The disappearance of Emily Jane

The main character is a detective, YOUR NAME, who’s been assigned the case of Emily Jane’s disappearance. All eyewitness accounts report that Emily went into her house on 2/18/2020 and never left again. It’s been 3 weeks since her disappearance and nobody has been able to find her yet. With no leads to go on James decides to go to the house to do one last walk through and see if he can find anything that might give a clue as to where she went.

Upon entering he remembers Emily’s mother mentioning that she kept a diary, and that she would have kept it next to her bed. (This will be displayed with text when entering the house.)

The diary will have entries describing a creepy old mirror she found in the basement when she bought the house and put up in her office. The next day will be about how she’s been having weird feelings when she looks into the mirror, as if something or somewhere is on the other side of it. The last entry will be about how she feels like if she were to touch it she’d be whisked away to some other world.

The game is a text-based mystery game. It will be played entirely in the home of Emily Jane. Which will have 8 rooms: The Entrance room(basically a mudroom), the Living room, Emily’s bedroom, Emily’s Office, the Library, the Kitchen, the basement, and the Secret Mirror room, located in the office. The main goal of the game is to find Emily and get out of the house with her out of the house.

When the player looks at the mirror, they will see a strange version of room, one that most notably does not have them in it. While looking at the mirror they will see Emily. She will tell the player that she entered the mirror with the strange key she found taped to the back of the mirror but when she entered the mirror, a grotesque beast took the key ran to the library.

When the player goes into the library, they will see a bookshelf with curved scratches on the floor and notice a draft coming from the bookshelf. If they interact with the bookshelf it will swing open and reveal a basement that’s took dark to see in with not light switches. (There will be a comment to tell the player that they should find a light of some sort.)

If they player enters the kitchen, they will find a flashlight on the counter, once they have this they can go back to the basement they will find a jewelry box with a mirror design on the top of it. This box will be locked and they will need to find the key to unlock it. (Most likely there will be a comment that maybe the key will be in a drawer somewhere)

The jewelry box key is located in the Entrance room, once they have this key they can go back down into the basement and unlock the jewelry box, once they do this they will have the mirror key.

With the mirror key they can go back into the office and release Emily from the mirror world. At which point she’ll tell the player they need to get out of the house as soon as possible before the Mirror Beast shows up. At which point the user can navigate back to the Entrance room, where the mirror beast will be waiting for them in front of the door. Emily will tell the player that they need to smash the Mirror to get rid of him and that there is a hammer in the Living Room.

Once the player goes back to the Kitchen and retrieves the hammer they can go to the office and destroy the mirror effectively killing the Mirror Beast. After this has been completed, they can exit the house and save Emily.