

In this ending's credits scene, the map is rendered during day time.

5.9 – Items

Throughout the game, the player can gather certain items:

Notes
The player must gather these 8 notes to escape the house.

Keys
The player must gather keys to unlock several doors and further explore the house.

Extra Note
A mysterious note that appears after all the other 8 notes have been collected.

5.10 – Readable Notes

THIS FEATURE HAS BEEN SCRAPPED DUE TO CLOSE DEADLINE

Apart from the notes needed to progress through the game, there are also various journal clippings and other pieces of paper scattered around the mansion which further develop the story and backstory of the game. To read these pages, the plays only needs to get close.

NOTE #1
"He took my baby. Why am I here?"

NOTE #2
"I saw someone coming inside 03. Could it be him? I needed to find out. So, here I am."

NOTE #3
"My cough has been worsening lately. I need my baby."

NOTE #4

"No one's in here. Why haven't I left yet?"

NOTE #5

"Could my baby's disappearance have anything to do with the 1623
 case?"

NOTE #6

"He took my husband. He took my baby. He wants to take me. He won't."

NOTE #7

"I can feel him in the shadows. It's the same feeling I've had the
 past few weeks at home and at work. Is he the one who took my baby?"

NOTE #8 (Written in panic)

"THERE'S A MAN IN HERE, HIS FACE IS GONE"

NOTE #9 (Written in panic)

"ALWAYS WATCHING ME, ALWAYS WATCHING ME"

NOTE #10 (Written in panic)

"彼は私を見ている。 彼は私を見ている。 彼は私を見ている。 彼は私を見
ている。 彼は私を見ている。 "

NEWSPAPER CLIP #1

"KANAGAWA TODAY – English Version

March 4th 2010

 SUICIDE IN KIYOKAWA
Yesterday, in a small community just outside of the small
village of Kiyokawa, an American man commited suicide by hanging
himself by the neck. Jack Neil's body was found by a work colleague
in his own office after several failed attempts of contacting him by
phone. Originally from California, Jack and his wife (Laura)
and son (James) moved from California to the outskirts of Kiyokawa
in 2007 due to a job promotion. As of now, we weren't able to
contact Mrs. Laura for more information, but according to his work
colleagues, James had been behaving strangely for the past few

months. He seemed paranoid 24/7 and acting like someone was constantly following him. He also appeared to be sick, and their colleagues spotted him coughing blood more than once. We end this article with our most heart felt condolences to his friends and family."

NEWSPAPER CLIP #2

"KANAGAWA TODAY – English Version

March 19th 2010

MISSING CHILD

The small village of Kiyokawa has been the stage of yet another tragedy. James Neil, child of recently defunct Jack Niel and current Kiyokawa resident Laura Neil, disappeared on March 17th. His mother, Laura, claims she last saw him in his room after laying him down to sleep. There are no signs of violence in James' room, and wether James was kidnapped or ran away is currently unclear. More news when available."

NEWSPAPER CLIP #3

"KANAGAWA TODAY – English Version

March 25th 2010

JAMES NEIL – MORE INFORMATION

You may remember our article about James Neil, a small American child residing in the outskirts of Kiyokawa with his mother who disappeared without any traces on March 17th. His mother provided us with some additional information on her son's behaviour pre-disappearance.

"He [James] was still very shocked with his dad's [Jack] suicide. He started talking to himself, and stopped talking to any of his friends. The last few days before his disappearance, I caught him playing inside house number 03 of our street, a very old abandoned mansion. When asked about why he was speaking to himself, he told me he was just talking to his new friend, who he would only call the

"Tall Man". I didn't take too much thought into it because I thought
he was just going through the normal phase of grieving his father..."

If you have any information concerning James Neil, please contact
your local Police Department."

NEWSPAPER CLIP #4

"KANAGAWA NEWS (Translated – Property of the Internacional Kiyokawa
Library)

April 10th 1623

8 CHILDREN KIDNAPPED, WATANABE TAKEZO'S DEATH

In the outskirts of Kiyokawa, there is a small community of
people living in a row of houses which has been struck with tragedy.
Eight of the locals' children have disappeared without a trace a few
weeks ago. No bodies were found, and the only clue the local officers
have is that the children started talking about a Tall Man who would
come play with them in the children's park near house number 03.

