

الخروج من أوكازا

Game Design Document

Creative Director, Producer, Writer, Game/Level Designer: Faris Kazim.

Art Lead and Concept Art: Layan Showlaq.

Programmers: Hamad Khoory (Tech Lead), Ghaya Alblooshi.

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Section 1 – Game Overview

Working Title

Al-Ghroob/Sundown

Genre

Horror / Religious / Folklore

Audience

Ages 13 and older. Very little gaming background necessary.

The Plot

Rashid – The Player, and his family head deep into the mountains of Fujairah, UAE to camp for the afternoon. At sunset, after spending some time there enjoying the landscape and having some food and coffee. They try to leave, and the car will not start. Fearing that they will get lost in the mountains, they decide to stay in the car overnight and look for help in the morning. Rashid wakes up in the middle

of the night to an empty car. He steps outside to find his father dead, his mother and sister missing. He sets out on a journey further into the mountains to find his family where he encounters witches, djinn, and other well-known figures and cryptids in Emirati folklore.

Section 2 – Game Element Descriptions

Level and Narrative Abstract

Level 1 – Journey into Night

You select New Game, Chapter select, and begin the game. The beginning sets up the atmosphere of the game through a section that transitions between text-based choice storytelling and miniature playable scenes. This functions to tell the story of how you got where you start the game, sets up the story to come and builds some character, and gives small tutorials for controls.

It explains how Rashid is in his house with his family and preparing the car to leave. He helps his father place things into the car as his sister jokes around with him in the background. We give the players illusion of choice in the text section as we build to the beginning of the level. The text section tells the story up until Rashid steps out of the car to find his mother and sister missing and his father dead.

From here, the players are pushed to explore the remaining level which is a valley with a river running down the center. The river flows from the top of the valley down through it and towards a narrow opening on the other side. When the players look out at the vast valley ahead, a bonfire close to the narrow opening in the distance gets lit which draws the players in that direction down the small hill where they begin.

From here the players may explore the entire level. There is another small hill across from where they are that has the foundations of some old ruins. Players may explore that area to find out some lore about what they're about to encounter. They continue down through the valley and towards the bonfire where they encounter their first site of witchcraft with the skull of a goat hanging from a large, burned Acacia tree and bones of other smaller animals such as cats strewn around the site. When they get to this point, they hear sounds of chains coming from the narrow passageway out of the level. As they investigate, they're met with the first villain Bu Assalasel. The chains are accompanied by whistles that turn into screeches as Bu Assalasel starts to chase them through the valley for a short bit

until they lose him and have to stealth through the map and get to that opening. This section is not puzzle heavy, instead having to listen for the enemy AI and working around trying to get past him.

After this is outside the scope of this document.

Central Characters and AI Antagonists

Difficulty levels are subject to change according to testing parameters and results.

Example: easy mode difficulty 3 is easier than medium mode difficulty 3.

Relevant Terms:

AI: The respective unit is controlled by AI programming.

Chaser: The respective unit chases player unit. They do this by diverging from set paths or sub-paths.

Goal: The respective unit functions as the end goal for the *Player Character*.

Patrol: The respective unit patrols through a set path. May Diverge to sub-paths.

Player Character: The respective unit is controlled by the player.

Sleep Paralysis: If you stay stationary for too long, you die and must repeat the level.

Stationary: The respective unit cannot move and has no pathing.

Auditory: The respective unit has an auditory trigger that would trigger path divergence.

Olfactory: The respective unit has an olfactory trigger that would trigger path divergence.

Visual: The respective unit has a visual trigger that would trigger path divergence.

Rashid

Objectives: To hide, survive, and escape every level as he looks for his family.

Role: Protagonist.

- Difficulty is based off player's advancement through the game and difficulty setting selected in the beginning of the game which can be changed during the playthrough if players find it too difficult.

Functions: Player Character.

Family

Role: Player's objective in the narrative and they must be rescued by Rashid (The Player).

Functions: AI – Goal.

Bu Assalasel (Man of Chains)

Objective: Roam levels almost aimlessly trying to find Rashid and kill him.

Role: Minor Antagonist – Emirati Folklore Figure.

Abilities: Three levels surrounding *Bu Assalasel*. Primarily a sound-based antagonist. This antagonist helps players understand how their movements might get them detected auditorily.

Functions: AI – Chaser – Patrol – Auditory.

Witches

Objective: Roam levels with specific places where they check more thoroughly.

Role: Additive Antagonists.

Abilities: 4. Peppered throughout the game. Sight and sound-based antagonist.

Functions: AI – Chaser – Patrol – Auditory – Visual.

Ghoul

Objective: The Ghoul initially lure the players into a more dangerous area until you're trapped in its domain. It roams the caves looking for you.

Role: Major Antagonist.

Abilities: *The Ghoul* roams levels looking for players. It can climb around the entire cave and even roam right above the player.

Functions: AI – Chaser – Patrol – Auditory – Olfactory.

Yathoum (Sleep Paralysis Djinn)

Objective: *Yathoum* roams levels looking for you. You cannot see him unless you have your lantern up. If you do have it up, you can see him, but the chase begins. If you try to sneak through, you must maneuver entirely through sound.

Role: Major Antagonist.

Abilities: He chases and roams. Stealth would be considerably more difficult against *Yathoum* than the others. If you stay in one place too long, you fall asleep and *Yathoum* gets you.

Functions: AI – Chaser – Patrol – Auditory – Visual – Sleep Paralysis.

Al-Hamah (Avian Beast)

Objective: Sniff players out. If they stand in one place for too long, Al-Hamah will find them easier. Roam levels searching for player.

Role: Major Antagonist.

Abilities: Players forced to keep moving while remaining quiet and out of sight.

Functions: AI – Chaser – Patrol – Auditory – Visual – Olfactory.

Um Kadrah wa Leefah (Possessed Palm Tree)

Objective: Static location. Makes levels more difficult.

Role: Additive Antagonist.

Abilities: *Um Kadrah wa Leefah* works as an auditory distractor.

Functions: AI – Stationary.

Umm al-Duwais

Objective: *Umm Al-Duwais* roams levels quickly. Darting through her path from node to node. She combines all learned behaviors until now and possibly some additional ones.

Role: Primary Antagonist.

Abilities: All behaviors learned are combined to form the game's final few levels.

Functions: AI – Chaser – Patrol – Auditory – Visual – Olfactory.

Locations

Mountains of Fujairah in 1990. This consists of valleys, rivers, small lakes, caves and tunnels, mountain villages, mountain tops, and small patches of acacia groves.

