



Don't Go Back

GAME DESIGN DOCUMENT - PRODUCED BY NURHASANAH UMAR

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DON'T GO BACK: OVERALL VIEW

Concept: A dark escape-exploration game with immersive narrative investigation through the eyes of a child escaping abduction revolves around a satanic cult and human trafficking loop.

Genre: Mystery, Suspense, Psychological, Drama.

Setting: An old-forgotten grandiose Gothic church with an underground satanic cult area and an underground tunnel for human trafficking.

Game Pillars: Layered narrative of unsettling children experiences, supernatural occurrences that help the player to escape, vulnerabilities of a kid that fights against violent adults.

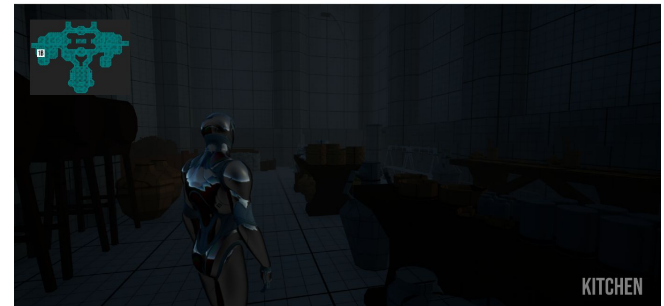
Story: A kid is kidnapped into international human trafficking, he escapes before reaching the border and hides in an abandoned church. In there, he finds clues that reveal the dark history of the place—a satanic church that sacrificed children in the secret underground area.

The player is this kid, and he must escape while staying alive from the abductors who are trying to capture him.

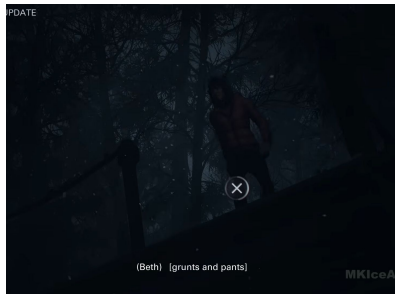
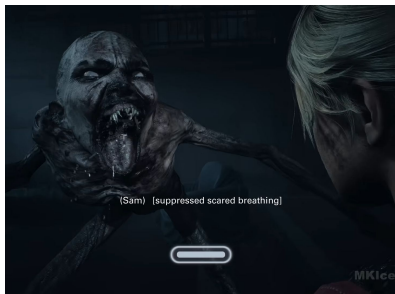
Audience: The Explorer, players who enjoy escape games with pressing key mechanics like Until Dawn and dark-twisted themes like Indika.

Game Act & Main Objective: Intro to Act 1 — Find the entrance key to escape & Enter the underground area to escape.

Key Features: Tactical hide-and-fight gameplay, connecting clues to uncover stories, atmospheric storytelling, emotional and psychological explosion.



