



SNOW CHURCH

GAME DESIGN DOCUMENT - PRODUCED BY NURHASANAH UMAR

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SNOW CHURCH: OVERALL VIEW

Concept: A fan project spin-off of Control by Remedy Entertainment. It's a cinematic adventure game with crime investigation flashbacks, delivered from the perspective of a grandfather with photographic memory and mental illness.

Genre: Detective, Story-Rich, Suspense, Drama.

Setting: A rural mountain with long-forgotten Japanese shrines, breath-taking sunflower fields, and a snow trail leading to a brutalism-style church that appears out of nowhere.

Game Pillars: Remedy Multiverse based on the Control game, unique perspective from someone who's living in the past, investigation that evokes anomalies and strong emotions.

Story: An ex-detective is investigating the death accident of his granddaughter, who was a news reporter. Turns out, it was a planned murder by the FBC because she knew something about them.

To bring justice for her death, he'll expose this evil organization to the public. But, first, he needs to rescue his grandkid's friends, who were abducted by the same organization. He must save Jesse and Dylan before the FBC does the same thing to them.

Audience: The Explorer, players who enjoy Control & layered investigation games like Alan Wake II.

Game Act & Main Objective: Intro to Act 1 — Go to the Sunflower Field to inspect the snow trail & Interact with the person inside the church.

Key Features: Layered Dual-Timeline Investigation, atmospheric nostalgia in present time, re-living nightmares into madness, the illusion of safety.



GAME INSPIRATION



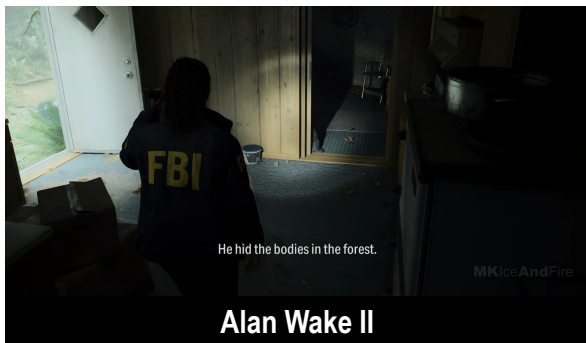
Control

Big exploration area & strange objects



Detroit: Become Human

Heavy storytelling



Alan Wake II

Layered investigation & two timelines gameplay



What Remains of Edith Finch

Playable flashback

GAME MECHANICS

Navigation

- Walk

Object/NPC-related

- Interact with object
- Interact with NPC

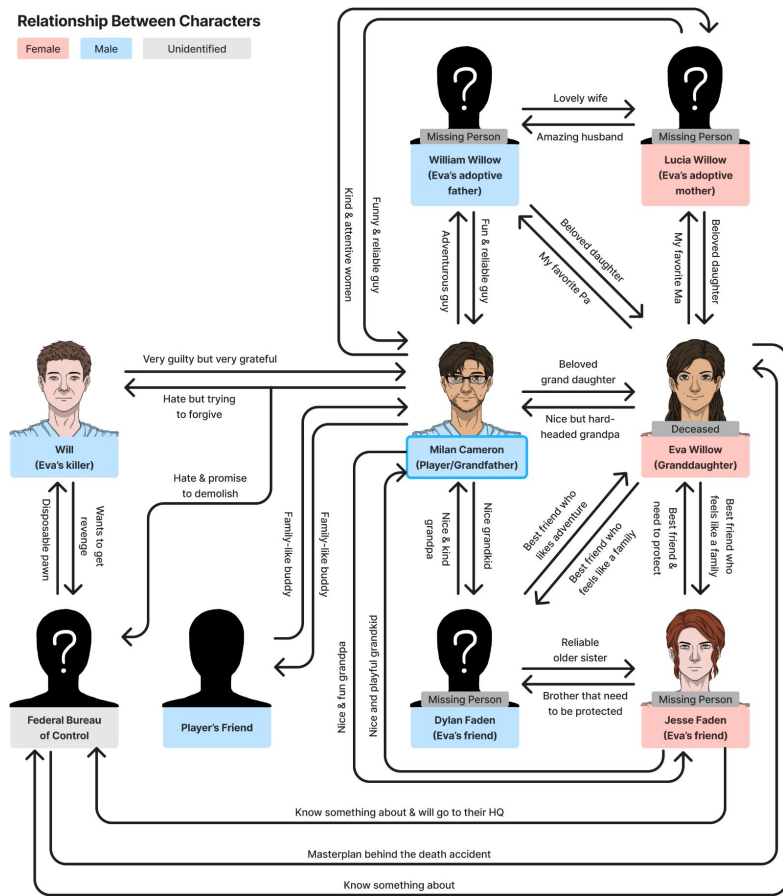
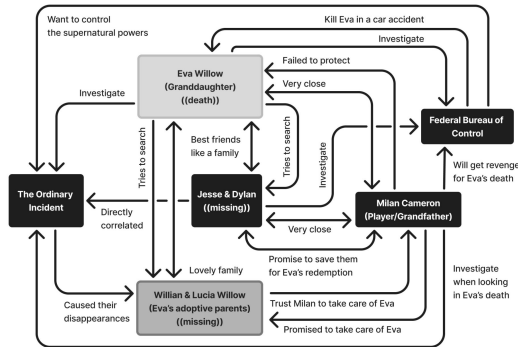
SNOW CHURCH POSITION INSIDE THE CONTROL MULTIVERSE