Environment

The environments consist of a linear path that takes players through several locations.

- Valley with river running through.
- Lake between the surrounding mountains.
- Caves and tunnels.
- Mountain paths
- Abandoned town that seems populated upon entry.
- Mountain top.

Weather/Environmental Effects

- Darkness.
- Fog.
- Light rain.
- Heavy rain.

Gameplay Elements

Stealth

Rashid (player unit) has to sneak his way through the different locations presented to him, avoiding the eyes, ears, and other senses of the enemies that roam through the mountains. We aim to use this aspect to give the players the feeling of almost being caught but ultimately avoiding detection which allows adrenaline levels to boost. We will give the players objects to hide behind as well as different methods of hiding (i.e. moving slower, hiding your lantern, and hiding behind objects) and finding ways to change up the formula with different antagonists having different abilities (i.e. Al-Hamah having a good sense of smell which means you will have to keep moving).

Chase

Occasionally, Rashid (player unit) might be caught by the roaming enemies and will have to run to try and escape their grasp. This can also be somewhat forced for story reasons, sometimes the players open a door and witches are already inside performing a ritual which pushes them into the next level once they escape. This is to get the players hearts pumping and makes them need to think quickly in difficult situations.

Puzzle

The puzzles in this game are not extremely difficult. It mostly forces players to search for the way out, whether it be moving a ladder to the appropriate position to climb and reach the next level, find a key to the door which is hidden in the midst of the antagonist's den, or navigate the maze-like structure of the caves and tunnels.

Story

Al-Ghroob is a narrative stealth horror game which means the story is one of the primary driving forces of interest in the game. All the other aspects of the game are shaped by the narrative. It's intended to be suspenseful while keeping a sense of urgency and immediacy in the game. Everything happens very quickly over the course of one night as Rashid (player unit) searches for his family in the dark mountains. When he finally finds them, he has to make a choice and the game ends in two ways, both having their positive and negative aspects.

Lore

The game focuses on the folklore belonging to Emirati culture. Through the game, the players are able to find pages that give them short briefs about what they're going to encounter in the next few minutes. We aim to write these to give players the feeling of dread and to build suspense as they proceed with caution. This also teaches the player about the folkloric figures themselves.

Position

Before

Main Menu Selection Screen.

Nothing happens before this. The players launch the game to a very short animation that reveals the main menu screen. The main menu has a few options from *New Game* to *Extras* where players can access purchased soundtracks and in-game lore documents.

After

Mountain top location at Witch Ritual Grounds

The player makes their way to the final location through the mountain range and up to the top of the largest mountain in the location. There they will find their family and have to make a decision on how the game ends.

Section 3 – People, Places, and Things

Abstract

People

The protagonists are characterized by the typical Emirati family. A mother, a father, a son, and a daughter. The son, Rashid, is our primary protagonist and his sister is a secondary character that we see periodically throughout the game as Rashid attempts to rescue her. Rashid being the slightly distant but caring older brother. Maha being the young, optimistic, little sister. Rashid has to traverse the night to find her and her mother. There is a very important reason that I do not mention the mother here, as a protagonist.

The antagonists are djinn, witches, and creatures from folklore. The creatures from folklore are most often djinn as well. They will hunt the grounds of each level making it difficult for the protagonist to reach their end goal. There will be three maps per antagonist save for The Witches and Umm Kadrah wa Leefah. These two antagonists are additive, which means they show up in levels in tandem with the other minor/major antagonists.

Antagonists in order:

1. Bu Assalasel
2. Ghoul
3. Yathoum
4. Al Hamah
5. Umm Al-Duwais

Places

Each antagonist will be given three levels where the Player Character gets to face them. Before the introduction of each antagonist, the players will be given the ability to search the zone before the introduction to find written notes that would give them a feeling of “fear of what’s about to happen”. This also allows us to give the audience lore about these different figures. Each antagonist will also be characterized by the locations they inhabit.

Locations:

1. River Valley (Bu Assalasel).
2. Ghoul (Caves and Tunnels).
3. Yathoum (Lake side).
4. Al Hamah (Paths up into the mountains).
5. Umm Al-Duwais (Abandoned Town close to the mountain top).

Things

Our protagonist is going to need something to help him through his journey into the night. There are a few things he will have at his disposal. You can use these different items and collectables for different effects that will be described further down the line.

Items:

1. Lantern.
2. Pebble and Pot.
3. Collectible foreshadow/lore papers.
4. Collectible oil canisters for lantern.

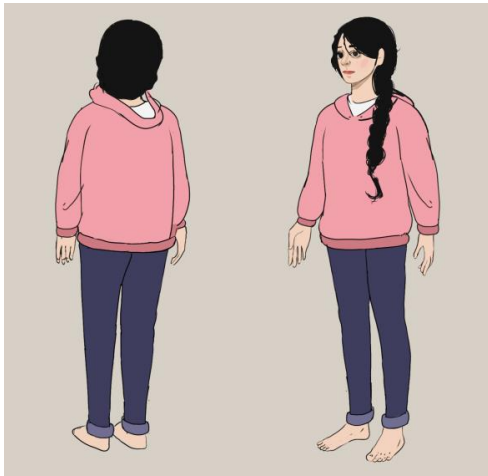
People

Protagonists



Rashid, the main character and the player unit of Al-Ghroob, is a 19-year-old Emirati man born in 1971. He's a man that cares for his family, being his father, mother, and younger sister, Maha. He's resilient, persistent, and resourceful. He gets put in a difficult situation as his father dies in the mountains and his mother and sister go missing.

He starts off as a slightly distant but caring older brother but as the story progresses goes through hell to rescue his younger sister. He turns into a more actively caring older brother.

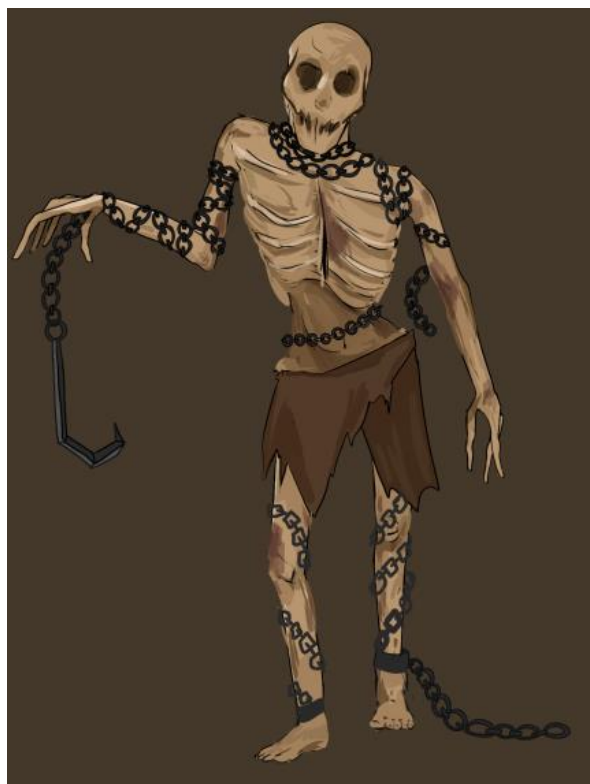


Maha is a 12-year-old Emirati girl who is excited and full of life. She often wanted to spend more time with her older brother. He'd sometimes spend time with her but would often end up spending time in a Majlis with his friends. She's artistic and hopeful. She draws a lot and early on she draws a picture of her brother and gives it to him.

