

FACILITY ZERO

Summary

Under the happy life of Utopia, there is a secret government lab that experiments on humans who can survive with just sunlight using photosynthesis.

A technical failure causes two human specimens to escape their pods.

You and your partner play as these escaped specimens in a **split-screen co-op stealth-puzzle game**. You must avoid scientists, cameras, and drones, solve environmental puzzles, and coordinate actions to escape — without being caught.

Design Goals

- **Cooperation** – Players rely on each other to progress.
- **Stealth** – Avoiding patrols, cameras, and drones.
- **Tension & Urgency** – Hazards and time-sensitive challenges.
- **Communication** – Split tasks require constant coordination.
- **Environmental Storytelling** – The lab feels like a lived-in, functioning facility.

Spaces

- Observation room
- Hallway
- Laboratory
- Research Chamber (Gas Chamber)
- Control Room
- Laser room
- Death corridor
- Maintenance Bay
- Energy Room
- AI Server Room

Characters

Players:

- Specimen A (Male)
- Specimen B (Female)

Enemies:

- Scientist
- CCTV Cameras
- Security Drones

Sequences

Observation room:

The place where both the specimens were being observed. Due to a technical error, specimen A escapes from the pod. He then observes the room and notices there are lot other specimens in the room. Most of them are already dead. He notices one specimen that is still alive. Specimen A then breaks out Specimen B from her pod. Both the players are set free from their pod.

Hallway:

Both the specimens come out of the observation room. They enter a long hallway. They learn game movements and interactions. The hallway is equipped with some rotating CCTV camera which the players should hide from and move forward.

Laboratory:

They enter a laboratory where the DNA research takes place. Inside the room there are computers and lab equipment present. There is a keypad locked door which is locked. The password is hidden in the Lab that needs to be solved by the players. Players can interact with different objects, log into the system, and move objects to find the clue/code. Once the password is found and entered in the keypad, the door opens.

Research Chamber:

This is where the specimens are being created/ tested. Both the players enter the chamber. The space is filled with scientist working. The players should not get caught by the scientists. Both the players must be stealth and find an exit. Instead of one they find two exit doors. One is on the ground level, and one is present on level one. There are buttons near each door. The button opens the other door. But the door stays open only for a short time. The doors are far from each other so that each player and to open the door for each other. This forces the players to get separated. If they stay for a long time the sensors get triggered and gas starts filling up the chamber. They must exit the chamber as soon as possible.

Laser room: (ground level door)

One player enters the ground level door which leads to the room filled with lasers and traps. The room is used for experimenting and destroying the failed subjects. The lasers are rotating in different directions. The player must dodge the lasers are reach the other end without getting killed.

Control Room: (level one door)

One player enters the level one door which leads to control room. The room is filled with controls switches and buttons. From here the laser room is visible. The lasers in the laser room can be controlled by the switches present here. This player controls the direction of the laser in the laser room and helps the other player to pass to the other end.

Once the player crosses the laser chamber a door opens in control room for this player to exit.

Death corridor:

Both the players now get back together and meet at the death corridor. There will be containers attached by hanging cables. The cables will be controlled by a switch. When a switch is activated, the associated cables lift the container attached to it. This will be used as platform, and one player moves forward on this. One another switch is presses another container lift and the existing one drops. One switch can control multiple cables.

By using this puzzle one player helps the other cross the path. Once the player reaches the other end, he presses a switch that activates all the cables and makes way for the other player to come.

Maintenance Bay

Both the players enter the maintenance Bay, where there are CCTV cameras and security drones patrol. Players should distract the drones and move past them without getting caught to the energy room. Players can pick and throw objects to distract the drones.

Energy Room

Players enter the energy room which is filled with plants and panels. They will be producing energy with the help of them. There will also be cables that will come from the surface. Players can interact with few elements but that will not affect the game. Which means this level is for the breathing space. There will be no enemies here.

AI Server Room: (Boss fight)

Past the Energy room is the AI Server room. The players must shut down the AI which holds the data for the entire lab and escape. As soon as both the players enter the room, the AI detects them and the alarm triggers. The players must use all the skills learnt till now and escape. There will be activities across the room that must be performed by single player and both players.

For single player task, one has to keep the AI engaged while other cracks the activity.

For both player task, there will be cooldown for the boss. During that time they have to perform the activity.

Once all the activities are completed the AI shuts down and the place begins to collapse. There will be an emergency exit lift through which both the player escapes.

The game ends here.

