

# FUTURE S!REN

GAME DESIGN DOCUMENT - PRODUCED BY NURHASANAH UMAR

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# FUTURE SIREN: OVERALL VIEW

**Concept:** A branching survival game entwined with supernatural powers, fast-paced combat, and dark psychological depth of Indonesian culture, designed for memorable replayability.

**Genre:** Third-Person Shooter, Mystery, Action, Choice Matters.

**Setting:** A small seashore city with a chilling blend of chaos, isolation, the Taksa Semesta universe, and life-threatening monsters in the entire area.

**Game Pillars:** Passive & active supernatural powers to defeat enemies, branching routes with different combat and narrative gameplay, deeply rooted Indonesian cultures with dark twists.

**Story:** The story takes place in the early 2000s, when the borders between the Taksa Semesta universe and the Earth are broken. The Black Puddle Case was happening all over the world. A siren voice tells the Taksa Semesta monsters to kill people for their ritual preparation.

The player is a female detective who suddenly got supernatural powers and is the only one who can hear the siren voices. She must stop the monster's ritual before it destroys the whole city.

**Audience:** The Achievers, players who enjoy combat using unique mechanics like Control and deep-branching narratives like Hogwarts Legacy.

**Game Act & Main Objective:** Intro to Act 1 — Kill all monsters before the human killing count finishes & Stop the monsters ritual.

**Key Features:** Interconnected gameplay & story, mysterious voice manipulating monsters, burden of leadership, powerful yet powerless combat.



# GAME INSPIRATION



## Control

Shooting, telekinesis & fast run mechanics



## Hogwarts Legacy

Interconnected branching narrative

# GAME MECHANICS

## Navigation

- Walk
- Run
- Fast run

## Object/NPC-related

- Interact with object
- Interact with NPC

## Combat

- Shooting
- Reloading ammo
- Dodge
- Telekinesis

# TAKSA SEMESTA OVERVIEW

Taksa Semesta is a monster universe heavily inspired by Indonesian culture and the dark side of humans. The monsters have their own superpowers, moral compass, and political structures based on power and plutocracy.

The Earth and Taksa Semesta are separated by universe borders, so none of the monsters or humans manage to get into each other's universe for decades.

But, internal conflict between the predecessors of the monsters caused the stability of their universe to break and weakened the universe's borders, so the monsters managed to get passed through—leading to almost complete eradication of the humans.

Humans managed to fight back by making contracts with certain monsters, letting them reclaim the earth and restore the stability of the universe borders—forcing all monsters to go back to their world.

In the present day, when the game starts, the borders get weakened, letting the monsters come back to earth. This time, they only have one mission: take control of the earth.

## Inspiration From Indonesian Culture

Indonesian Culture	Inspiration For
Older people tend to use polite language when they're talking, & it's a good manner for younger folks to talk to them in the same/more polite level.	Monsters are using polite Bahasa Indonesia language, and monsters in lower positions will address the monsters in higher positions by using poetic-like plaudit.
Indonesian culture is rooted deeply in mystical beliefs, and a big portion of it is related to black magic and mystical creatures & almost each region in Indonesia has different mystical creatures.	Some monsters are inspired by Indonesia's mystical creatures.
People can make contracts with mystical creatures to obtain something (ex.: wealth, reputation, love), and some contracts are passed through generations even without the descendants consent or knowledge.	Humans who made a pact with the monsters will pass down the entire contract to their descendants, and those people can't do anything about it until the monster their ancestor made a pact with dies.
Indonesia was colonized for more than 100 years, so it caused a deep sense of kinship to help each other (Indonesian) so they wouldn't lose against the colonizers. It even has its own proverb, "Bersatu kita teguh, bercerai kita runtuh," which translates into "united we stand, divided we fall."	Pure-blooded monsters tend to attack in groups. The weaker they are, the more they try to cover their weakness by increasing their numbers.
There are some beliefs that we can summon spiritual beings to possess someone/ to make them appear by doing some rituals; the stronger that being is, the more ritual requirements it needs.	Higher-position monsters can appear on their own accord, but the lower-position monsters can also summon them by doing some sort of ritual; the higher the rank, the harder the ritual will be.