Her drawings can be seen throughout the game as she was moved from location to location.



Antagonists

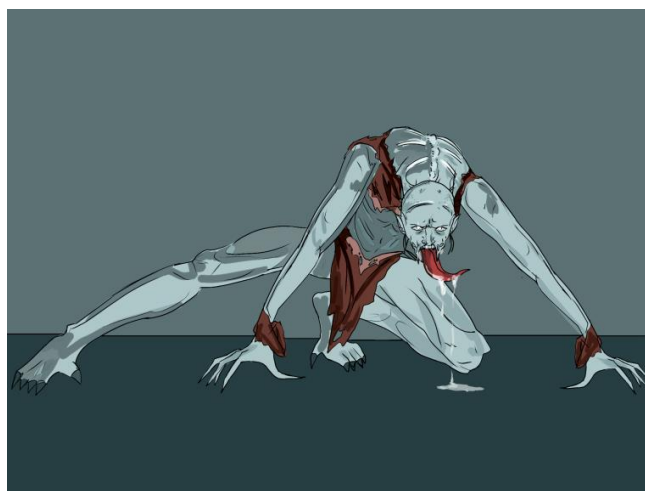


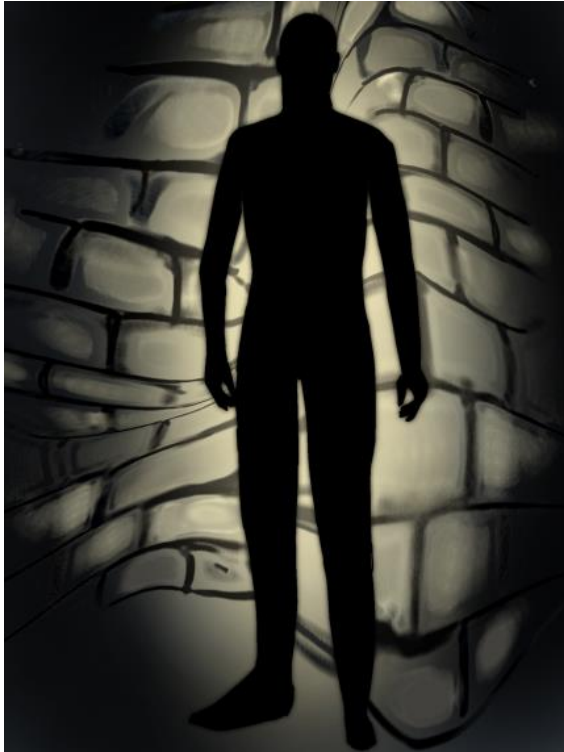
Bu Assalasel is a tall, old man, with a barbarous, decrepit look to him. He is possessed by a powerful djinn that takes an unhealthy toll on the old man's body. His eyes have fallen out. He roams, dragging around heavy chains attached to hooks. His groans of pain can be heard echoing through the valleys.

They say that there is no escaping Bu Assalasel once he is hunting you. He appears to you and moves slowly to you or blocks your path in alleyways. If he sees you, he may charge at you, at that point only God may save you from his chains. He produces a low roar and the sound of chains that hit the ground with every step. His hearing is powerful and can detect even the subtlest of movements.

The Ghoul is a large djinn that are said to be the children of the Devil, Iblis, himself. They are pale, tall, fast creatures that dart around in the darkness of mountains and caves. They have a large appetite and eat everything from goats to humans.

Ghouls often dwell deep within caves and hunt during the night. When a Ghoul hunts you, they do so with great cunning as they use the voices of your loved ones to push you into the darkness of caves where they will then prey on you.





Yathoum is typically a very monstrous djinn that is present in Emirati Folklore and Islamic beliefs. He is said to be a djinn that afflicts you during sleep paralysis, which is when he appears to you. He strikes fear into your heart locks you in place.

As said earlier, he is often described as monstrous with small horns and a tail, but some also describe him as a dark figure that cannot be clearly seen. We decided to go with the latter. We reimagined him slightly to look as though he is a human black hole that bends the light around him. He cannot be seen clearly in the dark, but a raised lantern would light only the area behind him.

Al Hamah is described as a large bird with an insatiable appetite. It would eat anything, anywhere, no matter if the food was good or bad. It would eat endlessly and never go full. It would attack houses, destroy them, and eat the children that lived there. In the past, people would often leave dolls or rolled cloth in children's beds to trick Al Hamah while letting their child sleep elsewhere. This is not described a djinn but a cryptid instead. What if a cryptid was infested by a djinn instead which turned it into a humanoid creature of great strength.

Generally described as a colossal bird, we thought that a good way to reimagine the beast is to turn him into a towering, hulking, humanoid monstrosity. It's fast, hungry, and coming right at you at maximum speed.





Umm Al-Duwais is known as a woman who appears very beautiful, elegant, and graceful. The air always smells of perfume when she is around. She seduces men with her beauty and charm only for her to transform suddenly. Her eyes turn to that of a cat's eyes with the same shine you see as they reflect at you at night. Her hands are sickles, and she uses them to decapitate the men she seduces. She is sometimes described to cry sea foam when she is seen by the beach.

The reimagining we took towards Umm Al-Duwais was that her eyes turn black, and tears of tar slowly trickle down her cheeks. She pulls out sickles from underneath her abaya. Her skin becomes cracked like that of broken porcelain. She moves quickly, listens intently, and sees all that surrounds her. Hiding from her is not going to be an easy feat. She's going to be the final boss of this game.