Game Title	Snow Church
Story Concept	Milan (a grandfather of Jesse and Dylan's best friend) is trying to solve the death accident of his only grandkid (Jesse and Dylan's best friend). Throughout the story, he uncovers the FBC is the one who killed her and has orchestrated other evil things. Later on, he finds out the FBC has kidnapped Dylan, and Jesse is on her way to save him. He decides to save both of them and take down the FBC.
Character Relationship	Grandfather of Jesse and Dylan's best friend as the player (original story), Jesse and Dylan as someone who needs to be saved (Control).
Exploration Area	Rural mountain area and a brutalism-style church for the playable intro & the FBC building for the main game & mostly use Control architecture style.
Unique Twist	Incorporating the theme: "Someone who always became a side character now must save the protagonists." -perspectives: How the FBC will feel like from someone who doesn't have power & the FBC IS THE BAD GUY AND THEY'RE KILLING PEOPLE FOR THEIR OWN BENEFIT.
Ratio & Inspiration	<p>Original story (60%) + Control (30%) + Alan Wake 2 (10%)</p> <p>// Original story = characters and the backstory, twisted FBC setting, the whole new story flow.</p> <p>// Control = strong bond between Jesse and Dylan, paranatural phenomenon & Ahti as main inspiration for the new paranatural creature.</p> <p>// AW2 = reality mixed with imagination, changing places in two different timelines, but the story still continues.</p>

*It's still Intro to Act 1, so the exploration area is only for this phase. But the overall concept will be implemented for the whole game.

Age: 62 years old

- Curious and an overthinker by nature, so he has a tendency to need to know everything before analyzing things.
- Milan is old so he can't do fast-paced activities like young people, but his intelligence and memory are as sharp as his prime.
- Haunted by the guilt of his granddaughter's death because she probably wouldn't have died if she hadn't investigated the ordinary case alone.
- Has deep emotional attachment to his late child and grandchild, so he tends to get emotional if there's something that triggers his memory.