## Inspiration From the Dark Side of Humans

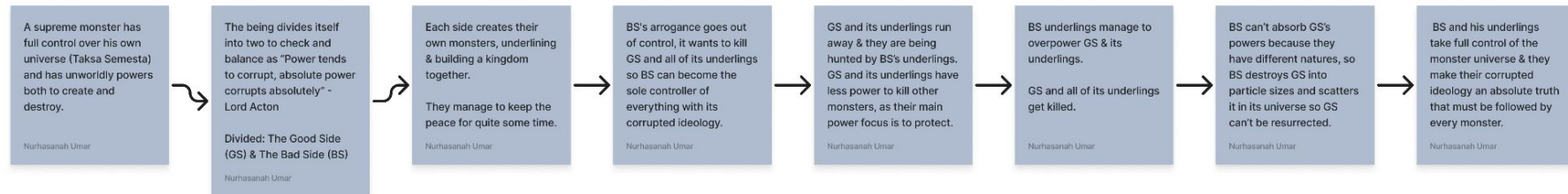
Indonesian Culture	Inspiration For
Corrupt people in power use their authority to frame someone as they like.	The ex-Utusan are portrayed as bad people because they have a different perspective from the corrupt Utusan.
Only a small percentage of higher-ups know the truth, so the corrupt ones tell lies to others for their own benefit.	Corrupt higher-ups twist the real truth so it's aligned with their interests, and no one will ever know it except them.
Low education level for unprivileged people.	Lower ranks lack critical thinking, so they believe and follow everything the corrupt higher-ups say because they think it is the absolute truth.
Low meritocracy and high plutocracy.	The only way lower-ranking monsters can become higher-ranking is by praising the higher-ranking monsters.
Sugarcoating words so they can have a different meaning than the intended purpose.	Except for the siren voice, everything Taksa Semesta's monster says can have different meanings.



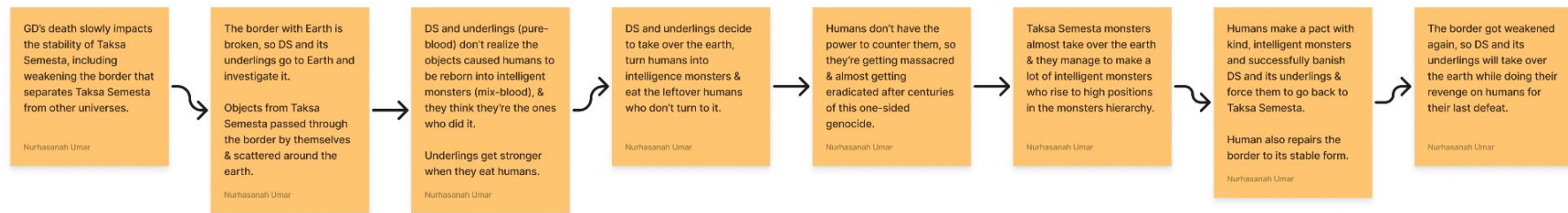
# HISTORY OF TAKSA SEMESTA

You can see more backstories on [nurhasanahumar.com/game-writing-future-siren](https://nurhasanahumar.com/game-writing-future-siren)