The Witches are very feared figures in Emirati culture. There is a huge and ancient tradition of witchcraft that is still going strong in some Emirati communities. This tradition is passed down through generations. Witches use all kinds of tactics, herbs, words, and spells to communicate with Djinn and force them to do their bidding. This can often be dangerous and leave people that practice this craft scarred for life, internally, externally, or both. Those that participate in such crafts are said to never be able to enter heaven, no matter how much they ask for forgiveness as it is said to be unforgivable. That means that those that practice often go much further into it than initially intended, leading to disastrous consequences.

The presence of a djinn in a body is shown through their eyes primarily. If their eyes shine like a cat at night, that means a djinn inhabits that vessel. Witches often let djinn possess them.

Witches use these djinn, in turn, to cast spells that would bring them wealth, love, happiness, revenge, etc. Often motivated by greed, these spells bring forth corruption to the world around them. Wealth will be tainted, love will be darkened, happiness will be minimal, and revenge will be long, drawn out, and painful.

These witches are aiming to regain control over the djinn that lurk within the mountains.

Places

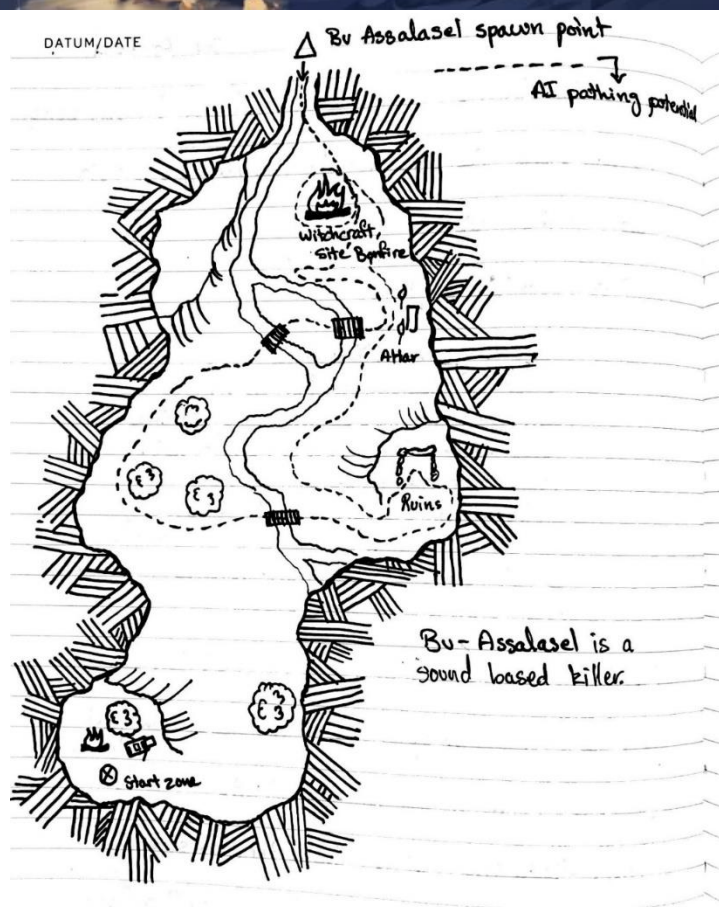
River Valley (Wadi)

The River Valleys are going to belong to **Bu Assalasel** and some Witches. This will be the first introduction the game the players get. There are more tutorials here than there are difficult puzzle sections. These levels will start out very linear to get the players familiar with how the exit to the level presents itself. The iterations on how we present it can be shown later on once a foundation of visual language is built.

As I said earlier, here they're going to be introduced to **Bu Assalasel**. This is their first encounter with anything. They start walking towards the exit of the level. There are locations along the way that the players can explore. There will be some ruins off ahead of the player's start zone and a bonfire with no one around it close to the exit to the level. As the players approach the exit, they start hearing some chains coming from the end of the narrow passageway. This is where they catch a glimpse of **Bu Assalasel** as he walks towards them. We may artificially slow the player down during **Bu Assalasel's** entry to give the players an idea that something is happening. Then possibly a chase starts as **Bu Assalasel** roars and the music swells. This is where we teach them the sound mechanic.

Since **Bu Assalasel** is blind, he has very sensitive hearing. The players need to keep quiet while they make their way towards the exit of the level. We may highlight spots that show the players that standing on certain objects may cause the antagonist to hear you. This highlighting will disappear in the next section.

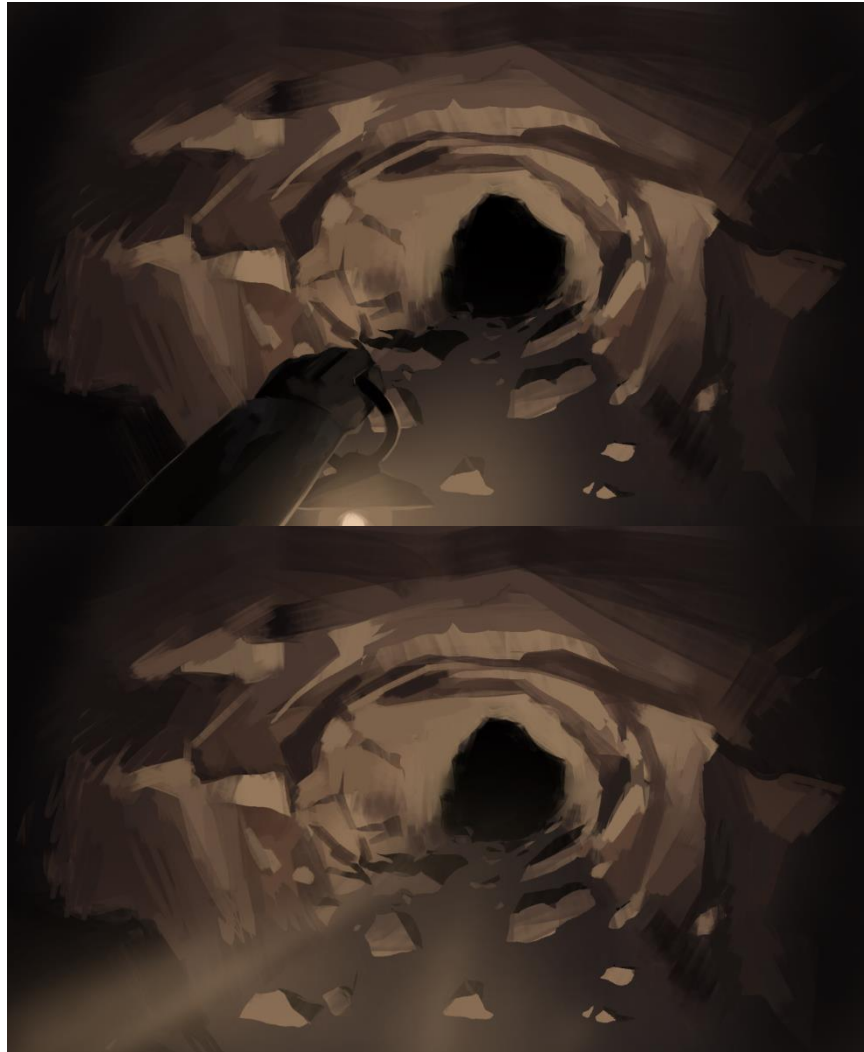
Throughout each level, players may find bits of clues, foreshadowing, and papers describing the lore of what they're about to encounter. At the ruins found in the first level, players can search it and find a paper that can be accessed on the main menu too that gives them some lore on **Bu Assalasel**. There will also be something to indicate to the player and to the character that they're heading in the right direction. That would be his younger sister's sandal and this will be found on the second level of the Wadi section.