Amidst the small community, in said house number 03, lived the
very well known Watanabe Takezo, a very rich noble man who helped
various Kanagawa locations in times of need. A few days after the
disappearence of the children, Watanabe also vanished from his
mansion, only to be found dead in the children's park by a
neighbour a couple of days later. His body showed various types of
wounds, including cirurgical knife cuts (later sutured) and chest
impalation. The police has found no clues but are still searching.
Kanagawa Prefecture lost a very noble man. May his soul rest in
peace."

NEWSPAPER CLIP #5

"WATANABE TAKEZO (Translated – Property of the Internacional
Kiyokawa Library)

Watanabe Takezo, a very well known noble and wealthy man who
lived in the outskirts of Kiyokawa had his hand in many projects

throughout Kanagawa Prefecture who helped our country continue to grow and evolve. The exact nature of Watanabe's fortune is unknown, but his majestic house (house number 03 of the small community he was part of) had been the target of many attempted burglaries. None of which were successful. Watanabe's mansion had the most up-to-date security systems, which included, at the time, many handmade deadly traps scattered around the house. Wether or not these traps remain active today is uncertain, and no one is brave (or dumb) enough to try and see what exactly is (or was?) hidden in the mansion. It's speculated that Watanabe had a vault with all of his fortune inside, others say he had tons of gold in a safe room and, well, the speculation goes on and on to more weird territory, including that Watanabe was a practicer of Alchemy (although his interest in the subject was known)."

5.11 – Objectives (Victory Conditions)

The game has one main objective: the player must explore the map to find all the 8* notes scattered around. To do this, it is required to gather keys to open randomly locked doors to be able to further explore the structures. After gathering all the notes, the ambience quietens, and the gate into the Path of Black Leaves opens. The player must open way into it to witness the final cutscene.

*9 notes if aiming for the Leave Ending.

5.12 – Game Over Conditions

There is only one Game Over condition, and that is to lose all Health Points. While the player is grabbing notes in order to finish the game, the Tall Man will start his hunt. If the player looks at the Tall Man for very long, the screen will get filled with static. The more static in the screen, the less Health Points the player has. If the screen gets completely filled with static, the player will lose all the control over the character. The Tall Man spawns in front of the camera and attacks the character with its tentacles, killing it as a result, and the player will get the Game Over statistics screen.

5.13 – Difficulty Levels

The game has 3 (three) different difficulty levels that affect the *Tall Man*'s behavious as well as the Lantern mechanics as follows:

Difficulty Level	Description
Easy	➢ Normal *Tall Man* behaviour. ➢ Unlimited Lantern time.
Normal	➢ Normal *Tall Man* behaviour. ➢ Lantern takes a long time to turn off, recharges slowly.
Hard	➢ Increased *Tall Man* difficulty. ➢ Lantern goes out very quickly, recharges fast.

5.14 – Gameplay Time

This should be a very different "slender-like" game. A normal game should take around 10 to 15 minutes. The ambience should grow slowly to create tension. A complete game where one of the two endings is achieved should take around 25 to 30 minutes. It is also best for the game to not be too long to encourage people to replay and try new challenges and ways to tackle the game in many different ways for different experiences. The randomizing feature of many of the game's elements should also help to keep the game fresh everytime a new game is started.

6 – Game Modes

6.1 – Overview

Segatakai will only contain a single-player mode, with online multiplayer modes a future possibility.

6.2 – Single-Player Mode

Story

A grieving mother enters a strange abandoned mansion to find clues about her missing child, the connections between his kidnapping and the kidnappings of the 1960's, and uncover the truth about the mysterious "tall man" figure.

The player controls an unnamed character that enters the grounds of a house numbered 03 only to find there is a being residing in it that hunts people. The character starts to find several notes scattered around the house that seem to have been writting recently, could they lead to the truth?

Detailed Backstory

In 2005, a family of three consisting of Husband (Jack), Wife (Laura) and their newborn baby boy (James) lived very happily in California, USA. After the husband is offered a sudden job promotion, they relocate to Japan, more precisely the outskirts of a small village named *Kiyokawa*. Their house was located a few miles away from the main road that lead to the village, and on their small residential area, there existed five houses. Two of which were inhabited.