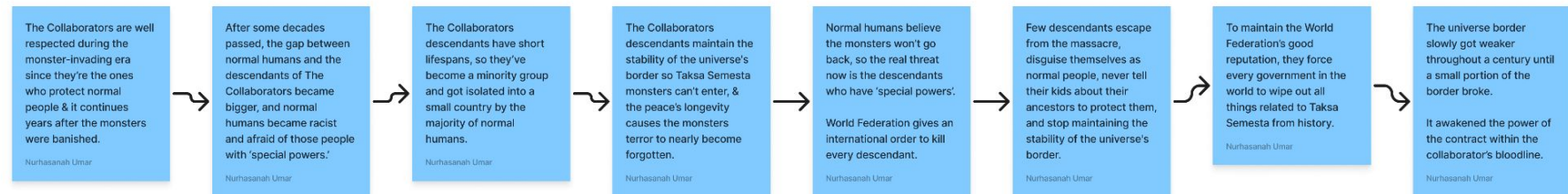
## History of Taksa Semesta



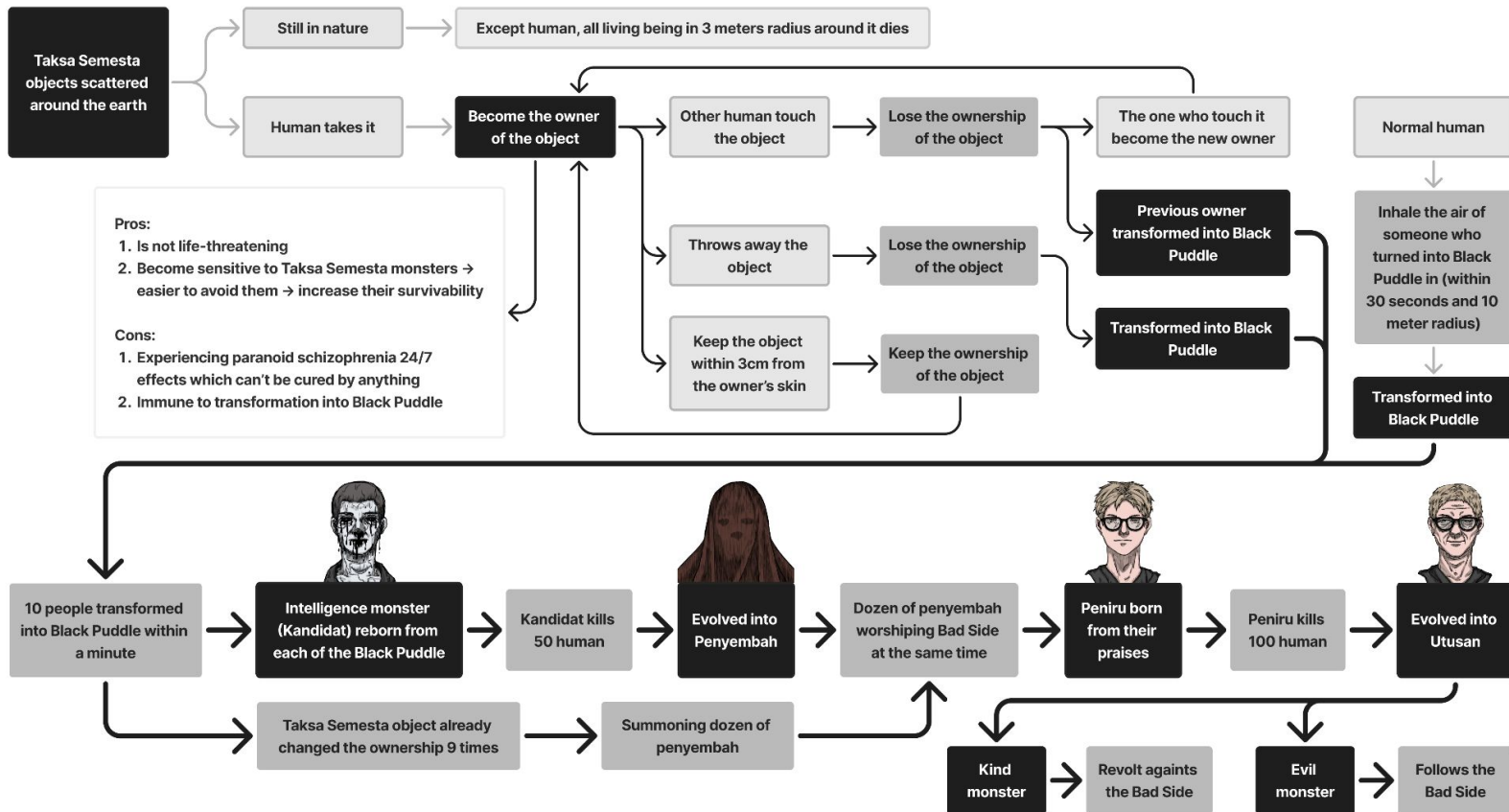
## Process of Taksa Semesta Monsters Invades the Earth, Banished From It & Invades It Again