PLAYER'S DYNAMICS WITH CONTROL CHARACTERS & OC

Jesse & Dylan Dynamics with Eva



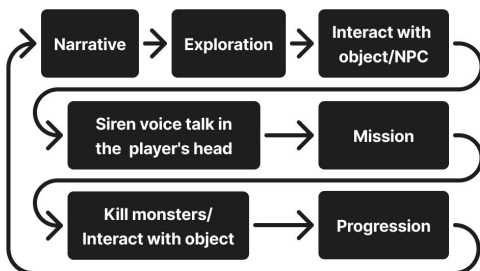
Jesse & Dylan Dynamics with Milan



You can see more backstories on nurhasanahumar.com/game-writing-snow-church

CORE LOOP, MISSION FLOW & GAME BEATS

Core Loop

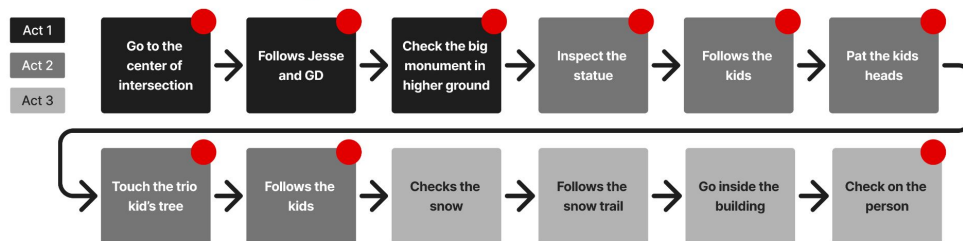


Since it's a fan project spin-off of Control and Intro to Act 1, the mission design and core loop are meant to emphasize the game beats which introduce the new multiverse and its relation to the original Control's universe.

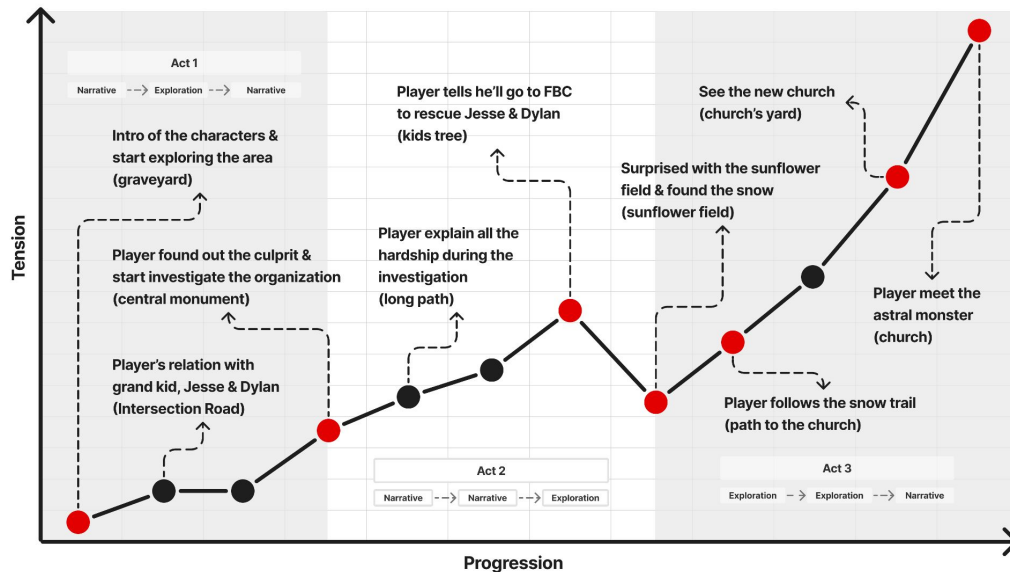
The prototyped gameplay fully happened in the present time, but the story progression happens back and forth between the present and the past. It's caused by the player's photographic memory, which also makes him imagine things vividly it even blends with reality.

The missions are designed to trigger flashbacks of nostalgic memories and the player's investigation to find the killer of his granddaughter, that eventually leads to the Federal Bureau of Control.