Caves & Tunnels

Before the players enter this section, they would have just escaped the final area of The Wadi where the witches would have been. That section would typically end with an artificial chase that the players get away from as they enter the caves through a narrow, gated tunnel that they manage to open.

A witch chases them in and suddenly her yells go silent. This is where we introduce **The Ghoul**. They will then, as they head deeper into the tunnels, hear their father's voice calling out to them from deeper within. This gets them lost in the tunnels and they must search for a way out. The puzzles for this section are 100% maze based. They must find their way through the winding tunnels. They will be given a rough map to help them along the way. **The Ghoul** climbs walls and would sometimes be roaming right above the player.



Lake

After the player escapes the final tunnel where The Ghoul is, they would be escaping onto a pathway where they are met with the vista that is the lake. Around the lake on the other side is The Village, this will symbolize their path forward. They need to go around the lake and some ways up the mountain to get to the village.

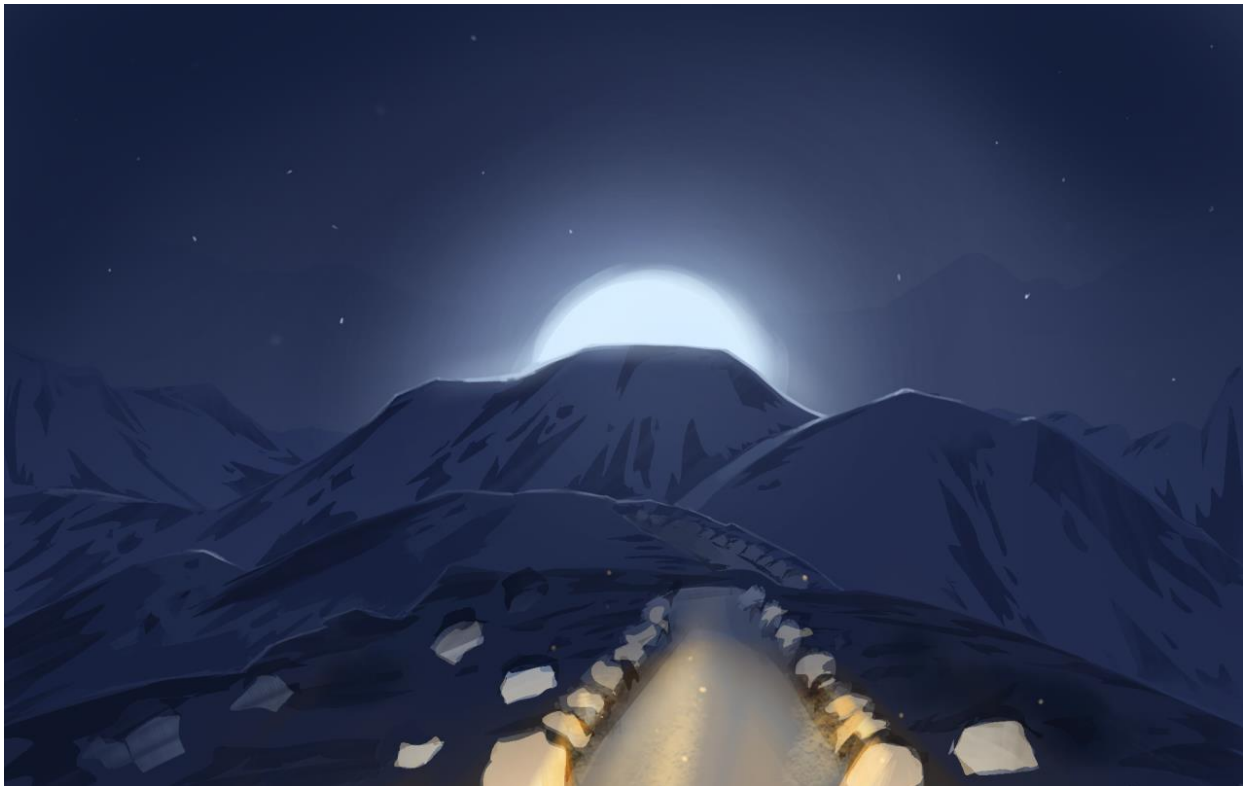
They will go down a small path towards the lake shore. This is where we introduce Yathoum. He will be standing in the lake and the light of the village will bend around him. He will vanish. When you turn, he will be exactly where you need to go and will be moving right at you. You will need to solve puzzles and hide the next few sections under severe constraints as remaining still will make you fall asleep.



Mountain Path

The Mountain Path leading to the village will happen after Rashid is forced to go on somewhat of a detour due to Yathoum. After escaping that section you'll be headed along a mountain path, as you walk up the first hill you see the hulking figure of an, almost rotting, cryptid. A silhouette of it is shown against the moonlit sky as it tears the arm off of a corpse and then drags the body off screen. There is only one path forward: where that cryptid just went. That's how we introduce Al Hamah.

Players will make it through three levels of this guy before they are finally led to the town, where they would be approaching the final act of the story and game.



The Abandoned Village

As the players get chased by the hulking and powerful, Al-Hamah, they make it into a village that has its lanterns lit and they see a door open ahead of them with a woman shouting for them to enter. The woman allows him in, and they hear a slamming outside. They make it outside through the back door and into another house. They're safe for a bit. After they speak for a little. They calm down. When Rashid tries to leave, the door leading outside just leads to another house. He turns around and Human-Umm-al-Duwais is gone. You hear an echoing laughter from here.

Here is where you're introduced to Umm al-Duwais and you go against her for three levels. She is the final and most difficult out of all of them and it will take everything you've learned to escape her grasp. You're nearing the end of the game here.