## How Humans Eradicate The Collaborators, Hide the Monsters Invasion History & Weaken the Universe Border



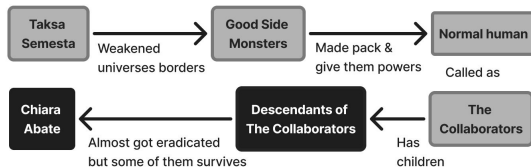
# BIRTH CYCLES OF MIX BLOOD MONSTERS



# PLAYER'S CHARACTER DATA & RELATIONSHIP



## Relation Between The Player & Taksa Semesta



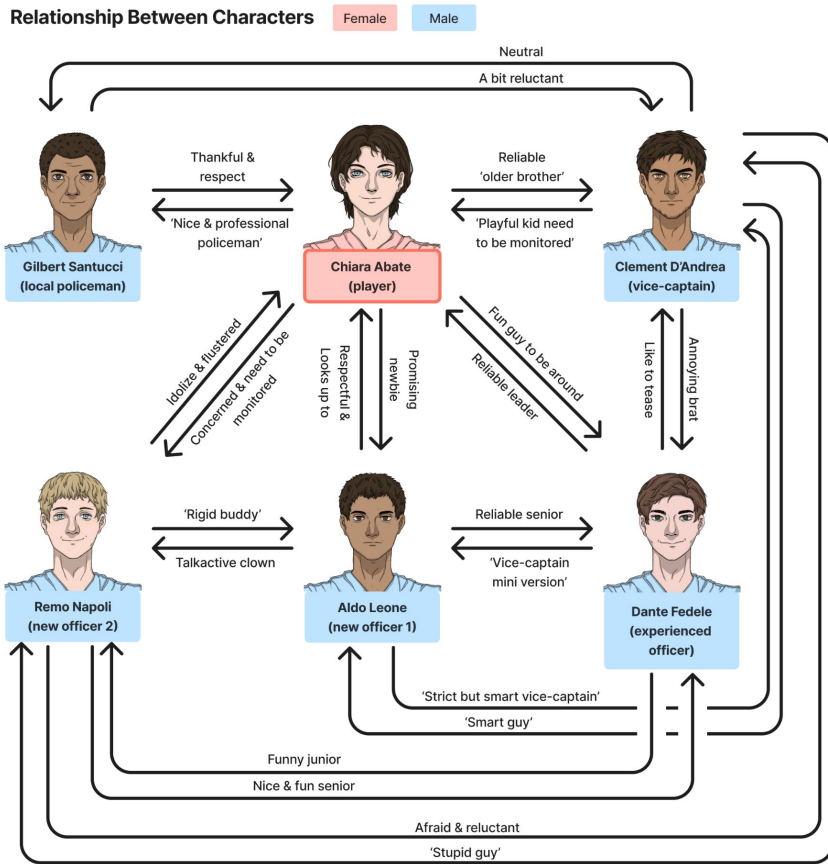
## Player Name: Chiara Abate

Age: 32 years old

Chiara is a top-tier police captain who's well-known for solving an unsolvable cold case. She is smart, strategic, reliable, and supportive to her team members. But she tends to overthink and freeze under overwhelming pressure, causing her to be prone to doing hasty things and needing others to calm her down.

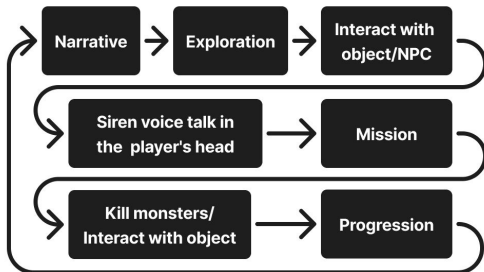
- She's loyal, always makes sure no one is left behind, and tries to keep everyone aligned, causing her to be a very inspiring leader for her subordinates.
- Being a captain trains her observation and problem-solving skills that focus on efficiency, so people depend on her to make fast and calculated decisions.
- She takes her job very seriously and always stays professional around people she doesn't know that well, but she'll loosen up more to people she knows.
- She's protective of her people and will go miles for them, and it also causes her to become more emotionally triggered if something happens to them.