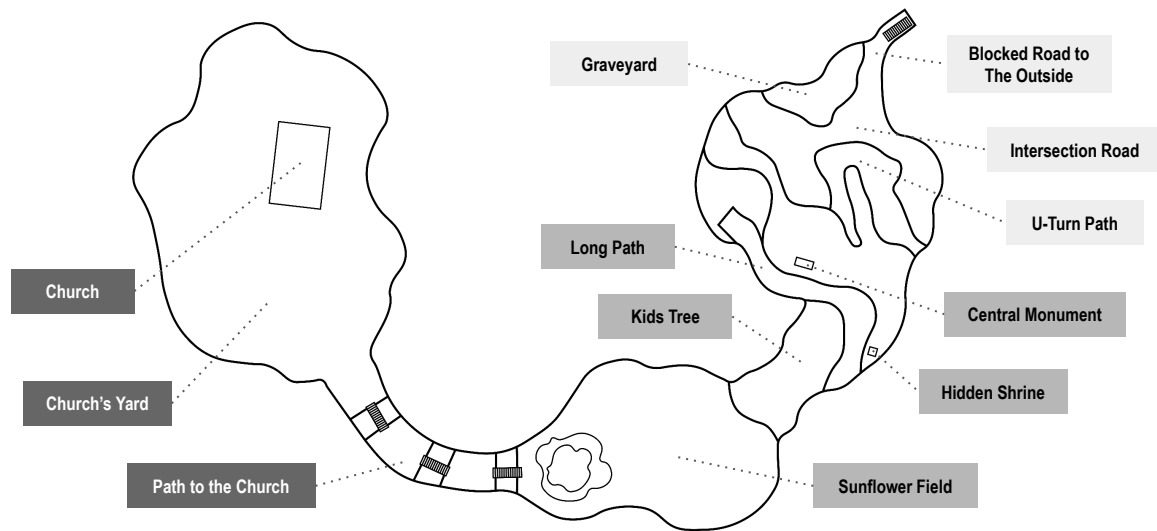
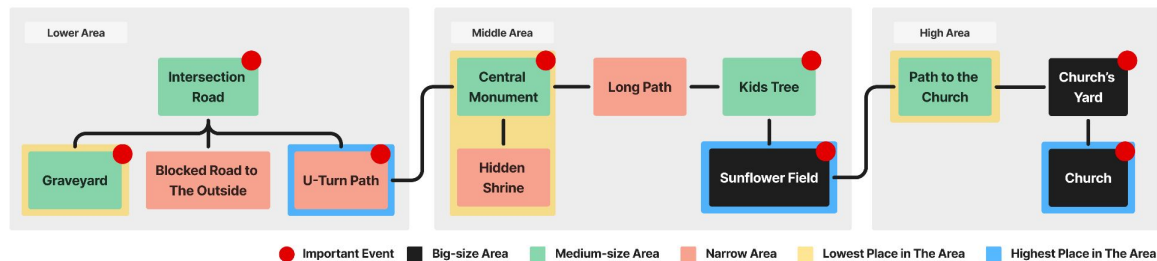
Mission Flow



Game Beats



AREA LAYOUT & FLOWCHART



The level is a secluded mountain dense with old Japanese culture (Japanese graveyards, stone railings, roofed gates, and shrines).


The areas are clearly divided by ground height, but the lush and cinematically rendered environment softens the transition process.

Organic shapes of each area enhance the atmospheric ambience and guide the player to explore deeper into the mountain.

To facilitate the original Control's unique selling point—anomalies between mundanity—the player will experience two types of environment: normal and 'what the hell is this'.

The story will lead the player to explore through the ordinary mountain areas before discovering the Altered World Events (AWE) and a new type of astral monster that imitates the physique of a deceased person.

BARKS, SCRIPT & BEAT CHART



Player Name: Milan Cameron
Age: 62 years old

Milan is everyone's favorite grandpa because he's fun, attentive, and kind. But because he's an ex-cold case detective, he's very critical, detail-oriented, and hardheaded about everyday-related things. He's very sentimental for people he cherishes. He also has photographic memory that lets him remember everything in great detail.

- Curious and an overthinker by nature, so he has a tendency to need to know everything before anything happens.
- Milan is old so he can't do fast-paced activities like young people, but his intelligence and memory are as sharp as his prime.
- Hunted by the guilt of his granddaughter's death because she probably wouldn't have died if she hadn't investigated the ordinary case alone.
- Has deep emotional attachment to his late child and grandson, so he tends to get emotional if there's something that triggers his memory.

Character	Barks (Milan)
Location	Gameplay Context
Graveyard	V.O. Direction
Graveyard	Cue
Intersection Road	Released
Intersection Road	Decision, casual
Intersection Road	Observant, attentive
Central Monument	Poignant, full figure, fit search & later
Hidden Shrine	Fond, nostalgic
Long Path	Enthus in good anticipation
Sunflower Field	Serious, calculating
Path to the Church	A bit overshining from the cold
Church's Yard	Shocked, stare at the church

43. EXT. LONG PATH, MIDDLE AREA MOUNTAIN (PRESENT)

Milan smiles bitterly at the central monument.

MILAN
You must be furious, right? Why didn't I believe you that she's alive? Why don't I help you sooner? (Indistinct)

I was scared. If something caused half the population of a city to disappear, shouldn't we stay away from investigating it? I've lost everything. I can't lose you too. But your father's blood runs thick. I've searched for you so much for three months and return to find that we both...