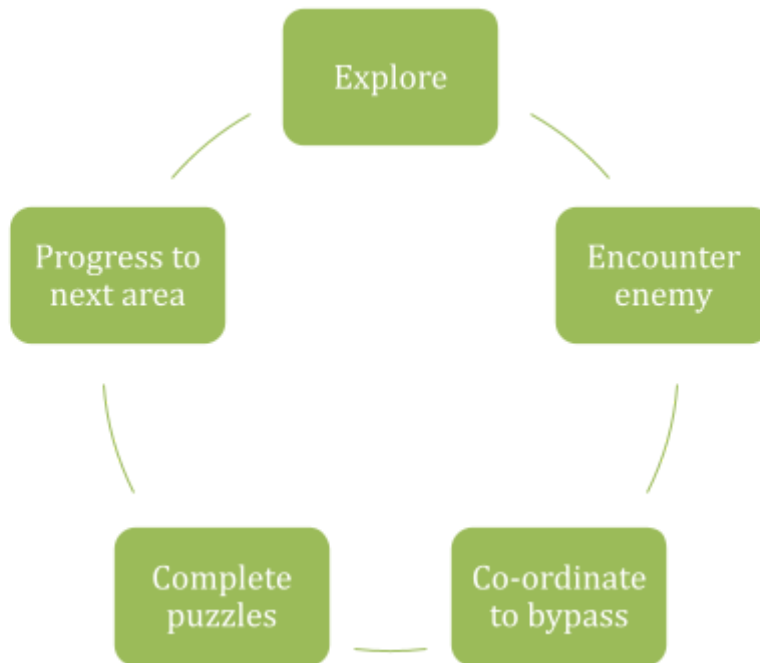
Game Beats

All the occurrences (player + environment)

Location	Objective	Enemies	Mechanics	Difficulty
Observation room	Player 1 rescues Player 2	-	Item interaction	Easy
Hallway	Movement, interaction and objective tutorial	CCTV	Movement	Easy
Laboratory	Find keypad code to unlock door	-	Movement, item interaction	Medium
Research Chamber	Escape before gas fills the room	CCTV, Scientist, Time	Movement, item Interaction, Timing	Medium-Hard
Control Room And Laser room	One dodges lasers, the other controls them	Laser	Movement, Laser control, Timing	Medium
Death corridor	Control the cables and align the right container using a switch to cross the corridor.	Fall, CCTV	Cable control, Movement	Hard
Maintenance Bay	Distract drones and sneak through	CCTV, Drones	Movement, Item interaction	Medium-Hard
Energy Room	Safe, breathing space	-	Movement, Interaction	Easy
AI Server Room	Final co-op boss sequence	Drones, lasers	Movement, Interaction, Timing	Very Hard

Game System

Core Loop:



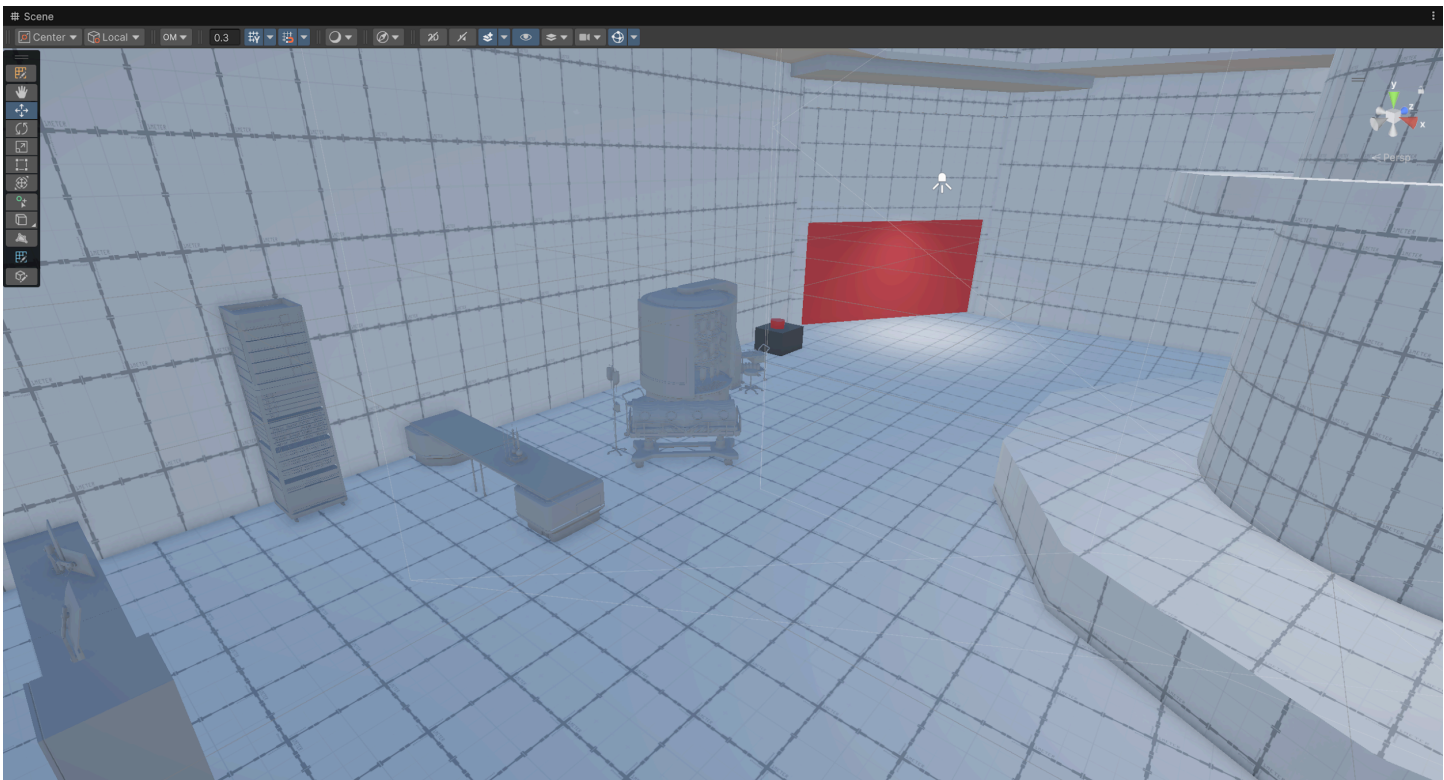
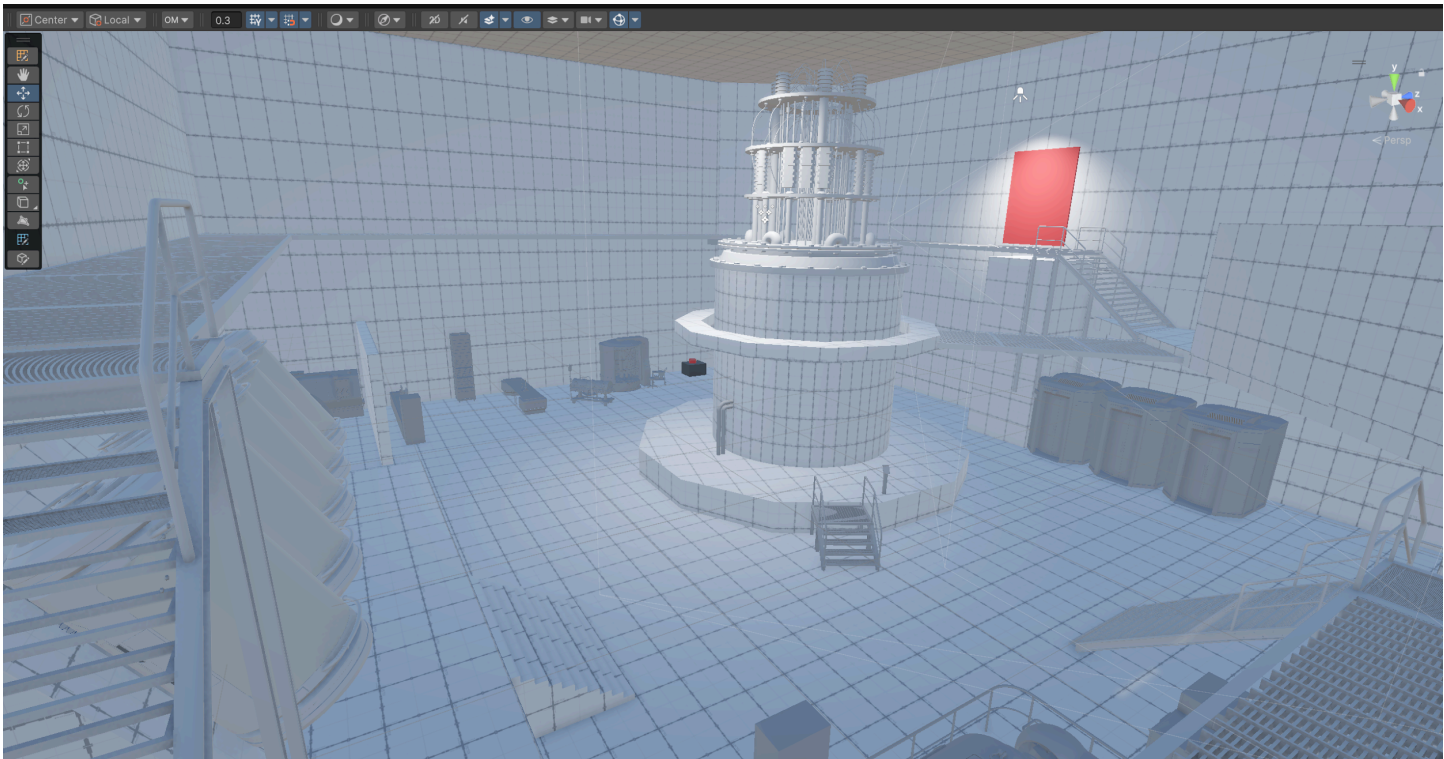
Interaction:

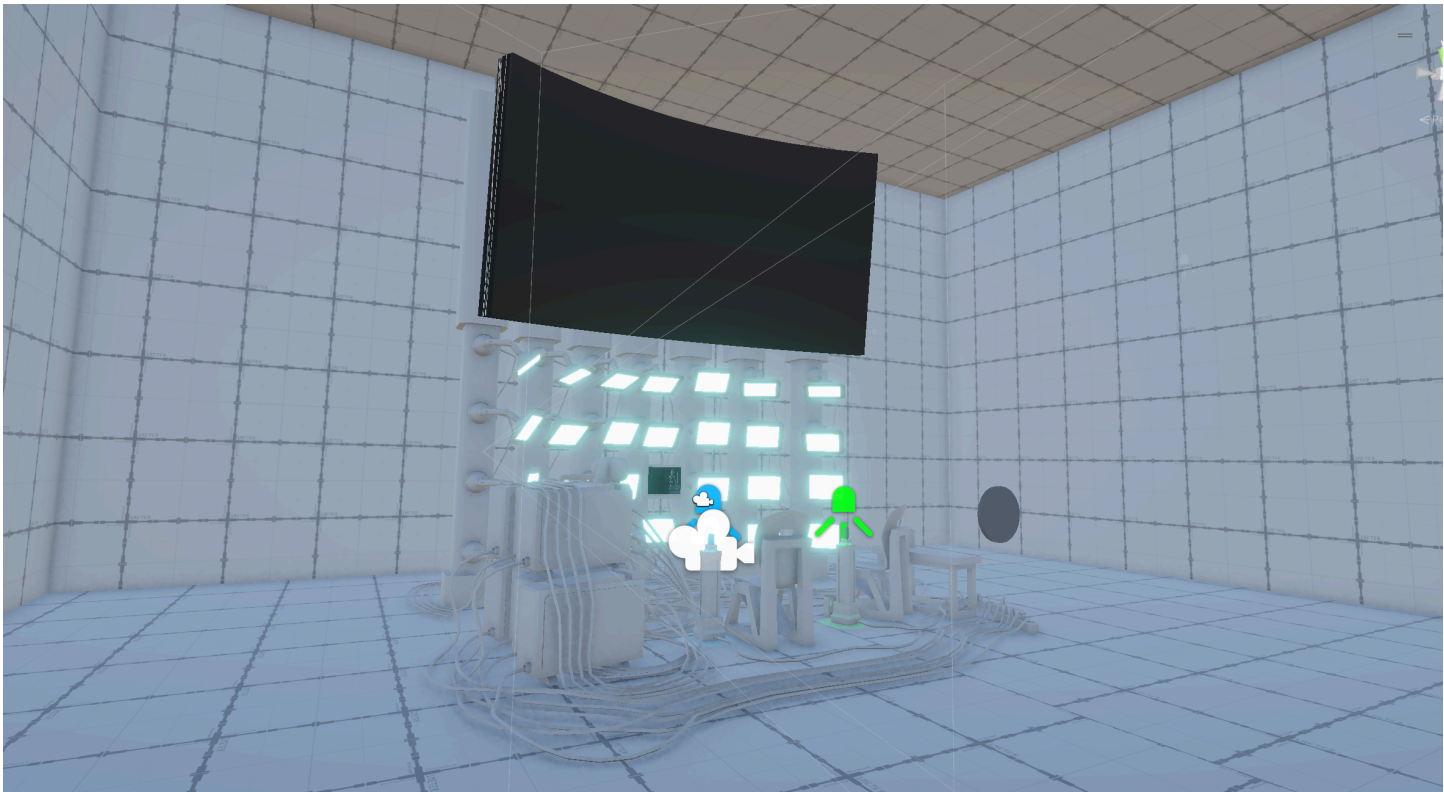
- Open doors
- Wheel rotations
- Press buttons
- Push objects
- Throw objects

Resources:

- Health
- Time (in Gas chamber)

Environment





References:

