

Five Nights at Area 51 Game Concept

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Game Description

In this sci-fi FNAF-esque horror game, you are a security guard working in a facility in Area 51. At night, the creatures that are studied during the daytime become a little quirky. To leave the facility with your life, you must ensure that the creatures do not harm you. As time progresses, the creatures become increasingly aggressive and the player will be required to complete more preventative measures to successfully survive the night. If they approach, you can use several tactics to ensure your survival such as flashing your light, using the sanitation room, closing the doors, and using the cameras.

Game Mechanics

Continuous Mechanics:

Time

- Time serves as the main driver for the creatures and the player. The player starts their shift at 12 AM, and must survive until 6 AM. At certain times, the monsters will become active and begin to roam the map.

Energy

- As the flashlight, doors, and cameras are used for longer periods of time, the player's available energy gradually decreases. When energy reaches 0, the player is left unable to prevent or repel monster attacks.

Aggression Meter

- Each creature has an aggression meter, which determines the likelihood that the creature will move to the next position. As time progresses, the creature's aggression meter increases, which increases the chance for it to attack the player.

Player-Utilized Mechanics:

Cameras:

- The cameras serve as the main way the character can observe the world around them. Through the cameras, the player will be able to see individual rooms in the map in order to supervise the creatures that are contained within the facility. A certain creature goes back to its original location when it is being watched.
- There will be several cameras which the player will be able to use that allow for visuals of all creatures and a large amount of the map.

Flashlight

- Certain creatures are photophobic. In order to prevent these creatures from attacking you, you will have to shine the flashlight at them to prevent their attacks. While the player is using the flashlight, they are unable to access any other preventative measure until they exit the flashlight shining mode.

Doors

- The Security Office contains two electrically powered doors. During the night, certain monsters will attempt to reach you by entering the room, and the doors will prevent them from entering. Don't use them too often or for too long because the power will run out quickly.

Sanitation Room

- The Sanitation Room serves as the only way to prevent Glorp the slime from killing the player. Upon a button press, the player will be launched backwards into the sanitation room which then cleans the surrounding area and removes the slime from the security office. The Sanitation Room cannot prevent any other monster besides Glorp from entering the room, and it also cannot prevent death by other monsters.

Security Office Window

- Directly in front of the player and behind the camera screens lies a large pane of transparent glass. The Security Office Window establishes a direct line of sight between the player and the space in front of the security office. Some creatures attempt to access the security office through the window which gives time for the player to employ other preventative measures to repel the incoming creature(s).

Audio Cues

- Audio cues, while generally used by the monsters to instill fear in the player, also serve as important warnings that a monster will attack or that the player is in danger. Certain creatures will make noise when their aggression meter is at its max, allowing the player to take action.