After the final section here, you open your eyes at the cliff of a mountain where you hear loud chanting happening. You snap out of the trance Umm al-Duwais has put you under and you regain control. You use this to pull yourself back. You see ahead of you, at the mountain top, a ritual. Your mother is a participant and she's trying to sacrifice your sister.

You're given two choices:

1. Let your sister be sacrificed and save the rest of the world from being overrun by Djinn.
2. Save your sister and leave the world to be overrun.



Things

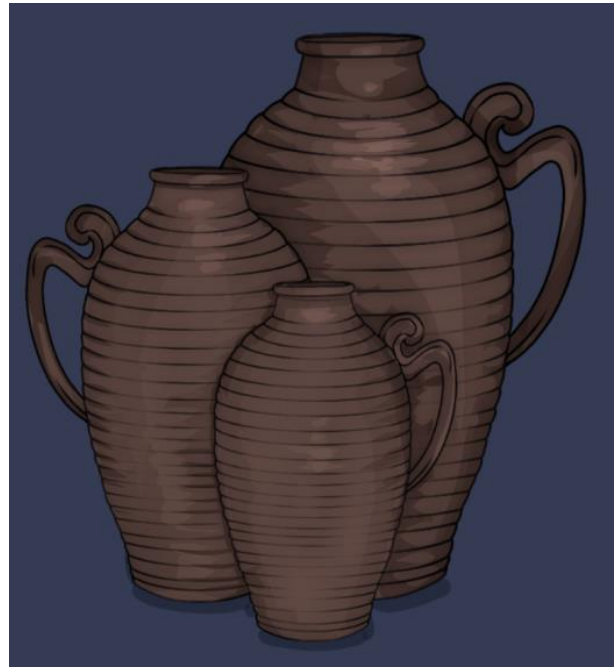
Lantern

The locations throughout Al-Ghroob are going to be rather dark. The players are going to have to maneuver through the entire map through this darkness and they'll need something to light their path. This is where the lantern comes into play. The players will have a lantern that they can turn on and off. The lantern lights the area around them, making it more visible, but it also makes them a lot more detectable for the Enemy AI.



Pebble and Pot

Important elements of Rashid's arsenal. He throws pebbles at pots to create auditory distractions to lure enemies away from him.



Collectible Foreshadow/Lore Papers

These papers will be found at the beginning of each major level shift to hint at the arrival of the coming antagonist. This will also provide the reader with information about the origins of these folkloric monsters.

Collectible Oil Canisters for Lantern

These oil canisters will be found around the map in different locations. The lantern has a certain amount of fuel and can be lit for a limited time. Once the lantern runs out, Rashid is going to have to refill it or else get lost in the darkness.

Section 4 – Game Specific Details

Light Sources

The game will have very few light sources around the map. They either help the player get around or indicate objective locations. The glow of these objects will help players see the objects from a distance to indicate where exactly they need to get to in the map.

We will be utilizing a lantern as optional light sources. We will also be using things like wall lanterns, campfires, and bonfires to light the players way towards objectives.

Objectives and Objective Items

There will be many items that people can interact with through the game. These will be in the form of ladders, keys, and doors. There are also other items that players can pick up like oil canisters and collectible lore papers. These items will be indicated to the player in a few ways: The doors will have textures that are slightly lighter to indicate to the player that that's the correct direction. The keys, lore papers, and oil canisters will shine slightly in the darkness.

Obstacles

Locked doors, higher up locations, and mazes are going to be the primary environmental obstacles. Locked doors will force players to search for keys. Higher locations prompt players to look for ladders.

The Enemy AI will be the obstacle that prevents the player from retrieving these items easily. The items will sometimes be close to Enemy AI stations or surrounded by sound emitters that draw the Enemy AI towards you.

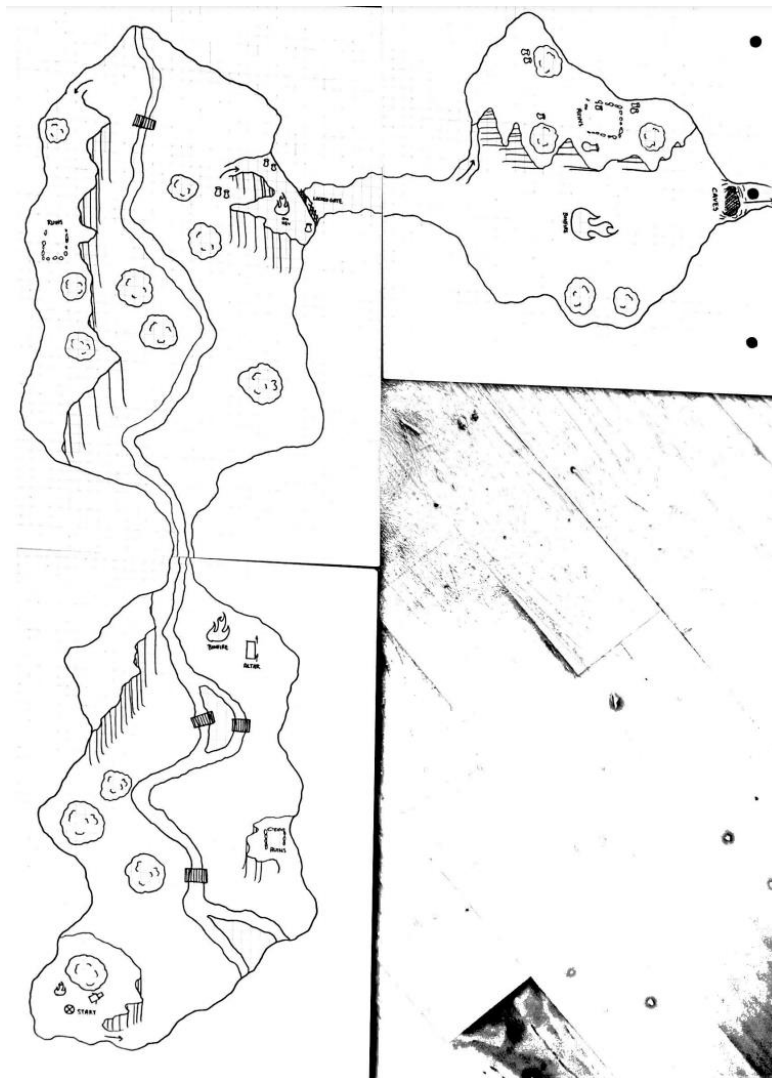
Mission Specific Structure

River Valley (Bu Assalasel Chapter)

Player starts at the top of a small hill. He can see the location in the distance with a bonfire. He heads in that direction and there you start hearing the Bu Assalasel start walking towards you from the exit to the level. He starts walking in the direction of the player which pushes the player away from the exit. Here, the player has to avoid Bu Assalasel and make it to the other side of this level.