He looks upstage, trying to stop tears from falling down.

MILAN
So, I let you do you while keeping you close. That way, I can save you before anything happens. (Indistinct)

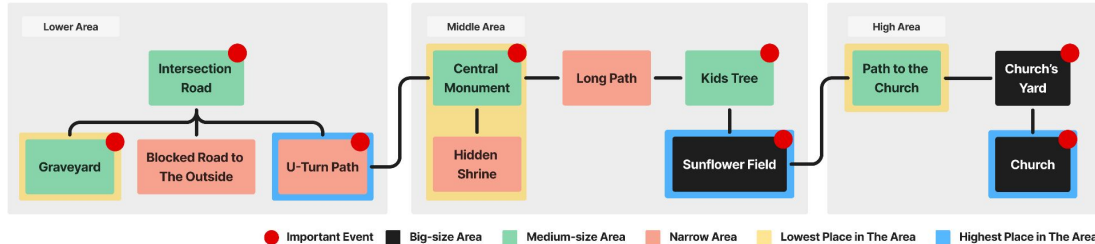
MILAN
So, when we found Jesse, I knew it was my redemption time.

MILAN clenches his jaw, forcing himself to talk in a controlled tone.

MILAN
I've checked his computer like a madman. I lost count of how much document we've read.

While his hacker friend checked every file on Jesse's computer, Milan and his two other friends discussed the printed document highlighting words and making notes.

MILAN (V.O.)
Turned out, Dylan was abducted by that bitch... That's why Jesse was so keen to search for them.