## Relationship Between Characters

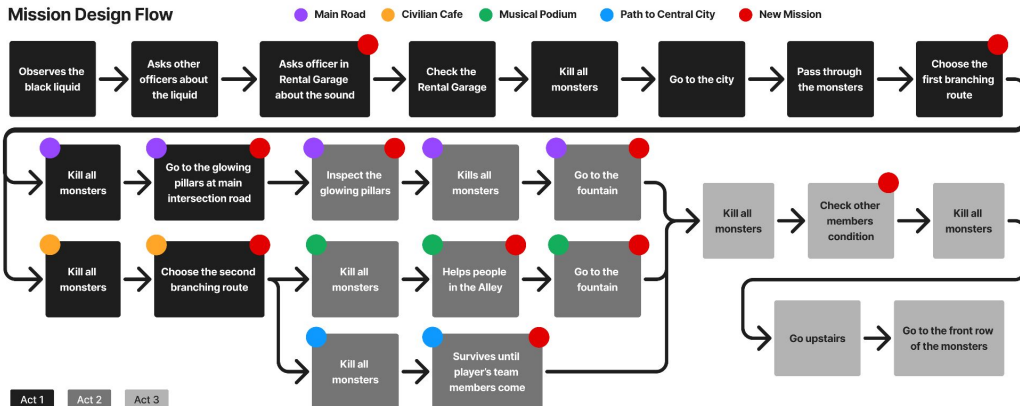


# CORE LOOP, MISSION FLOW & GAME BEATS

## Core Loop



## Mission Design Flow

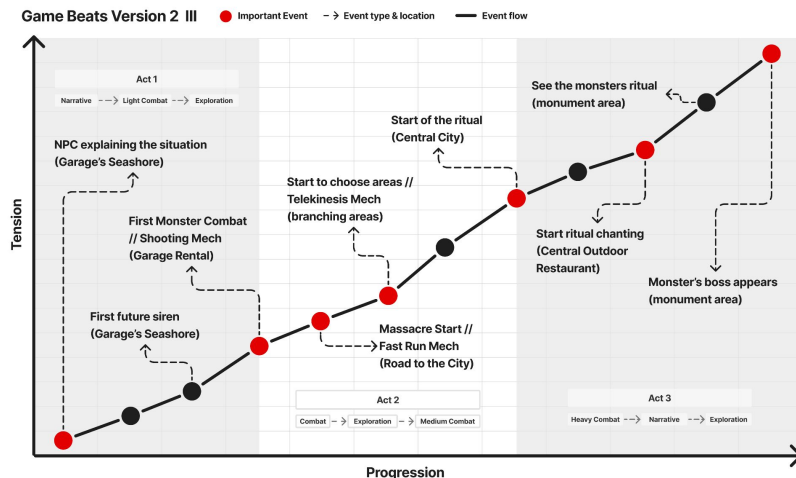


Combat mechanics (telekinesis, shooting, and fast run) and branching routes become the key points in this game. So, this phase—Intro to Act 1—focused on making the player get used to them so they can fully utilize everything in the full game.

The core loop and mission design led the player to encounter as many enemies as possible to accelerate the player's muscle memories for the game mechanics, and the branching routes give restricted freedom that'll change the course of the game.

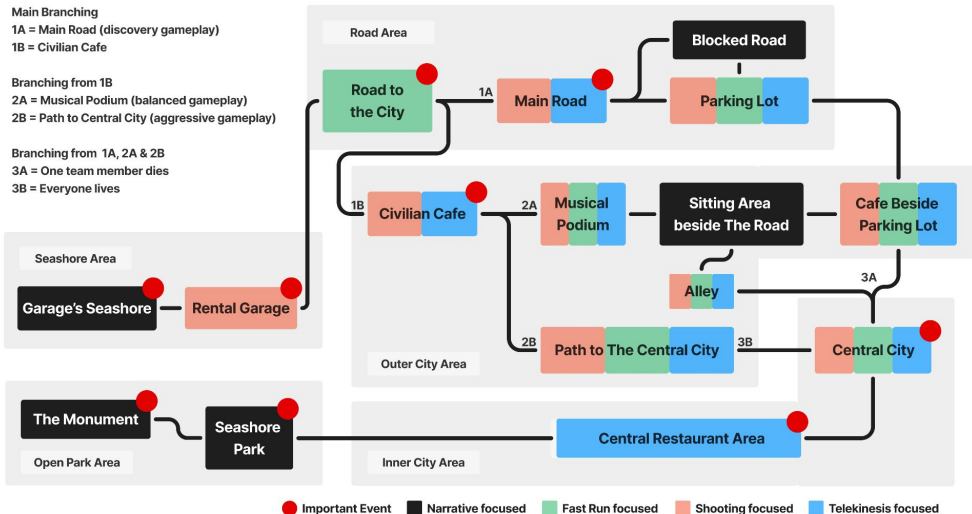
The gameplay will force the player to think and react fast while surprising them with different kinds of discoveries based on the chosen route. The highlight? When the player must stop a monster ritual where the monsters are chanting using a language unknown to humans—Bahasa Indonesia—yet the player understands it.

## Game Beats Version 2 III



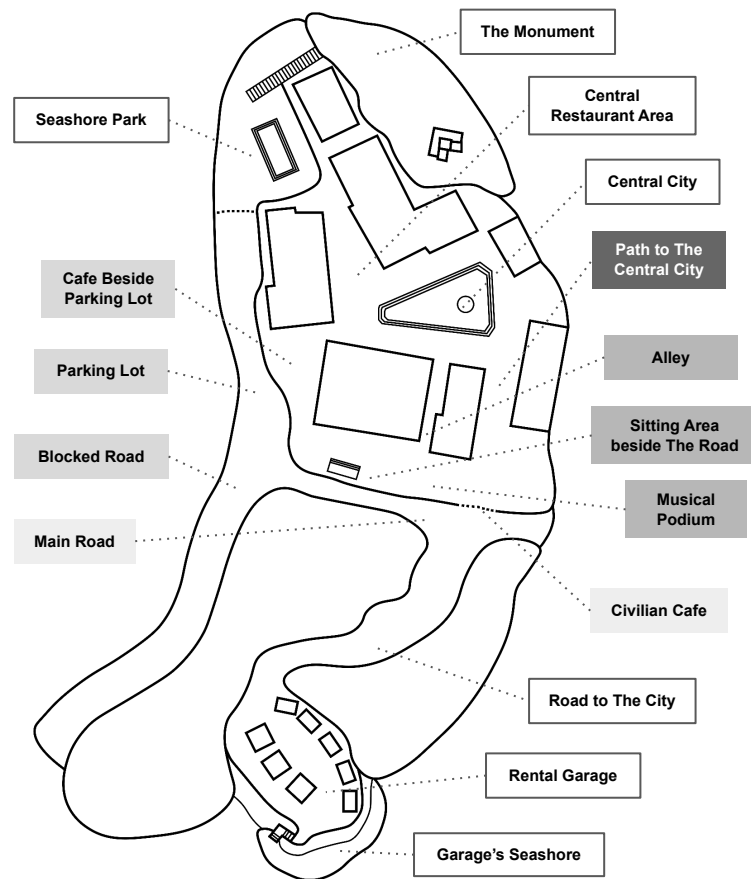


# AREA LAYOUT & FLOWCHART



The level design is made to facilitate different gameplay experiences (discovery-focused, aggressive combat-focused, and balanced) within one big city with interconnected areas. Each route has a different environment style and landmark, making distinctive visuals to ensure enjoyable replayability.

