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.

// Continue writing from here

You finish your task and check to see what you should do for your next task in the bridge. On your way to the bridge you fall and hit your head (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.

Now you can continue to the bridge to see your next task. Your next task is said by the spaceships computer.