A bit frustrated with their situation, the couple do their best to provide their son the best life possible while trying to figure out a way to upgrade their current living conditions. The neighbours aren't very welcoming, and the abandoned houses have a certain mystique look to them, almost resembling haunted houses one could see in any friday night TV Horror Movie. Unsettling was a word to describe it.

Five years after moving to Japan, the husband starts acting weird, which made his wife start thinking he could be having an affair with someone from his Company. This idea was soon buried as her husband started to act ill. Coughing fits, paranoia, constantly looking behind his shoulder with a startled look on his face.

A few days go by and on an afternoon that looked like any other, news of her husband's suicide reached her ears. Hung with the aid of his belt inside his own office. After the initial shock, she remembered that her son was still a baby, he needed a strong parentel figure, so she did her best to move on from the incident and try to provide their son with the best life possible.

As if life could not get any harder, her life took a turn for the worse. In 2011, her 6 year old healthy child started talking to himself. After questioned by her about who he was talking to, he simply replied "the tall man". Discarding the situation as just an ordinary friend, she thought no longer of it, and soon after her child simply vanished from inside his room. She sought the aid of police, and while they were very helpful and reassuring, they were out of clues and didn't know where to start. Eventually, the police force started to give up.

She starts researching that area's story, and some frightning coincidences started popping up in old newspaper clips. Other kidnappings in the 60's from which the involved children were also never found. Mentions of a "tall man", as described by the children were also documented, as well as information that her current residing house was built on top of the playground where the children mysteriously disappeared.

In order to clear her mind and not following her late husband's fate, she opens up an internet blog, where she could vent off her feelings, and starts to work again, but something was not right. She had the creeping feeling of being watched at all times and starts feeling ill. Eventually her blog posts start getting more and more corrupted, mentioning the third house on the street for no apparent reason, stating that someone had her child locked up inside the house. She decides to venture into it after what seemed like an eternity of madness.

Inside the labyrinthic house, she finds several written clues that lead her to a gate outside. After unlocking said gate, she is surprised by the tall man, who rapidly takes her life.

Fast forward a few days, an unknown figure approaches House 03. Enticed by the monstruous presence of the building, our main nameless character enters the grounds and blacks out. After waking up in a different location inside the mansion's grounds, she discovers she is not alone. A tall man figure is stalking her from around every corner. Upon finding a couple of clues scattered around the house, the figure starts behaving violently and starts stalking her.

Upon finally gathering every clue she could find, the tall figure seems to have disappeared, and a last note describing one of the two gates placed outside in the grounds takes her there. Entering the mysterious path, where black leaves are falling from the trees, she discovers a gigantic tree that appears to be bleeding. Hanging from one of its branches is the now deceased Laura. Like lightning, the tall figure appears before our main character, and she blacks out.

Surprised that she is still alive, she wakes up in a different place again. But this time, it is finally day. Did she escape the nightmare alive? Is the outside gate open? She makes her way outside as fast as possible and releases a sigh of relief after managing to open the gate leading outside. She leaves.

6.3 – Credits

Names are distributed in alphabetical order (surnames).

Section	Content
A GAME BY	Daniel Francisco Fábio Guedes
INSPIRED BY	"Slender Man" Creepypasta by Victor Surge
ORIGINAL GAME IDEA BY	Parsec Productions
GAME DESIGN	Fábio Guedes
CONCEPT	Daniel Francisco Fábio Guedes

RESEARCH	Daniel Francisco Fábio Guedes
STORY	Daniel Francisco Fábio Guedes
PROGRAMMING BY	Fábio Guedes
SCRIPTING BY	Fábio Guedes
3D MODELS BY	Daniel Francisco
TEXTURES BY	Daniel Francisco
SPEEDTREE MODELS BY	Fábio Guedes
SOUND EFFECTS BY	Various Free Online Sources Fábio Guedes
MUSIC BY	Fábio Guedes
LAUNCHER BUILT BY	Fábio Guedes
LAUNCHER DESIGNED BY	Fábio Gedes
ENGINE BY	Epic Games
MUSIC	"In the Woods (Pages 1 & 2)" Written and Recorded by Fábio Guedes "Took the Children (Pages 3 & 4)" Written and Recorded by Fábio Guedes "Watches Me (Pages 5 & 6)" Written and Recorded by Fábio Guedes "Someone's Here (Page 7)" Written and Recorded by Fábio Guedes "Segatakai" Written and Recorded by Fábio Guedes "Forgotten Memories" Written and Recorded by Fábio Guedes "Unfound Peace" Written and Recorded by Fábio Guedes "Madness Unfold" Written and Recorded by Fábio Guedes Soundtrack Available at: http://fabioguedes.bandcamp.com/
BETA TESTING	João Lopes Jhonattan Marques Pedro Oliveira Rute Torres