GAME INSPIRATION



Until Dawn

Holding breath mechanic, pressing keys mechanic & cinematic cutscenes



Indika

Dark-psychological narrative & finding clues in exploration

GAME MECHANICS

Navigation

- Walk
- Run
- Crouch

Object/NPC-related

- Interact with object
- Read notes
- Read the map

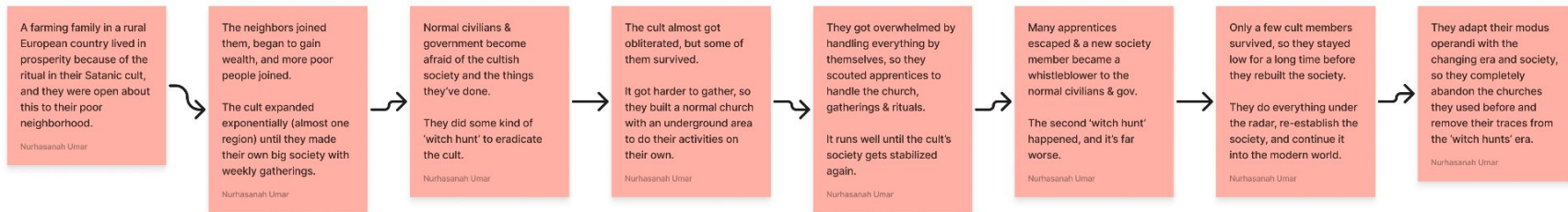
Combat

- Hold breath
- Dodge
- Pressing keys when fight against the abductors

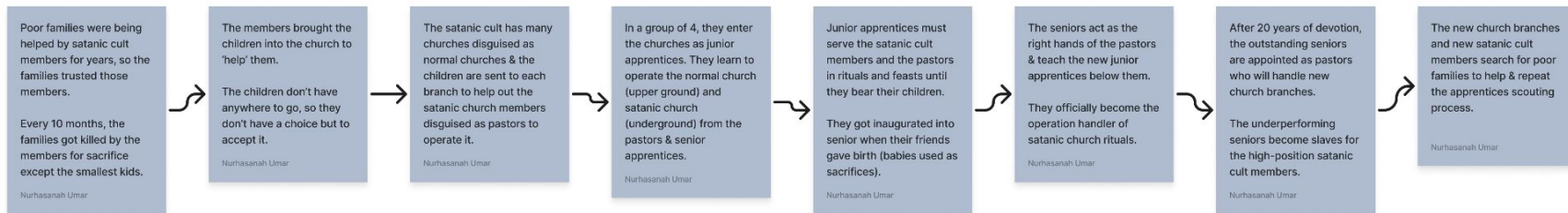
HISTORY OF SATANIC CULT

You can see more backstories on nurhasanahumar.com/game-writing-dont-go-back

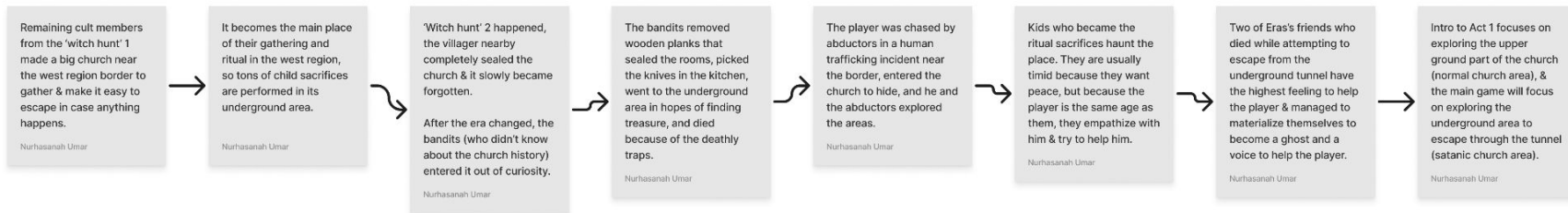
The Establishment of Satanic Cult



The Apprentices Scouting Process



Relation Between Current Storyline and Satanic Cult Storyline



PLAYER'S CHARACTER DATA

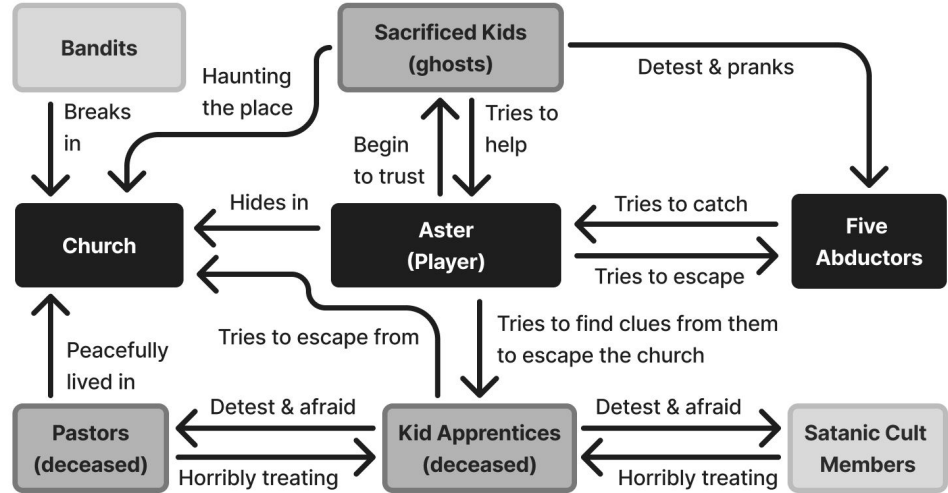
Player Name: Aster

Age: 13 years

Aster is an intelligent kid from a rural town. He doesn't go to school to help her parents with their field, so he's very close to his family. A rough childhood leads him to mature faster. He had been kidnapped once, and it traumatized him until he got dissociative identity disorder (DID) and memory loss, but his family hid it from him.