On the top-down layout, the branching paths are divided by color (light grey = Blocked Road / discovery ; medium grey = Musical Podium / balanced ; and dark grey = Path to The Central City / aggressive), and the white ones are areas that'll be experienced on all routes.



# BARKS, SCRIPT & BEAT CHART



Player Name: Chiara Abate  
Age: 32 years old

- Chiara is a top-tier police captain who's well-known for solving an unsolvable cold case. She is smart, strategic, reliable, and supportive to her team members. But she tends to overthink and freeze under overwhelming pressure, causing her to be prone to doing hasty things and needing others to calm her down.
- She's loyal, always makes sure no one is left behind, and tries to keep everyone aligned, causing her to be a very inspiring leader for her subordinates.
- Being a captain trains her observation and problem-solving skills that focus on efficiency, so people depend on her to make fast and calculated decisions.
- She takes her job very seriously and always stays professional around people she doesn't know that well, but she'll loosen up more to people she knows.
- She's protective of her people and will go miles for them, and it also causes her to become more emotionally triggered if something happens to them.

Character Barks (Chiara)			
Location	Gameplay Context	V.O. Direction	Cue
Seashore Cliff	Interact with the Black Puddle	Observant, attentive	I shouldn't touch it, the report said it's killed animals
Seashore Cliff	Interact with the forensic team	Considerate	Not now, they're working
Garage Rental	Getting close to the stacked cars	Frustrated	Damnit, they can even throw cars
Civilian Cafe	Civilians passed through the player	Scream, authoritative	Go down the road! Stay away from the city!
Main Road	Helping civilians get out of the cars	Scream, authoritative	Be careful! Follow the road down!
Blocked Road	Interact with glowing pillar	Nauseous, light-headed	Ugh, these things make me sick
Blocked Road	Interact with car crashed into the glowing pillar	Shocked, unbelieving	Hell, I can withstand the car crash?
Seashore Park	Getting near the glowing pillars	Massive headache	Fuck, my head...
The Monument	Walk between Peryneth	Almost passed out	Just... a bit more.

CHIARA  
Good! Instruct the people to stay there and ask the SO to send air support, the road is blocked by indestructible pillars!

GILBERT (O.S.)  
Damnit, okay!

CHIARA  
Okay, out!

She cuts the connection and continues fighting.

Over time, she's getting tired and unconsciously lowers her guard: the monster throws her to the building's wall.

Chiara finds her in pain, forces her trembling leg to stand, but stumbles to the side. She falls right in front of a dead person's body - a monster screams and runs to her.

CHIARA (INNER MONOLOGUE)  
Oh no-

She throws a pot of plants to the monster. It dodges and stops right in front of her. Its daunting head stood above her, both of its arms hanging around her shoulder, and its torso that goes up and down in chaotic rhyne.

She holds her breath in, terrified.

She closes her eyes, waiting. After a while, she feels nothing. She opens her eyes and sees the monster swallowing the corpse behind her.

What-?

The monster stays in place while swallowing it like a snake-right in front of her eyes.

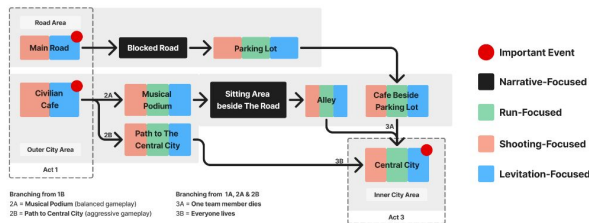
CHIARA (INNER MONOLOGUE)  
Fuck, fuck, fuck, they eat dead people?!

She uses the last bit of her strength to move away and starts hyperventilating. She connects the walkie-talkie to her team.

FUTURE SIREN  
32. Killed. Ruman.

CHIARA  
(trembling scream)  
The monsters are eating dead people!