Upon entering Level 2 of the Bu Assalasel Chapter, you are greeted with a continuation to the River Valley where you enter the second level itself. The river ends at some rocks and there is a ramp that leads up to another bonfire. Up there, Witches sit around the bonfire praying ominously, close to a small valley corridor entrance that is blocked off by a locked gate. The players need to get the witches to start roaming first before grabbing a key located close to the bonfire. He can do that by being discovered and running away or by breaking a pot. Once that happens, Bu Assalasel is called back to the location, making it more difficult for the players to get back up to where the gate and key are.

Upon entering Level 3 of the Bu Assalasel Chapter, we enter a very small level where the players can climb a ramp to some ruins. There, they can see the entire level from a high point. The player would be able to lure the enemy AI up to the top of the ramp and then walk to the bonfire and towards the second chapter.



The Caves (The Ghoul Chapter)

As the players find their way into The Caves, they will be met with the Ghoul running across. This entire section is a giant maze that they must find their way out of. Between each level, there previous level will be blocked to indicate to the player that they are progressing.

Tutorial Structure

- **CH 1 / LVL 1** – Intro to Audio Detection.
- **CH 1 / LVL 2** – Intro to Visual Detection and Audio Distraction. Intro to Interactivity and Puzzles.
- **CH 2 / LVL 1** – Intro to Olfactory Detection.
- **CH 3 / LVL 1** – Intro to Sleep Paralysis.

Section 5 – Art Assets

The chapters where these assets will be used will be written next to it. Each chapter consists of 3 levels.

The ones highlighted will be needed in the 1st chapter and need to be done for the upcoming weeks.

Textures

Character Textures

- Rashid FPS arms (main character) – ALL CH.
- Maha (Little Sister) – CH 5.
- Mother – CH 5.
- Witch 1 [2 Colorations] – ALL CH.
- Witch 2 [2 Colorations] – ALL CH.
- Umm al-Duwais (Human) – CH 5.
- Umm al-Duwais (Demon) – CH 5.
- Yathoum – CH 3.
- Bu Assalasel – CH 1.
- Al Hamah – CH 3.
- The Ghoul – CH 4.

Environmental Textures

- Leaves [3 Colorations, Seamless] – ALL CH.
- Wood Bark Texture [Seamless] – ALL CH.
- Wood Grain Texture [Seamless, 5 Colorations] – ALL CH.
- Metal Texture [5 Colorations] – ALL CH.
- Skull Texture – ALL CH.
- Cloth Texture [5 Colorations] – ALL CH.
- Emirati Floor Couch Texture – CH 5.
- Rock Boulder Texture [Seamless] – ALL CH.
- Rough Stone Texture [Seamless] – ALL CH.
- Gravel Ground Texture [Seamless] – ALL CH.
- Sand Ground Texture [Seamless] – ALL CH.
- Grass Texture – ALL CH.
- Wooden Plank Texture – ALL CH.
- Skybox X2 – CH 1, 3, 4, 5.

Total Texture Count: 26.

3D Models

Character Models

- Rashid FPS Arms – ALL CH.
- Maha (Little Sister) – CH 5.
- Mother – CH 5.
- Lantern – ALL CH.
- Witch 1 – ALL CH.
- Witch 2 – ALL CH.
- Umm al-Duwais (Human) – CH 5.
- Umm al-Duwais (Demon) – CH 5.
- Yathoum – CH 3.
- Bu Assalasel – CH 1.
- Al Hamah – CH 3.

- The Ghoul – CH 2.
- 2X Palm Trees (1 of them Rotten) – ALL CH.

Environmental Models

- 3X Acacia Tree (1 with cloth hanging off the branches) – ALL CH.
- 3X Large Boulder – ALL CH.
- 3X Medium Boulder – ALL CH.
- 3X Small Boulder – ALL CH.
- Clay Pot – ALL CH.
- Ladder – ALL CH.
- Key – ALL CH.
- Emirati Wooden Door – ALL CH.
- Metal Gate – ALL CH.
- Land Rover 1990 Car – CH 1.
- Small Campfire – ALL CH.
- Large Bonfire – ALL CH.
- Crude Bridge – ALL CH.
- Stick with Skulls – ALL CH.
- Hooks with Chains – ALL CH.
- Bag – CH1.
- Emirati Floor Couches – CH 5.
- 2X Traditional Emirati House with Wind Tower – CH 5.
- Traditional Emirati Fort Tower – CH 5.
- 2X Bushes – ALL CH.
- 2X Branches – ALL CH.

Total Model Count: 46.

Shaders

- Black Hole Shader – CH 3.

Animations

Character Animations

- Walk Cycle (Witches/Umm al-Duwais) – ALL CH.
- Arm Simulated Walk Cycle (Rashid).
- Sprint Cycle (Rashid /Witches) – ALL CH.
- Mother and Maha Animation Standing Together Mother holding her back – CH 5.
- Crouch Walk Cycle (Rashid) – ALL CH.
- Witch Idle Prayer – ALL CH.
- Floating Idle Animation (Yathoum) – CH 3.
- Bu Assalasel Walk Cycle – CH 1.
- Bu Assalasel Sprint Cycle – CH 1.
- Umm al-Duwais Sprint Cycle – CH 5.
- The Ghoul Crawl Cycle (Slow) – CH 2.
- Al Hamah All Fours Walk Cycle – CH 4.
- The All-Fours Sprint Cycle (Gallop) – CH 2, 4.
- Attack Animation (Witches/Umm al-Duwais/Bu Assalasel) – ALL CH.
- All-Fours Attack Animation (The Ghoul/Al Hamah) – CH 2, 4.
- Rashid arm throw/pick up Animation – ALL CH.
- Rashid Dying – ALL CH.
- Transition between Crouch and Stand – ALL CH.

Environmental Animations

- Windy Tree/Bush Waving – ALL CH.
- Clay Pot Shattering – ALL CH.
- Hook with Chains Swinging – ALL CH.

Skeletons

- Skeleton 1 Upright (Witches/Bu Assalasel/Yathoum).
- Skeleton 2 All Fours (The Ghoul/Al Hamah).
- Skeleton 3 FPS Arms (Rashid).

Total Animation Count: 21.

Total Skeleton Count: 3.

Sound Effects

Menus Sound Effect

- Menu Hover click – ALL CH.
- Menu Click clack – ALL CH.