The Credits should be present both when the player is displayed the Game Over screen and when achieving an ending. In the Game Over screen, the player is asked to press a key to show a page with the full credits. In the Ending Credit Scenes, the credits are rendered in the map and shown in various angles while the correspondent song is playing.

6.4 – Game Over Screen

The Game Over screen should display all sorts of information and statistics to the player to encourage improvement and challenging previous achievements. It should contain the Challenges achieved, the overall score and the following statistics:

- Total Time

- Pages Found

- Ending Name

- Keys Collected

- Keys Used

- Time Before First Page

- Time Spent With Lantern On

- Time Spent Recharging Lantern

- Time Spent Looking at Slender

- Time Spent Running

- Time Spent Resting

- Time Spent Running While Exhausted

- Times Exhausted

- Time Spent in Closets

The player will be prompted to press a key to retry, or another quit to exit the game back into the launcher.

7 – Game World

The game's events occur in a sole location: House 03. It is a huge mansion with weird architecture, mysterious labirynthic interiors, broken traps scattered all over and huge outside forest-like area surrounded by fences containing a small lake. The player can explore the two connected structures and all of the outside area.

Along the fences there are two gates: one of which leads to the outside streets, and another which leaves to the Path of Black Leaves. Initially, the ideas was that the gate to the Path of Black Leaves was not there to begin with: it would only show itself upon gathering all the notes. This was decided against to prevent not meeting our set deadline.

The player may also freely explore the not so deep lake which contains a big tree which mysteriously grew in the middle of it. Together with the big tree in the middle of the lake, there are other landmarks scattered around the area, which are possible spawn points for the notes: a big rocky natural structure, an enormous, seemingly bloated tree without leaves and the gates. All these landmarks, except the gates, can be found easily by looking at the sky thanks to their height and are a good way for the player to orient him/herself. When the player is near them, there is also an ambient sound added (for example: owls, crickets) The gates can be easily found by following the fences.

Inside the house, the notes have a lot more places where they can be spawned, so it's best to check every wall. The interiors are scattered with broken traps and mannequins with unknown use. The doors are randomly locked and the keys randomly scattered. On the top floor, both structures are connected by a wooden bridge. There are also verious closets where the player may hide from the Tall Man or to recharge the lantern safely.

One of the main objectives with the mysteriously abstract and labirynthic insides of both structres present in the map is to create a sense of confusion in the player and inspire the player to explore the surroundings and eventually try to find orientation inside the map.