## Beat Chart V2 - Act 2



Location	Blocked Road (1A)	Parking Lot (1A)	Cafe Beside Parking Lot (1A)	Musical Podium (2A)	Sitting Area Beside The Road (2A)	Alley (2A)	Path to Central City (2B)
Area	Road	Road	Outer City	Outer City	Outer City	Outer City	Outer City
Objective (S = Start & F = Finish)	Inspect the glowing pillars (S&F)	1// Kill all monsters (S&F) & 2// Enters the city (S)	1// Kill all monsters (S&F) & 2// Go to the fountain (S)	Kill all monsters (S&F)	1// Kill all monsters (S&F) & 2// Helps people in the Alley (S)	1// Helps people in the Alley (F), 2// Kill all monsters (S&F), 3// Go to the fountain (S)	1// Kill all monsters (S&F), 2// Survives until player's team members come (S&F)
Important Event	Player inspect the glowing pillars, realizes the characteristics of them, inform local police to get air support & informs player's team members	Sees glowing pillars blocking way to Seashore Park, team member informs the monsters eat people corpse & help request from team members in the fountain	Player frantically search the fountain while fighting	Instruct her team to handle different areas, sees the situation in main road, team members informs about glowing pillars & player inform local police to get air support	Player sees the glowing pillars, team member informs the monsters eat people corpse, screams from the alley & help request from team members in the fountain	Player fights in narrow alley & sees the fountain in central city	Team members informs about glowing pillars, player inform local police to get air support, player sees monster eat people corpse and informs her team & player ask for backup in the fountain
Mechanic (beside walk & normal run)	Inspect object, fast run	Telekinesis, fast run, shooting, reloading, dodge	Telekinesis, fast run, shooting, reloading, dodge	Telekinesis, fast run, shooting, reloading, dodge	Telekinesis, fast run, shooting, reloading, dodge	Telekinesis, fast run, shooting, reloading, dodge	Telekinesis, fast run, shooting, reloading, dodge
NPC	-	-	Civilians (non-interactive)	Civilians (non-interactive)	Civilians (non-interactive)	Civilians (non-interactive)	Civilians (non-interactive)
Telekinesis Object & (color)	Glowing pillars (white) & crashed cars (grey)	Rocks (light brown)	Table (red), chair (red), pot (dark grey) & food stall (blue)	Bench (light brown), pot (dark grey) & food stall (blue)	Bench (light brown) & pot (dark grey)	Table (red), chair (red), bench (light brown) & pot (dark grey)	Table (red), chair (red), bench (light brown) & pot (dark grey)
Enemy	-	Normal monsters	Weak monsters & Normal monsters	Normal monsters	-	Normal monsters	Weak, normal & strong monsters

The barks and script are made in correlation with the beat chart, so every narrative progression can be easily implemented in the development process.

Everything is also made on Google Docs and Figma, so all these are accessible and open for team collaboration.

You can see more on:

[nurhasanahumar.com/level-design-future-siren](https://nurhasanahumar.com/level-design-future-siren)

# STORY AMBIENCE REFERENCES



Chaos

Protect

Hallucination

Consequences

Ritual

Terror

Once Upon a Time in Anatolia -

<https://film-grab.com/2020/07/08/once-upon-a-time-in-anatolia/#>

The Creator - <https://film-grab.com/2024/01/11/the-creator/#>

Silent Night - <https://film-grab.com/2023/12/26/silent-night/#>

Rebel Ridge - <https://film-grab.com/2024/09/16/rebel-ridge/#>

The Matrix Resurrections -

<https://film-grab.com/2024/05/15/the-matrix-resurrections/#>

A Monster Calls -

<https://film-grab.com/2019/08/23/a-monster-calls/#>

The Lighthouse - <https://film-grab.com/2020/08/11/the-lighthouse/#>

Apostle - <https://film-grab.com/2019/10/04/apostle/#>

Gretel & Hansel - <https://film-grab.com/2020/12/18/gretel-hansel/#>

# CINEMATIC RENDER

Unreal Engine 5 — High Scalability



Act 1: Rental Garage (Seashore Area)



Act 2: Main Road (Road Area)



Act 2: Path to The Central City (Outer City Area)



Act 2: Blocked Route (Road Area)



Act 3: Seashore Park (Open Park Area)



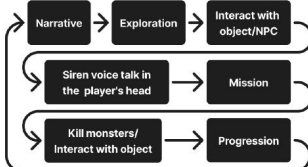

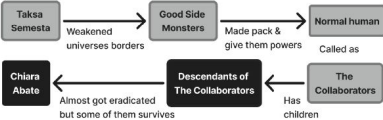
Act 3: The Monument (Open Park Area)



