Main story dis including intro:

*//you wake up on a ship, you are alone, there is a manual in your hand.*

You wake up in the dark dorm room and can hardly see, you are holding what seems to be a book in your hand but it is too dark to read. You look around you and see windows that look out to a stary sky with no earth in sight and a torch on the ground. After picking up the torch and turning it on you see that there are many other beds in the room other then your own. Are there others on the spaceship? It doesn’t seem as though there is but you also don’t quite feel alone. You feel as though eyes are on you, judging your every move. It makes you feel uncomfortable and cold. Suddenly you remember the book in your other hand you shine the torch onto it. On the cover the word ‘Ship Manual’ shines. You open to the first page and see that it has instructions on what to do if the ship is unresponsive. First you must make it to the Bridge. The Bridge. You have been there before. You think you know the way to get there, but first you must exit through the door ahead of you.

After gaining some courage you step outside of the room into a long hallway lined with messy wires hanging from the sealing/walls and sprawled out all over the floor. You will have to watch your step. Slowly you make your way to a door at the end of the hallway walking past other doors along the way. Your body seems to know where its going. You make it to the door and proceed to force it open and in front of you you can now see the bridge.

In the bridge some computer lights flicker and there are beeping noises all around, it seems some parts of the ship are still working. Just like the dorm room and the hallway, the bridge is also empty with no sign of human life for what seems years. Are you truly alone floating through space… Remembering where you are you go out of your daze and look to the manual. After reading it through you decide the situation calls for a reboot of the system meaning all non-life support shall we shut off for a small period of time before coming back on. All it takes is the press of a button, do you press it?

After pressing the button the ship goes silent. A few seconds later the main computer starts up, triggering some of the other computers to also start up. The lights don’t turn on. This ship still has some problems to be fixed. Suddenly you hear a voice which scares you as you haven’t heard one in a while.

“The ship is back on. Immediate treatment must be given to the lights system, engines and oxygen tanks. There are some other minor issues that should also be treated to. Please go into the ships log to see these issues.”

You let out a sign of disappointment when you realise it was just the computer speaking, you are still alone.

*//End of tutorial session and now the main game will start. You know what you must fix as in ship logs and listed to you but now you must fix them.*

After overcoming the disappointment of being alone you realize the intensity of your situation. You are on a ship, alone. The ship is having problems that will cost you your life if they go unattended to. You have to fix them on your own and you hardly remember anything before waking up. Realizing this you check to make sure that the computer is working properly.

“Which menu option would you like the open”

*//This will have options such as current quests, map, settings, other*

You get the information you need and decide that your first priority should be the lights system, as it will make all of the other jobs easier if you don’t have to constantly use a torch. Also less, creepy. You seem to have an idea of where the operations room is, straight down the hall on the opposite side of the ship to the bridge. You have definitely been here before.

*// Use commands such as leave and op room to move to the operation room*

You successfully complete a task of memory (***memory game***) to fix the lights in the operations room. You now make your way back to the bridge taking in your surroundings with the lights on (add in descriptions of how it looks).

“The ship is online. Immediate treatment must be given to the engines and oxygen tanks. There are some other minor issues that should also be treated to. Please go into the ships log to see these issues.”

“Procced to the Operations room to get an in depth description of what must be fixed and then the Airlock to make repairs outside of the ship on the engines. Afterwards you will return to the Operations room to make sure everything is fixed.”

You make your way into the hallway and realize you have yet to explore the ship you are in. There are 3 rooms that you have not gone into yet

*// Choose a number out of 1,2,3 to choose which room you enter, once in you can look around or leave the room. Once you leave you can have the option to enter the other rooms.*

After looking around the other rooms you go to the operations room where you find out what needs to be fixed outside and how. First you must put on a space suit and then exit through the airlock with the tools needed, you will find these tools in the airlock room. You were also told by the computer to remember the numbers you are given for later input.

You exit the ship out the airlock and can clearly see the damage done to the engines, almost as though they had been intentionally meddled with. You successfully open all of the code boxes and figure out the random code (number) and remember the number for later when you need to use the codes to put the engines online.

You go back to the operation room and successfully put in the codes fixing all the engines, but it still cant move as there is not enough power to power the engines.

*//To fix the engines we could do some sort of game where to fix individual parts you have to guess the right number in a specific amount of guesses and then remember the numbers from the parts you fix to use as a code to get the computer back online. To do this we could make it so when the user guesses the right number the answer is turned into an int and saved so that if one of these or all of these int’s are typed into the operation rooms computer (when you return) you successfully put the ship engines back online. You may have to put in all codes separately as a way of putting on the engines one by one.*

To get enough power for the engines you have to find some power cores. These can be found all over the ship, you may need to re look in rooms to find these (you currently have 0/3)

After finding them all in there respective rooms you can go back to the operations room and select the power on option for the engines. The ship is now able to move again as you collected more then enough power for the engines. This means you don’t have to look again later on when fixing the oxygen tanks.

*//For a more difficult version we could make it so you have to look for power cores again but the more rooms you enter the lower the oxygen gets.*

While it is good that the ship can move you also know that the oxygen levels are decreasing rapidly. What use will it all be if you can’t breath. The engine task took a long time so your oxygen levels are quick low. You hurry back towards the bridge.

On the way you trip on a stray wire and black out (you loose time/oxygen levels). After awakening you decided if it would be best to find the medical room to give your self a check up or continue with the possibility to pass out at random times.

You decided check up and go to the medical room, here you see that you are healthy besides memory loss, but you already knew this.

Now you can continue to the bridge to see your next task. When you enter the bridge (or while you are in the medical room) you are told the oxygen levels are at a critical level and the oxygen tanks are of highest priority to fix for the crews safety. Hearing this you quickly make your way to storage room where the oxygen tanks are kept.

In the storage room you can hear many beeps and see lights flashing, it is closer then you thought. They must be attended to quickly.

*//Come up with a task to complete to successfully fix the oxygen tanks*

Just as you are starting to feel light headed you see the lights finally stop flashing and the computer stops rawing with warnings and instead tells you that the issue has been resolved and the air will be refreshed / recycled and turned back into oxygen, the air will be safe in approximately 10 minutes, until then you may feel light headed so make sure you sit somewhere safe.

Good ending: You did it! You have successfully repaired the ship to a good enough state to set auto pilot for the main hub where you can get proper medical care for your memory loss.

Bad ending: You start to black out. You were so close but alas it was to much for you to handle by yourself. As the corners of your vision start to darken you think about how alone you are in space. Will your ship ever be found, will anyone ever know what happened to you and your ship. Though, what did happen to your ship. Why did you wake up with no memory to all of these issues. You brain gets hazy, you can hardly think now, what were you thinking about. To bad…

*//You could have these messages happening after Console.Clear(); messages so it is like you are losing your previous memory as the ending goes on.*