Character Sound Effects

- Quiet Footsteps (Sand/Gravel/Rock/Wood) – ALL CH.
- Medium Footsteps (Sand/Gravel/Rock/Wood) – ALL CH.
- Loud Running Footsteps (Sand/Gravel/Rock/Wood) – ALL CH.
- Breathing Tension – ALL CH.
- Breathing Panting Running – ALL CH.
- Heavy Slow Monstrous Footsteps (Sand/Gravel/Rock/Wood) – CH 4.
- Heavy Fast Monstrous Footsteps (Sand/Gravel/Rock/Wood) – CH 4.
- Wet Slow Footsteps (Sand/Gravel/Rock/Wood) – CH 2.
- Wet Fast Footsteps (Sand/Gravel/Rock/Wood) – CH 2.
- Deep Sniffing – CH 4.
- Whistle/Clicks of Ghoul – CH 2.
- Ghoul screech – CH 2.
- Al-Hamah Roar – CH 4.
- Bu Assalasel Roar – CH 1.
- Umm al-Duwais Loud Whistles – CH 5.
- Rumble of Yathoum – CH 3.
- Rashid Dying – ALL CH.
- Attack sound effect (Stab/Slash/Bite) – ALL CH.
- Flesh Ripping – CH 4.
- Bone Breaking – CH 2, 4.
- Wading Through Water – CH 1,3.
- Lantern On – ALL CH.
- Lantern Off – ALL CH.
- Door Opening (Wooden) – ALL CH.

- Gate Opening (Metal) – ALL CH.
- Door Closing (Wooden) – ALL CH.
- Gate Closing (Metal) – ALL CH.
- Chain Rustling – ALL CH.
- Chain Hit – ALL CH.
- Heartbeat – ALL CH.
- Key Pick Up – ALL CH.
- Door Unlock (Wooden) – ALL CH.
- Gate Unlock (Metal) – ALL CH.
- Page Pick up – ALL CH.

Environmental Sound Effects.

- Water Flowing – CH 1.
- Lake Shore – CH 3.
- Trees rustling – ALL CH.
- Grass rustling – ALL CH.
- Wind ambient slow – ALL CH.
- Wind ambient fast – ALL CH.
- Rain ambient – CH 4, 5.
- Water dripping ambient – CH 2.
- Fire burning – ALL CH.
- Fire roaring – ALL CH.
- Rock and Gravel rustling – ALL CH.
- Thunder – CH 4, 5.

Music

- Main Theme – ALL CH.
- Prologue – CH 1.
- Bu Assalasel level – CH 1.
- Bu Assalasel level chase – CH 1.
- Yathoum level – CH 3.
- Yathoum level chase – CH 3.
- The Ghoul level – CH 2.
- The Ghoul chase – CH 2.
- Al Hamah level – CH 4.
- Al Hamah chase – CH 4.
- Umm al-Duwais Betrayal – CH 5.
- Umm al-Duwais Level – CH 5.
- Umm al-Duwais Chase – CH 5.
- End Scene – CH 5.
- Credits – CH 5.

Total Sound Count: 85.

Total Sound Effects: 70.

Total Music: 15.

Voice Overs

- Rashid 9 – ALL CH.
- Maha – CH 1, 5.
- Mother – CH 1, 5.
- Father – CH 1, 2.
- Umm al-Duwias – CH 1, 5.

Total Voice Over Count: 5.

Interface Assets

Custom Hud Assets

- Lantern Fuel Bar and Canister Counter – ALL CH.
- Red Screen Edge as Hit Marker – ALL CH.
- Main Menu Buttons – ALL CH.
- Pause Menu Buttons – ALL CH.
- Inventory boxes – ALL CH.
- Lore Pages – ALL CH.

Prologue and CH 1/LVL 1 Assets

NOTE: These are what are needed for the 1ST LEVEL of CHAPTER 1. Most of them will get reused in later levels.

Textures

- Rashid FPS Arms (Player Character).
- Bu Assalasel.
- Leaves [3 Colorations, Seamless].
- Wood Bark Texture [Seamless].
- Wood Grain Texture [Seamless].
- Metal Texture [Seamless].
- Skull Texture.
- Cloth Texture.
- Rock Boulder Texture [Seamless].
- Rough Stone Texture [Seamless].
- Gravel Ground Texture [Seamless].
- Sand Ground Texture [Seamless].
- Grass Texture.
- Wooden Plank Texture.
- Skybox X1.

3D Models

- Rashid FPS Arms (Player Character).
- Bu Assalasel.
- 3X Acacia Tree (1 with cloth hanging off the branches).
- 3X Large Boulder.
- 3X Medium Boulder.
- 3X Small Boulder.
- Land Rover 1990 Car.
- Small Campfire.
- Large Bonfire.
- Crude Bridge.
- Stick with Skulls.
- Hooks with Chains.
- Bag.
- 2X Bushes.
- 2X Branches.

Animations

- Arm Simulated Walk Cycle (Rashid).
- Walk Cycle (Bu Assalasel).
- Sprint Cycle (Bu Assalasel).
- Idle (Bu Assalasel).
- Bu Assalasel Attack Animation.
- Rashid throw/pick up Animation.
- Rashid Dying.
- Transition between Crouch and Stand.
- Windy Tree/Bush Waving.
- Hook with Chains Swinging.

Skeletons

- Rashid FPS Arms (Player Character).
- Bu Assalasel.

Sound Effects

- Menu Hover click.
- Menu Click clack.
- Quiet Footsteps (Sand/Gravel/Rock/Wood).
- Medium Footsteps (Sand/Gravel/Rock/Wood).
- Loud Running Footsteps (Sand/Gravel/Rock/Wood).
- Breathing Tension.
- Breathing Panting Running.
- Bu Assalasel Roar.
- Wading Through Water.
- Chain Rustling.
- Chain Footsteps.
- Heartbeat.
- Page Pick Up.
- Water Flowing.
- Trees Rustling.
- Grass Rustling.
- Wind Ambient Slow.
- Fire Burning.
- Fire Roaring.
- Rock and Gravel Rustling.

Music

- Main Theme.
- Prologue.
- Bu Assalasel level.
- Bu Assalasel level chase.

Voice Overs

- Rashid.
- Maha.
- Mother.
- Father.
- *Umm al-Duwais.*

Interface Assets

- Lantern Fuel Bar and Canister Counter.
- Red Screen Edge as Hit Marker.
- Main Menu Buttons.
- Pause Menu Buttons.
- Inventory Boxes.
- Lore Pages.

Total Assets: 96.