# 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.

<b>TITLE</b> <b>FUTURE SIREN</b>		<b>TEAM</b> Solo Project	<b>GAME ACT &amp; MAIN OBJECTIVE</b> Intro to Act 1 — Kill all monsters before the human killing count finishes & Stop the monsters ritual.		<b>BLOCKERS</b> Active = Monsters. Passive = Physical & Psychological effects of the Taksa Semesta transition ; Nauseous caused by the glowing pillars.				
<b>CONCEPT</b> A branching survival game entwined with supernatural powers, fast-paced combat, and dark psychological depth of Indonesian culture, designed for memorable replayability.			<b>MAIN MECH TO ACHIEVE MAIN OBJECTIVE</b> Combat-related: Telekinesis, fast run, shooting, dodging Non-combat: Interact with objects, interact with NPCs.						
<b>GENRE</b> Third-Person Shooter, Mystery, Action, Choice Matters.	<b>SETTING</b> A small seashore city with a chilling blend of chaos, isolation, the Taksa Semesta universe, and life-threatening monsters in the entire area.		<b>CORE LOOP</b> 		<b>KEY FEATURES</b> 1. Interconnected game-play & story. 2. Mysterious voice manipulating monsters. 3. Burden of leadership. 4. Powerful yet powerless combat.				
			<b>WIN CONDITION</b> Go to The Monument to stop the ritual.						
<b>GAME PILLARS</b> <table><tr><td>Passive &amp; active supernatural powers to defeat enemies.</td><td>Branching routes with different combat and narrative gameplay.</td><td>Deeply rooted Indonesian cultures with dark twists.</td></tr></table>			Passive & active supernatural powers to defeat enemies.	Branching routes with different combat and narrative gameplay.	Deeply rooted Indonesian cultures with dark twists.	<b>LOSE CONDITION</b> HP 0 (killed by monster/s).		<b>SOFTWARES</b> Unreal 5 & Blender.	
Passive & active supernatural powers to defeat enemies.	Branching routes with different combat and narrative gameplay.	Deeply rooted Indonesian cultures with dark twists.							
<b>VISUAL STYLE</b> Outside of a small tourist city at nighttime, chaos but well-lit.			<b>TAKSA SEMESTA (MONSTERS UNIVERSE)</b> Taksa Semesta is a monster universe heavily inspired by Indonesian culture and the dark side of humans. The monsters have superpowers, moral compass, political structures based on power and plutocracy, and their own history is deeply related to the Earth where the humans live. Internal conflict between the predecessors of Taksa Semesta monsters caused the stability of its universe to be broken and weakened the universe's borders—leading to almost complete eradication of the humans from the earth.						
<b>MUSIC &amp; SOUND STYLE</b> Fast-paced tempo background sound, chaotic screams, gunshots, crashing sounds, and deep thumping bass to increase the tension.			<b>THESE ARE SOME OF THE INSPIRATIONS FROM INDONESIAN CULTURES:</b> <table><tr><td>1. People can make contracts with mystical creatures to obtain wealth, love, etc., and some contracts are intergenerational, even without the descendants consent or knowledge.</td><td>→ The Collaborators passed down their contract to their descendants &amp; it continues until the monster their ancestor made a pact with dies.</td><td>2. Some people believe they can summon spiritual beings through rituals, the stronger that being is, the more ritual requirements it needs.</td><td>→ High-position pure-blood monsters can appear on their own accord, but the lower-position monsters can also summon the high-position mixed-blood monster by doing a ritual.</td></tr></table>			1. People can make contracts with mystical creatures to obtain wealth, love, etc., and some contracts are intergenerational, even without the descendants consent or knowledge.	→ The Collaborators passed down their contract to their descendants & it continues until the monster their ancestor made a pact with dies.	2. Some people believe they can summon spiritual beings through rituals, the stronger that being is, the more ritual requirements it needs.	→ High-position pure-blood monsters can appear on their own accord, but the lower-position monsters can also summon the high-position mixed-blood monster by doing a ritual.
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<b>STORY</b> The story takes place in the early 2000s, when the borders between the Taksa Semesta universe and the Earth are broken. The Black Puddle Case was happening all over the world. A siren voice tells the Taksa Semesta monsters to kill people for their ritual preparation.  The player is a female detective who suddenly got supernatural powers and is the only one who can hear the siren voices. She must stop the monster's ritual before it destroys the whole city.			<b>THE PLAYER &amp; RELATION TO TAKSA SEMESTA</b>  Name: Chiara Abate Age: 32 years old Chiara is a top-tier police captain who's well-known for solving an unsolvable cold case. She is smart, strategic, reliable, and supportive to her team members. But she tends to overthink and freeze under overwhelming pressure, causing her to be prone to doing hasty things and needing others to calm her down.						
<b>AUDIENCE</b> The Achievers, players who enjoy combat using unique mechanics like Control and deep-branching narratives like Hogwarts Legacy.									





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PORTFOLIO WEBSITE (FULL DEVELOPMENT PROCESS): [NURHASANAHUMAR.COM](https://www.nurhasanahumar.com)