- Being tricked by other people trains him to be calculative and cautious of new people, so he's fast at catching people's emotions.
- Working in the field trained his body and stamina, so he's more resilient than his peers. But he has asthma and low blood pressure.
- He isn't the leader of his peers, but he's the one who makes sure everyone is safe, he'll only take charge if the situation forces him to.
- His other personality is unempathetic and solely focused on surviving because it was created to protect his past self when he was kidnapped and helpless.

Relation Between Key Characters & The Church



NPCS DATA

Muscular Abductor: Paul

Age: 36 years

Personality: **hot-headed, strict, dominant, abusive**

Paul is a tall-built man who forces others to do what he wants and take charges through violence. He only hears advice from people he thinks are capable and trashes the other. But he's very capable in the human trafficking world, causing him to have strong international connections.

Knives Abductor: Gibbs

Age: 34 years

Personality: **quick thinker, loyal, easygoing, sociable**

Gibbs is a free-spirited man; he only joins Paul's group because Jay asked him to. As a former circus performer, he's agile and incredibly good with knives. A bit docile and doesn't care that much about everything, but will kill someone if they mess up with people he holds close.

Gun Abductor: Hans

Age: 30 years

Personality: **calm, efficient, logical, wary**

Hans is a quiet man who talks only when he needs to. He's a bit of a perfectionist and too good at everything he does. He's the right hand of Paul and the one who directs the group from the shadows without everyone noticing. He cares about his friends but at a distance, keeping everything professional.

Drunk Abductor: Jay

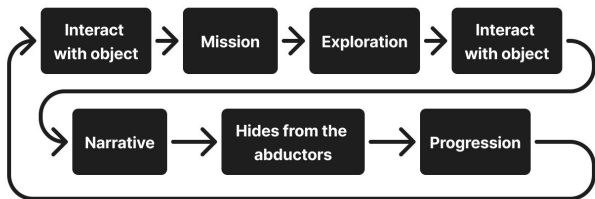
Age: 32 years

Personality: **stupid, stoneheaded, sharp-witted, honest**

Jay is a clown of the group who talks with no filter. When he's drunk, he talks all over the place, is dumber, and can't fight well. But if he's sober, he has sharp instincts and reflexes that make him on par with Gibbs in close combat. He doesn't like being told what to do, but he'll comply.

CORE LOOP, MISSION FLOW & GAME BEATS

Core Loop

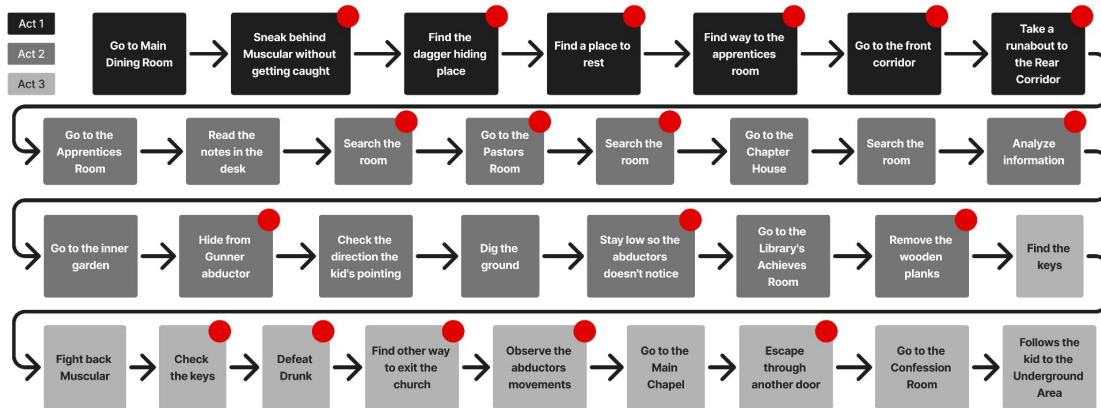


This game is narrative-heavy and builds suspense and tension over time as the player tries to get out from the old church and escape from the abductors, all while he discovers more about the dark truth behind the place.

