**OPENING SCENE (FIRST DRAFT)**

**\*GAME BEGINS\***

You begin to stir from what felt like an eternal slumber, light pours into the black craters surrounding your eyes, the radiance is soothing yet sensitive. It is strangely peaceful and so-

Elderly Woman (EW): *“WHO IN THE HELLS ARE YOU!?!”*

Your heart cascades with panic, you look up to see an elderly woman clutching a rolling pin with malicious intent. She stares at you as if you’ve cursed her entire bloodline. Perhaps it’s best to answer her question before things escalate.

[Tell her your name]

P: *“My name is…is…”*

To your surprise, your name fails to come to mind. You press deeper, aching to remember, but all you could feel is a mindscape of emptiness. You remember nothing at all.

EW: *“Are you deaf girl? Who are you?”*

P: *“I don’t remember, I don’t know how I got here either.”*

A wave of shock washes over the elderly woman, she begins to stumble back in fear.

EW: *“Sweet Mary…You’re a witch. YOU’RE A BLOODY WITCH!”*

To your disbelief the elderly woman starts howling around the house, her screams are enough to split your eardrums. What the hell is happening?

[Calm the elderly woman down] or [Scream in panic]

OPTION 1

You jump to your feet and prepare for the worst.

P: *“I’m not a witch! Calm yourself please!”*

EW: *“Lies! I’ve lived long enough to know a witch when I see one! Your face tells it all! Away with you! Run or be set afire you evil hag!”*

With that the elderly woman rushes out of the house howling ever louder. You hear the distinctive sound of a door being locked. The elderly woman’s cries begin to fade, leaving you alone in the house’s silence.

It’s time to find a way out.

**\*GAMEPLAY BEGINS\***

OPTION 2

P: *“AAAAAAAAAAAAAAAAAAAA!!!!”*

EW: *“AAAAAAAAAAAAAAAAAAAA!!!!”*

P: *“AAAAAAAAAAAAAAAAAAAA!!!!”*

You both scream at increasing volumes.

EW: *“WITCH!”*

P: *“I’M NOT A WITCH YOU CRAZY HAG!”*

EW: *“WITCH!”*

P: *“YOU’RE A WITCH!”*

With that the elderly woman rushes out of the house howling ever louder. You hear the distinctive sound of a door being locked. The elderly woman’s cries begin to fade, leaving you alone in the house’s silence.

It’s time to find a way out.

**\*GAMEPLAY BEGINS\***

**GAMEPLAY INTERACTIONS (OPENING SCENE)**

**\*NOTE: SOME OF THESE INTERACTIONS ARE CONCEPTUAL AND NOT FINAL, CHANGES ARE EXPECTED TO OCCUR\***

**When the player tries to interact with the door:** You push and pull but to no avail, the door refuses to open. It seems the elderly woman locked it during her hasty exit.

**When the player examines the open window:** A chilling breeze leads your gaze upwards, revealing an open window that is out of reach. Perhaps there is a way to climb up?

**When the player examines the bucket:** An empty bucket sits next to the preparation table, it looks light enough to carry, and sturdy enough to be stood on. Perhaps it can be used somewhere?

**When the player examines the preparation table:** You look at the assortments of ingredients laid out across the table. Onions, potatoes and other curious lush vegetables are temptingly left unguarded for your eager hands. But with the elderly woman rousing the town, food will have to come later…