Draft:
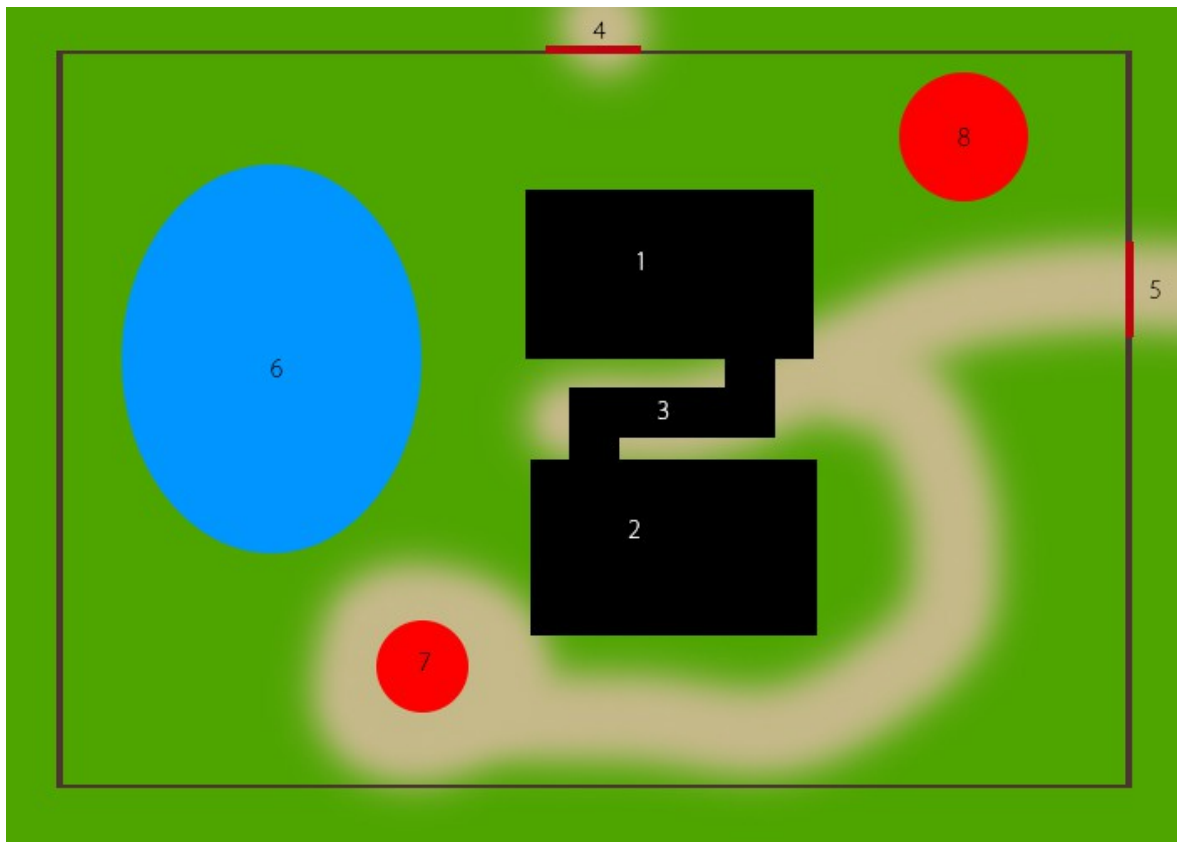
Number	Description
1	Structure A
2	Structure B
3	Structure Connection
4	Path of Black Leaves
5	Good Ending Exit
6	Lake
7	Rock
8	Big Tree

References:

8 – Settings

The game must contain two different Settings screens: Basic and Advanced. Here is a list of settings that are available for tweaking in each of them:

BASIC	ADVANCED
Resolution	Resolution
Windowed Mode	Windowed Mode
Vsync	Vsync
Mouse Sensitivity	Mouse Sensitivity
Overall Quality	Model Detail
	Texture Quality
	Dynamic Shadows
	Light Shafts
	Motion Blur
	Depth of Field
	Ambient Occlusion
	Anti-Aliasing

The "Overall Quality" setting in the Basic Settings Menu, is a pre-selection of all the advanced settings.

9 – Art and Sound

9.1 – Game Icon

The game icon displays the Kanji Character for "Tall" or "Takai": 高

(Note: the hiragana character い is removed for the icon)

Several iterations of the icon (from old to new):

FINAL

9.2 – Game Logo

The game logo must contain the name Segatakai in both Japanese (Kanji +
Hiragana) and roman letters. Color scheme is red, black and white.

FINAL LOGO

9.3 – Splash Screen

The splash screen must display important information about the game:

- Developer Team's Name

- Developer's Names

- Game Version

9.4 – Launcher Layout

The Launcher is the first thing the player is shown. It must contain all the vital information about the game easily accessible. The Launcher must be divided in 4 pages: Game, Settings, Helps & Keys and Challenges.
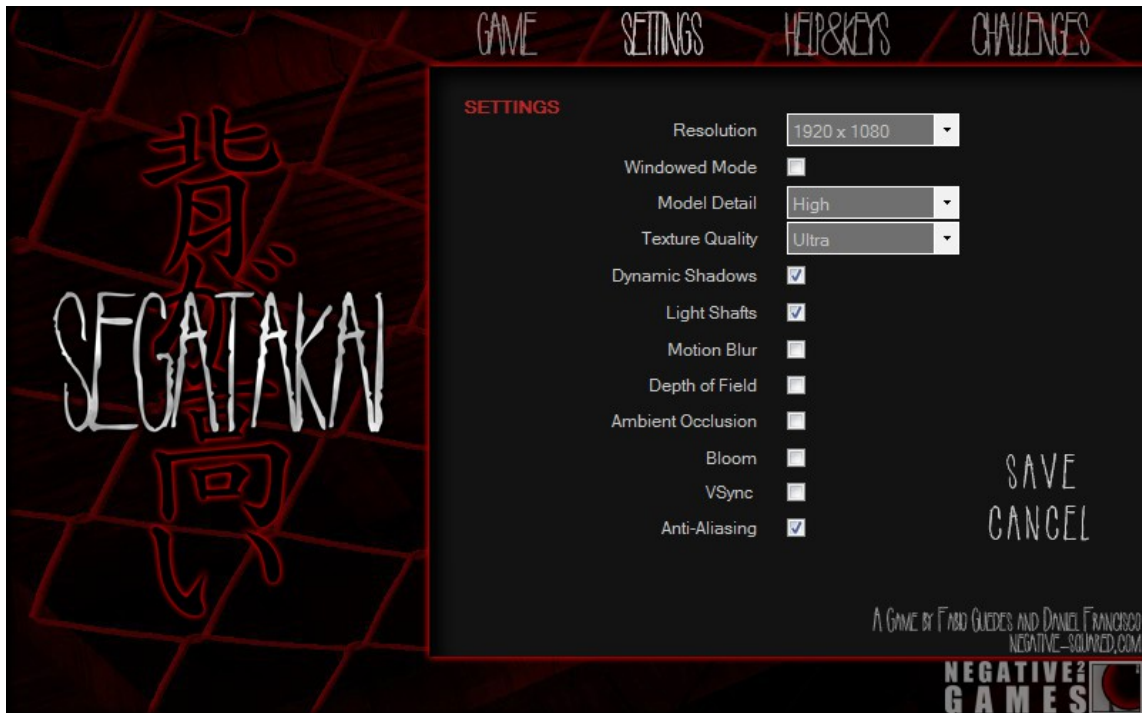
The design of the Launcher should convey the atmosphere of the game (heavy use of red and black), display the team's logo and the developers' names. Since the logo is a vertical rectangle, it should seat on either side of the Launcher, and the other side should contain the information. Below the logo, the "Quit" button must be present.