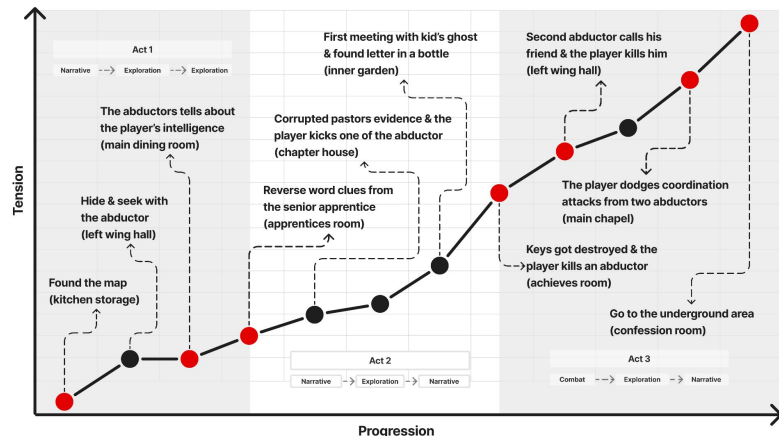
So, the core loop is designed to lead the player to escape and uncover more information, and the mission flow expands it while making sure the discovery processes are distinctive from one another.

The story fully happens in present time, but the clues the player will find constantly give details of what had happened in the past—when the place was actively used as a satanic church.

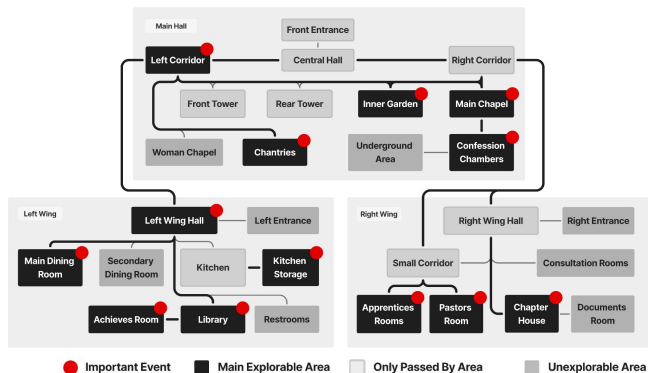
Mission Flow Version 2 III ● New Mission