Beat Chart V2

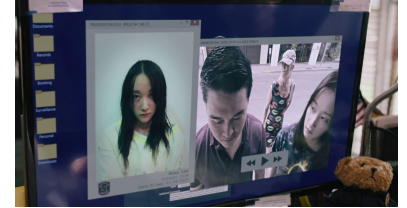
Location	Graveyard	Intersection Road	U-Turn Path	Central Monument	Hidden Shrine	Long Path	Kids Tree	Sunflower Field	Path to The Church	Church's Yard	Church
Area	Lower	Lower	Lower	Middle	Middle	Middle	Middle	Middle	Upper	Upper	Upper
Objective (S = Start & F = Finish)	-	-	-	1/1 Check the big monument on higher ground (S). 2/1 Follows Jesse and GD (S).	1/1 Follows Jesse and GD (P). 2/1 The fox statue (S&F) & 3/1 Follows the kids (S).	Pat Dylan's head (S&F).	Touch the trio kids tree (S&F).	Searches the kids (S&F). 3/1 Checks the snow (S&F). 4/1 Follows the snow trail (S).	-	1/1 Follows the snow trail (P) & 2/1 Check on the person (S&F)	1/1 Go inside the building (P) & 2/1 Check on the person (S&F)
Interactive Object & (color)	Grave (grey).	Fallen tree trunk (dark brown)	Roofed gate (dark brown)	Big monument (dark grey)	Fox statue (dark grey)	Roofed gate (dark brown)	Small tree (brown)	Snow (white)	Snow trail (white)	Snow trail (white)	Current bench (light grey)
Important Present Action beside Player Talks to Himself	Player puts out his physical word form.	Player walks past his imagination.	-	Player inspects the monument, following his imagination of the kids.	Talks and pats the statue & looks to the higher ground.	Player pats empty air & looks to the monument below.	Player stands in front of a tree.	Player walks around, eyes while standing & checks the snow.	Player walks between the snow.	Player walks between the snow.	Player sees the woman, spot her shoulder, everything goes dark & game ends.
Imagination Mix with Reality	Trio kids (GD, Dylan & Jesse) walk joyfully.	Player and trio kids are doing a game, GD growth through the years when he and she went here.	-	Trio kids play with the monument, playing big while passing through player's body & Jesse gestures for the player to follow them.	Trio kids play with the fox statue, light, and try to escape. Dylan cries & Jesse and GD pull Dylan to explore the area.	GD and Jesse give Dylan a coin they got from the Japanese gate. Trio kids reconcile. Dylan shows the coin to player. Jesse & GD ask to be praised by player, trio kids run to the road ahead.	Trio kids gather around a tall tree, and the adult GD smiles at the tree, trio kids run to higher ground before gesturing for the player and adult GD to follow, adult GD walks to them.	Trio kids come out from the field and tell the player to join their hide-and-seek game, trio kids run to the big tree after the player finds out of them, trio kids and the player's deceased family (GD's mother, player's son, player's wife) pose like a family photo while smiling at him.	-	-	-
Present Story	Player identity & history, player's grandchild (GD) has died, mentioning GD's old investigation, telling the player where Jesse & Dylan are, introducing the investigation & character relationships.	The memories of player and his kids were here, when only he and GD were here.	-	Tells player's desperation of the only one alive.	Shows the dynamics of trio kids when they're fighting & looks towards the Sunflower Field.	Shows how close the trio kids are to player, player thoughts about Jesse & Dylan, player's redemption intention to save Jesse, the real reason why player goes to this place now, player's friends will help from outside.	Shows the emotional connection of a tree for the trio kids, showing the player's imagination can expand to imagine one person in two different ages.	Shows how the player and trio kids play, the player's vulnerability, the player finding a pile of snow despite the season, the player realizing the snow is one of the altered world events, player deciding to follow the snow trail.	Tells the strange characteristics of the snow.	Shows the anomaly of the building and the puzzle, the strange stone still from the woman, shows the woman is GD, everything goes dark when she smiles.	Shows the interior of the church, the snow leads to a woman in a hospital gown kneeling, the strange stone still from the woman, shows the woman is GD, everything goes dark when she smiles.
Full Feedback	-	GD's death ceremony, player soldier attempts, days in the asylum, the closeness of player and his friends, player gets out of the asylum to start investigating GD's death accident.	-	Confession of policeman of what really happened in the accident, info about the perpetrators and black-clothes abductors.	Investigation getting stuck, friends join in to help, found new client, observing the murder suspect and confirming it, confronting the murderer, murderer begs for forgiveness, player almost kills the murderer out of anger but his imagination of GD steps him, reasons of the murderer kill GD, the murderer's family is in the hands of the black-clothes abductors, player forgives the murderer, new info from the murderer, start to investigate the ordinary case.	Investigation getting stuck, friends join in to help, found new client, observing the murder suspect and confirming it, confronting the murderer, the murderer begs for forgiveness, player almost kills the murderer out of anger but his imagination of GD steps him, reasons of the murderer kill GD, the murderer's family is in the hands of the black-clothes abductors, player forgives the murderer, new info from the murderer, start to investigate the ordinary case.	-	-	-	-	-
Trigger	-	-	Enters the middle area of the path.	Inspects the monument.	Exits the area.	Looks at the monument below.	Enters the area.	Enters the area.	-	-	-
Present Time NPC (S = Imagination & RL = Real life)	SI = GD, Dylan, Jesse	SI = GD, Dylan, Jesse	-	SI = GD, Dylan, Jesse	SI = GD, Dylan, Jesse	SI = GD, Dylan, Jesse	SI = GD, Dylan, Jesse, GD when she's adult	SI = GD, Dylan, Jesse, GD Father and Mother, Player's wife	-	-	RL = Actual monster with GD's grown woman appearance

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-snow-church

STORY AMBIENCE REFERENCES



Bond

Nostalgia

Regret

Hidden

Freedom

Anomaly

Big Fish - <https://film-grab.com/2016/05/24/big-fish/#>
Borgman - <https://film-grab.com/2019/09/07/borgman/#>
Mona Lisa and the Blood Moon -
<https://film-grab.com/2024/05/04/mona-lisa-and-the-blood-moon/#>
Gran Torino - <https://film-grab.com/2016/08/26/gran-torino/#>
Mother - <https://film-grab.com/2020/08/06/mother-2/#>
Apostle - <https://film-grab.com/2019/10/04/apostle/#>
Longlegs - <https://film-grab.com/2024/09/02/longlegs/#>
The Raid 2 - <https://film-grab.com/2021/05/13/the-raid-2/#>
Rigor Mortis - <https://film-grab.com/2024/10/01/rigor-mortis/#>

