Unit 0 – INTRO storyline: User’s Interface

Cat (human version) is running with a papyrus in her hands. She reaches a small wall, she bends down hiding herself from something we don’t see; she mumbles to herself how strange a situation she is in, and that’s when notices the user playing the game. She tells the user to follow her, and they reach a room in which Cat opens the papyrus and explains the interface of the application Luna&Cat. When Cat shows the last page of the papyrus, the phone vibrates, indicating that whatever followed Cat, is nearby. They run and reach a Chamber with a locked book, which is the book Cat was going for. Cat explains that you need to disable the code located in the “chains” object, so the chains disappear. After completing that task, Cat notices that someone stole the “look” from the “key” object, so she asks and indicates how to locate the key object, and draw a “look” there. After this task is completed as well, the user moves to Unit 0.