Game Beats Version 2 III ● Important Event → Event type & location — Event flow



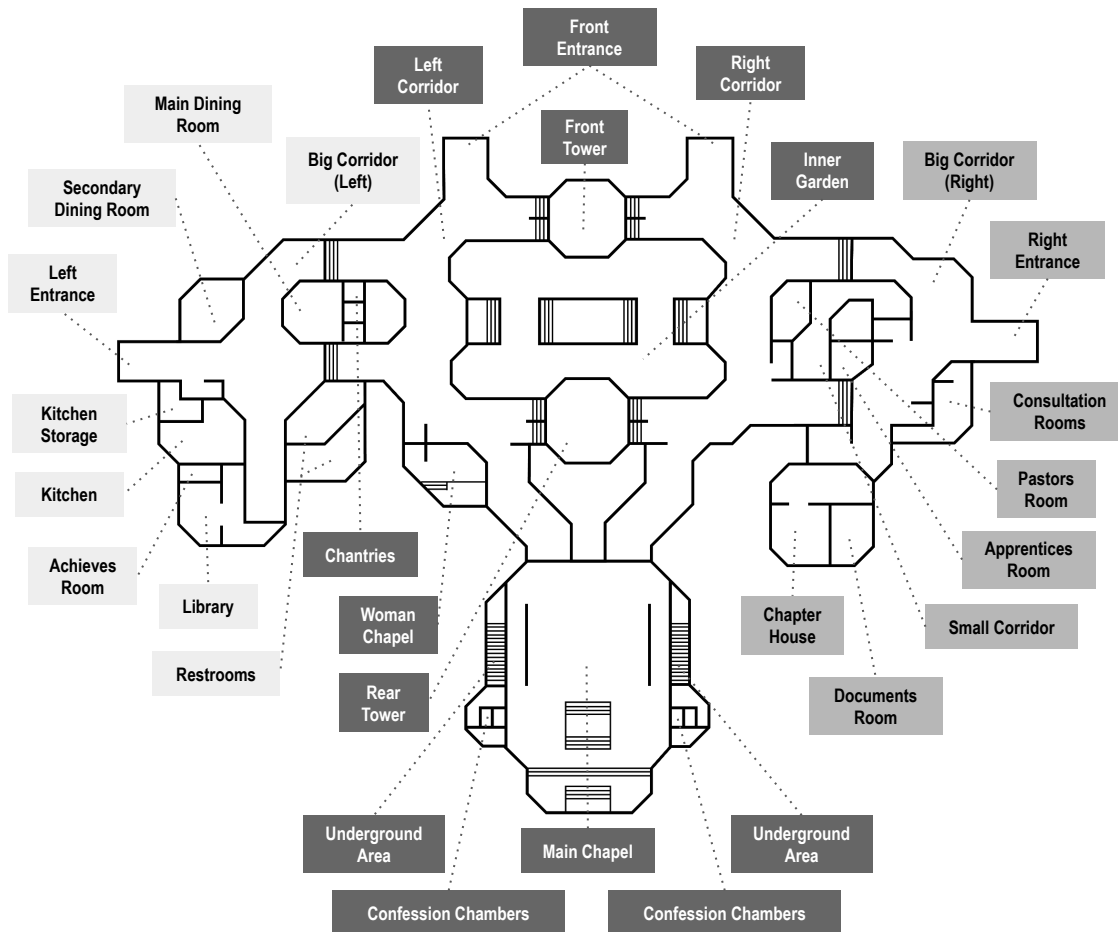
AREA LAYOUT & FLOWCHART



There are two main areas: the underground area for the satanic cult and the normal church area on the upper ground for 'camouflage'.

In this phase the gameplay fully happened in the upper ground to introduce the narrative, game mechanics, and build the urgency for the player to escape when they enter the underground area.

The story leads the player to explore the majority of the areas to deepen the atmospheric ambience of the place, where everything seems normal, but the discovered truth proves otherwise.



BARKS, SCRIPT & BEAT CHART

Player Name: Aster
Age: 13 years

Aster is an intelligent kid from a rural town. He doesn't go to school to help her parents with their field, so he's very close to his family. A rough childhood leads him to mature faster. He had been kidnapped once, and it traumatized him until he got dissociative identity disorder (DID) and memory loss, but his family had it from him.

- Being tricked by other people leads him to be calculative and cautious of new people, so he's fast at catching people's emotions.
- Working in the field trained his body and stamina, so he's more resilient than his peers. But he has extreme and low blood pressure.
- He isn't the leader of his peers, but he's the one who makes sure everyone is safe; he'll only take charge if the situation forces him to.
- His other personality is unemphatic and solely focused on surviving because it was created to protect his self when he was kidnapped and helpless.

Character Barks (Aster)			
Location	Gameplay Context	V.O. Direction	Cue
Kitchen	Interact with dusty cast iron	Staidious	It's sturdy but too big. I can't take it
Kitchen	Interact with old firewood	Attentive, questioning	They still used firewood? How old is this church?
Main Dining Room	Inspect floor near the door (before found the dagger)	Anxious, try to calm down	No, it can't be moved
Main Dining Room	Inspect floor under the table (before found the dagger)	A bit rushed	Not this one
Main Dining Room	Inspect the floor on the corner of the room (before found the dagger)	Hold in the panic	Goddamnit, where is it?
Chantry	Interact with one of chantry's bench	Observant	Is this the grieving room?
Left Hall	Try to go to Front Entrance (after spotting Gibes)	Fully reject the idea	No, he's gonna kill me
Left Hall	Interact with the window facing the Inner Garden (after spotting Gibes)	Cautious	It's too open. They'll notice me right away
Left Hall	Setting near the door of Woman Chapel (after Jay, Hans, Paul passed by)	Extremely wary & alert	Left foot, right foot. Don't make sound
Left Hall	Interact with the door of	Calculative,	It's not the way to the

Right after that, Hans enters from where Aster's entered- he is standing right above his hiding spot.