CINEMATIC RENDER

Unreal Engine 5 — High Scalability



Act 1: Graveyard (Lower Area)



Act 1: Blocked Road (Lower Area)



Act 1: U-Turn Path (Lower Area)



Act 2: Hidden Shrine (Middle Area)



Act 2: Central Monument (Middle Area)

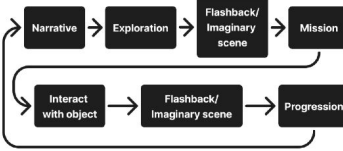



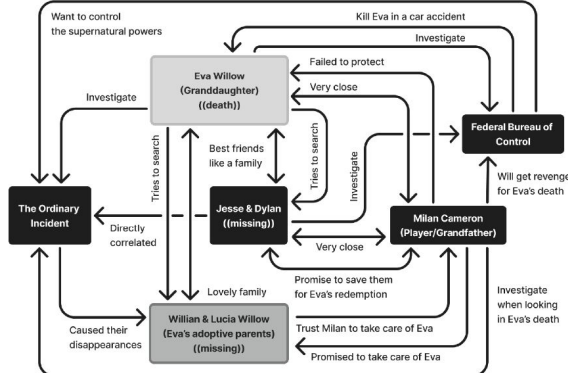
Act 3: Sunflower Field (Middle Area)

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.

TITLE SNOW CHURCH		TEAM Solo Project	GAME ACT & MAIN OBJECTIVE Intro to Act 1 — Go to the Sunflower Field to inspect the snow trail & Interact with the person inside the church.	BLOCKERS Active = Snow trail slows down the player when walking through it.			
CONCEPT A fan project spin-off of Control by Remedy Entertainment. It's a cinematic adventure game with crime investigation flashbacks, delivered from the perspective of a grandfather with photographic memory and mental illness.			MAIN MECH TO ACHIVE MAIN OBJECTIVE Non-combat: Walk, inspect object, interact with NPCs.				
GENRE Detective, Story-Rich, Suspense, Drama.	SETTING A rural mountain with long-forgotten Japanese shrines, breath-taking sunflower fields, and a snow trail leading to a brutalism-style church that appears out of nowhere.		CORE LOOP 	KEY FEATURES 1. Layered Dual-Timeline Investigation. 2. Atmospheric nostalgia in present time. 3. Re-living nightmares into madness. 4. The illusion of safety.			
GAME PILLARS <table><tr><td>Remedy Multiverse based on the Control game.</td><td>Unique perspective from someone who's living in the past.</td><td>Investigation that evokes anomalies and strong emotions.</td></tr></table>			Remedy Multiverse based on the Control game.	Unique perspective from someone who's living in the past.	Investigation that evokes anomalies and strong emotions.	WIN CONDITION Interact with the person inside the church.	
Remedy Multiverse based on the Control game.	Unique perspective from someone who's living in the past.	Investigation that evokes anomalies and strong emotions.					
			LOSE CONDITION -				
			SOFTWARES Unreal 5 & Blender.				
SPIN-OFF CONTROL UNIVERSE Instead of preventing the Astral monsters from destroying everything, the FBC is trying to control them so they'll have immense powers to become the 'ruler' of the earth. They've become the cold-blooded dictator who's not afraid to kill anyone who stands in their way. And, a humanoid Hiss shows up in other areas—which means the interdimensional door to Astral world is opened somewhere unknown, outside of the FBC building.							
MUSIC & SOUND STYLE Calm nature ambience with leaves interacting with the wind/the player sound effect, slow-tempo music to give a serene feeling.							
STORY An ex-detective is investigating the death accident of his granddaughter, who was a news reporter. Turns out, it was a planned murder by the FBC because she knew something about them. To bring justice for her death, he'll expose this evil organization to the public. But, first, he needs to rescue his grandkid's friends, who were abducted by the same organization. He must save Jesse and Dylan before the FBC does the same thing to them.							
AUDIENCE The Explorer, players who enjoy Control & layered investigation games like Alan Wake II.							

 <p>Name: Milan Cameron Age: 62 years Milan is everyone's favorite grandpa. But because he's an ex-cold case detective, he's very critical, detail-oriented, and hardheaded. He also has photographic memory that lets him remember everything in great detail.</p>	
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