OLD LAYOUT

FINAL LAYOUT
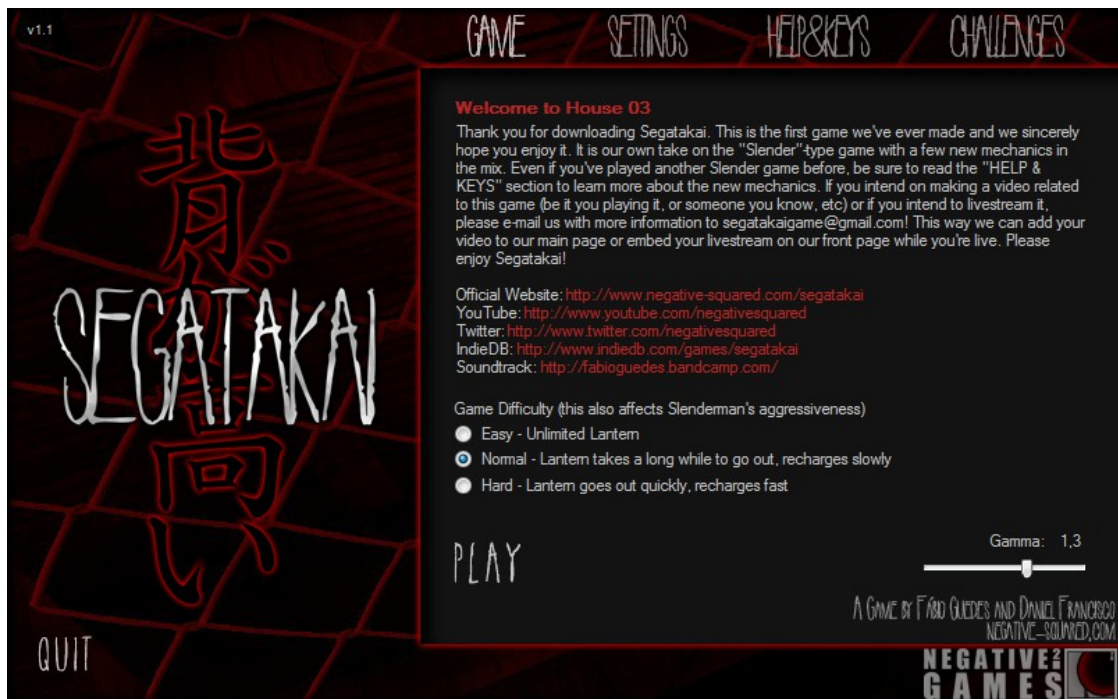
9.5 – Launcher Pages

This section describes the various pages present in the Launcher and their contents.

Game

The "Game" Page should contain the most important settings so they are easily accessible whenever the playing is starting a new game. These Settings contain: Game Difficulty and Gamma.

Apart from these Settings, the "Game" Page should contain all the important information about the game and the developers, links and, most importantly, the "Play" button.

Settings

The "Settings" page is where the player can tweak the various available options to improve performance stability in his/her computer. The Settings are divided between "Basic" and "Advanced", being "Basic" the options that are shown by default. The player can view the Advanced Settings by clicking "Show Advanced". Below is a rundown of every Setting and its choices.

BASIC	ADVANCED
Resolution (choosing "Default" auto-detects the main monito's resolution)	Resolution (choosing "Default" auto-detects the main monito's resolution)
Windowed Mode (Toggle)	Windowed Mode (Toggle)
Vsync (Toggle)	Vsync (Toggle)
Mouse Sensitivity (0 – 30; Default = 20)	Mouse Sensitivity (0 – 30; Default = 20)
Overall Quality (Drop Down List) Very High / High / Medium / Low / Very Low	Model Detail (Drop Down List) High / Medium / Low / Very Low
	Texture Detail (Drop Down List) Very High / High / Medium / Low
	Dynamic Shadows (Toggle) *Very* heavy on performance
	Light Shafts (Toggle)
	Motion Blur (Toggle)
	Depth of Field (Toggle)
	Ambient Occlusion (Toggle)
	Anti-Aliasing (Drop Down List)

Below the options should be a button to save the save the settings, and another button to cancel all changes. These are written directly into the Unreal Engine's files.

Help & Keys

The "Help & Keys" Page should contain all the controls for the game, and instructions on how to play and how each game mechanic works. Along all this information it should also contain Hints to further help the player. Sections on this page should be:

Section Name	Description
Game Objective	Details the goal of the game and how to achieve it.
Hints	General hints on how to improve game success.
Controls	Detailed game controls.
Mechanics	Information about the mechanics at work in the game.

Challenges

The "Challenges" Page should contain general information about the Challenges, what they are and how they could affect gameplay or how the player approaches it. Together with this information should be all the Challenges, featuring both name and description, as seen in the "3.2 Challenges (Score)" section of this Document.

Score for each Challenge and wether they add or subtract from the overall score should not be published. It is up to the Player to experiment or follow a logic they believe is correct. It's all about experimentation, exploration and eventually success.

9.6 – Sound and Music

The game's main soundtrack should be an ambient one. Every 2 pages, a new layer of music should be added to the overall sound, making it more hectic and adding more and more weird, dissonant sounds.

The Game Over screen should have a dark lullabye-like tune, with a mellow, soft melody conveying the feeling of sorrow and loss. Both the Caught Ending (Normal) and Leave Ending (Good)'s Credits scene should have a piano ridden trip-hop melodic tune with an atmospheric vibe. The Caught Ending should be a bit darker and more atmospheric.

The sound effects of the house should be as close to reality as possible. Sound effects outside same thing, except the ambience sounds. Each landmark should have a distinct ambient sound (owls, crickets, water).

In the Path of Black Leaves, a loud noisy sound should grow louder and louder as the player gets close to the Bleeding Tree to create tension.