HANS
(shouts)
Come out of I'll shoot!

Aster doesn't move- holds in his breath.

Hans shoots six big bushes- one of them deeply cuts Aster's left upper arm. Blood flowing out from the wound.

Aster tries to stop it by giving it pressure- he bites his tongue to stop himself from making a sound.

Hans inserts new bullets and starts checking the area.

The pain makes Aster unable to move. He sticks to the corner of the bottom stairs- locking his eyes on Hans.

ASTER (INNER MONOLOGUE)
Oh god, don't let him come here, please, please.

Hans checks the area with the highest bushes- opposite of Aster, then continues in a clockwise direction.

Aster's agitated state sharpens his hearing sense, making the sound of bushes' scouting fill his head.

As he gets closer to Aster, Aster tightly grips the dagger in his rope belt. His hands getting colder due to adrenaline. He observes Hans without blinking an eye.

13 steps closer, 10 steps, 8 steps, 4 steps, 2 steps-

PAUL (O.S.)
(loud scream)
He's here! He runs to the kitchen!

Hans runs to the door above him and leaves the garden.

HANS
(screams)
I'm cooking!

Aster falls to the ground- strength has left his body.

ASTER (INNER MONOLOGUE)
(panting)
That... close.
(controls breathing)
But, a kid who looks like me? Who?
And how does he get here?

He remembers horrible things the abductors did to him. His body responds to his trauma- he got badly nauseous.

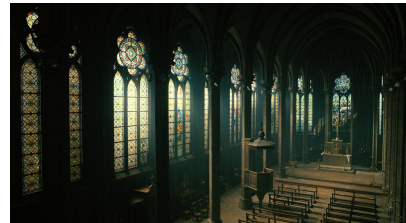
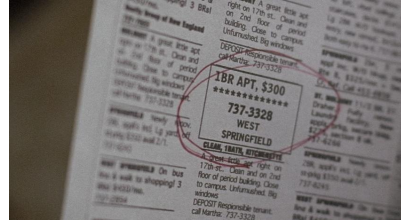
Beat Chart V2 - Act 1

Location	Kitchen Storage	Left Wing Hall	Main Dining Room	Left Wing Hall	Chantry	Front Entrance	Left Hall
Area	Left Wing	Left Wing	Left Wing	Left Wing	Main Hall	Main Hall	Main Hall
Objective (S = Start & F = Finish)	Go to Main Dining Room (S)	Sneak behind Muscular without getting caught (S&F)	Go to the Main Dining Room (F), find the dagger hiding place (S&F) & go to the Apprentices Room (S)	Find a place to rest (S)	Find a place to rest (F), find a way to the apprentices room (S&F) & go to the front corridor (S)	Go to the front corridor (F) & take a runabout to the Rear Corridor (S)	Take a runabout to the Rear Corridor (F)
Important Event	Intro about Aster and the church, got the church's map & shows the player's will to live	Shows the left entrance is closed, the abductors hierarchy & the player hides behind the central statue	Clues about the pastor's strangeness, Aster's attempts to escape & the existence of duplicate keys	The existence of a room filled with books & Muscular's sharp hearing sense	The player's exhaustion, weak physical condition, and optimistic way of thinking & shows how he calms himself down	Shows Knives guarding the entrance, other entrances are blocked & the player critical thinking despite his age	The reason why the abductors need the player alive, tells about the player's intelligence & what'll happen after they catch the player
Mechanic (Beside walk, crouch & run movement)	Read the map & inspect map	Hold breath	Move floor tile using feet, lift up a floor tile, interact with the box, take the dagger & read notes	Hold breath	Control breath, read maps & inspect the map	Read the map & inspect the map	Hold breath
NPC Abductor/Else	-	Muscular	-	Gunner, Drunk & Muscular	-	Knives	Gunner, Drunk & Muscular
Interactable Object & (color)	Map (yellow)	Central statue (grey) & wooden planks (dark brown)	Correct floor tile (light grey), dagger (dark grey), notes (yellow) & wooden planks (dark brown)	Wooden planks (dark brown)	Wooden planks (dark brown)	Map (yellow)	-

Beat Chart V2 - Act 2

Location	Apprentices Room	Pastors Room	Chapter House	Inner Garden	Left Wing Hall	Library
Area	Right Wing	Right Wing	Right Wing	Main Hall	Left Wing	Left Wing
Objective (S = Start & F = Finish)	Go to the Apprentices Room (F), read the notes in the desk (S&F), search the room (S&F) & go to the Pastors Room (S)	Go to the Pastors Room (F), search the room (S&F) & go to the Chapter House (S)	Go to the Chapter House (F), search the room (S&F), analyze information (S&F) & go to the inner garden (S)	Go to the inner garden (F), hide from the Gunner abductor (S&F), check the direction the kid's pointing (S&F), dig the ground (S&F) & go to the Library's Archives Room (S)	Stay low so the abductors doesn't notice (S&F)	Remove the wooden planks (S&F)
Important Event	Apprentices got badly mistreated by the pastors, seniors cleverness, and concerns for their juniors & Muscular and Gunner checked the area.	Disagreement of the pastors about apprentices play time, the meeting in the Chapter House & the player almost got found out by Gunner	Corrupted and cruel acts of the pastors, anomalies of the church, take oil & the player kicks Drunk's genital part to escape	Hide from Gunner, see the ghost kid wearing a white hospital gown, and reveal the truth about the church & the place of duplicate keys	The abductors can't find the kid who looks identical to the player & only Muscular left in the left wing	The player realizes this place has been searched, so it's unlikely those people will rereck it
Mechanic (beside walk, crouch & run movement)	Inspect objects, read notes & inspect notes	Inspect objects, read notes & hold breath	Read notes, inspect notes, control breath, take the object, kick & hold breath	Hide, hold breath, dig the ground, take object, read notes, inspect notes & read map	Hold breath	Remove planks
NPC Abductor/Else	Gunner & Muscular	Gunner & Muscular	Gunner, Drunk & Muscular	The Kid & Gunner	Gunner & Muscular	-
Interactable Object & (color)	Bed (light brown), desk (dark brown), fireplace (grey), wooden chest (dark brown), wooden planks (dark brown), notes (yellow)	Bed (light brown), desk (dark brown), fireplace (grey), wooden chest (dark brown), wooden planks (dark brown), notes (yellow)	Fireplace (grey), documents (yellow) & oil (orange)	Dagger (dark grey), hiding spot in the ground (dark brown), bottle (grey) & notes (yellow)	Statue (grey) & wooden planks (dark brown)	Wooden planks (dark brown)

STORY AMBIENCE REFERENCES



Historical

Trapped

Dark Secrets

Desperation

Tension

Escape

Birth - <https://film-grab.com/2013/06/10/birth/#>
 I Am Love - <https://film-grab.com/2014/08/06/i-am-love/#>
 Let Me In - <https://film-grab.com/2014/05/03/let-me-in/#>
 The Devils - <https://film-grab.com/2014/03/19/the-devils/#>
 Peterloo - <https://film-grab.com/2021/02/12/peterloo/#>
 The House Of The Devil - <https://film-grab.com/2013/08/22/house-of-the-devil/#>
 Fantastic Mr. Fox - <https://film-grab.com/2013/04/29/fantastic-mr-fox/#>
 Holy Motors - <https://film-grab.com/2013/01/29/holy-motors/#>
 The Killer - <https://film-grab.com/2024/09/30/the-killer-2024/#>

CINEMATIC RENDER

Unreal Engine 5 — Medium Scalability



Act 1: Left Wing Hall (Left Wing)



Act 1: Main Dining Room (Left Wing)



Act 1: Front Tower (Main Hall)



Act 3: Chapter House (Right Wing)



Act 3: Right Wing Hall (Right Wing)

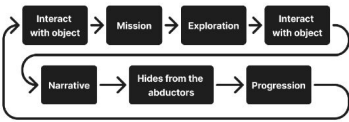
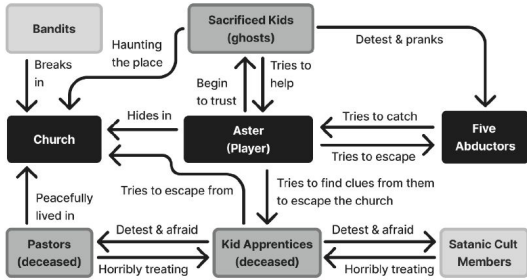


Act 3: Inner Garden (Main Hall)

ONE PAGER

Compared to aesthetic visuals, this one pager was focused on aligning the high-level concept and acting as the main guide throughout the development process.

The native file of this one pager is made on A4 landscape, so it's easy to print for individual use or print on a bigger page if this project gets developed further by a team.

TITLE DON'T GO BACK		TEAM Solo Project	GAME ACT & MAIN OBJECTIVE Intro to Act 1 — Find the entrance key to escape & Enter the underground area to escape.	BLOCKERS Active = Five abductors trying to catch the player & door planks that need to be removed.			
CONCEPT A dark escape-exploration game with immersive narrative investigation through the eyes of a child escaping abduction revolves around a satanic cult and human trafficking loop.			MAIN MECH TO ACHIVE MAIN OBJECTIVE Combat: dodge, pressing keys when killing the abductors. Non-combat: crouch, run, interact with object, read notes and map, hold breath.				
GENRE Mystery, Suspense, Psychological, Drama.	SETTING An old-forgotten grandiose Gothic church with an underground satanic cult area and an underground tunnel for human trafficking.		CORE LOOP 	KEY FEATURES 1. Tactical hide-and-fight gameplay. 2. Connecting clues to uncover stories. 3. Atmospheric storytelling. 4. Emotional and psychological explosion.			
					WIN CONDITION Enter the underground area.		
GAME PILLARS <table><tr><td>Layered narrative of unsettling children experiences.</td><td>Supernatural occurrences that help the player to escape.</td><td>Vulnerabilities of a kid that fights against violent adults.</td></tr></table>			Layered narrative of unsettling children experiences.	Supernatural occurrences that help the player to escape.	Vulnerabilities of a kid that fights against violent adults.	HISTORY OF THE CHURCH In the same era as the Salem Witch Trials, there are long disputes between the satanic society, normal civilians, and the government. The satanic society stayed low and made the church a concealment for their gatherings and rituals. Beside the church, the society also made a well-structured system to support themselves, one of them is the trained human resources through different specialties. In terms of the church, they are the apprentices and the pastors. They both have their own loops that are deeply rooted in political and psychological issues.	LOSE CONDITION Failed in hold breath events & press keys events when facing the abductor.
Layered narrative of unsettling children experiences.	Supernatural occurrences that help the player to escape.	Vulnerabilities of a kid that fights against violent adults.					
VISUAL STYLE Abandoned stone church with a dark & moody aesthetic theme.			SOFTWARES Unreal 5 & Blender.				
MUSIC & SOUND STYLE Echoed sounds with dark-suspense music and heartbeat sounds to intensify the uneasiness feeling.			The second obliteration of satanic society caused them to abandon the church and move to different places. The building got sealed while keeping the uncovered secrets. And the kidnapper is trapping the player inside.				
STORY A kid is kidnapped into international human trafficking, he escapes before reaching the border and hides in an abandoned church. In there, he finds clues that reveal the dark history of the place—a satanic church that sacrificed children in the secret underground area. The player is this kid, and he must escape while staying alive from the abductors who are trying to capture him.			THE PLAYER & RELATION TO THE STORY TIMELINE, NPCS, AND THE CHURCH Name: Aster Age: 13 years Aster is an intelligent kid from a rural town. He doesn't go to school to help her parents with their field, so he's very close to his family. A rough childhood leads him to mature faster. He had been kidnapped once, and it traumatized him until he got dissociative identity disorder (DID) and memory loss, but his family hid it from him. 				
AUDIENCE The Explorer, players who enjoy escape games with pressing key mechanics like Until Dawn and dark-twisted themes like Indika.							



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