**Opening/Main Menu:**

**Part 1:**

**Location:** Cabin/House(Interior, Exterior)

**Time:** Early Morning

**Weather:** Sunny, then cloudy/dark

**Plot:** \*\*Upstairs is locked. Player wakes up in a room and gets up. Player looks around the room/house and finds a note of things to do (which become current objectives). Player follows objectives, finds a flashlight, and uses it for the first time. After and/or during each of these minor tasks the player hears noises or things look creepy (for example a shadow looks like a monster). For the final task, the user is outside and starts to walk towards a wooded area. Before they get there, a ghost like being emerges from the trees, whispers for the user to follow them, and then turns back from where they emerged (or disappears).

The user then follows and enters the wooded area. Inside the area, there is a small clearing with a pond in the middle, and the ghost from earlier is on the other side. The ghost is looking down and looks scared/terrified, but looks up and begs the player to help “us”. Suddenly, a demon like being rises from the pond (or from some type of portal that appears on top of the water). The ghost screams and runs away in the opposite direction. The demon then begins to attack the player by throwing dark/black fireballs (look like fire, but is very dark in colour). The player can then use trees or rocks for cover. To combat the demon, the player must shine the flashlight on the demon. If the user does not do this after a select amount of time, will have some clue to the user to suggest they use the flashlight. For example, there could be a beam of light that the demon walks into and is visibility hurt by it. \*The flashlight can only be used for so long before it needs to be turned off and recharged. After using the flashlight on the demon and defeating it, the demon vanishes into the woods (implying that it is still out there).

The player now has two options. Continue with the main story line or take a short detour to sub objective 1.

**Sub-Objective 1:** The first option is to pursue the demon and try to find it in the wooded area. If the player chooses to do this, they will eventually walk into a clearing by the lake with a small shed/cabin, lights (that are currently off), and the demon by the structure. On sight, the demon will begin to attack the player. The player will have to make their way to the structure and turn on the lights. By doing this, the demon with finally be defeated. Inside the structure will be an upgrade for the flashlight that increases the time it can stay on. There is also a note with some background information about that area.

After finishing Sub-Objective 1 OR if the player continued with the main story line, the player follows the path the ghost ran down. The player exits the forested area to see buildings in the distance. There is a small church, a small cemetery, and a few surrounding buildings at ground level. To the left of the buildings are the hills of the valley that have 12 crosses, a small building, and a winding path connecting the crosses. There is smoke and fire billowing up. There are also beings in the distance around the crosses. This concludes the first area and the next area is loaded.

**Part 2:**

**Location:** Labret(Exterior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:**

**Part 3:**

**Location:** Cabin/House (Interior, Exterior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:**

Getting back to the cabin, everything looks more rundown. The ghost stands by the door, the player feels compelled to go inside so they do. The player hears rattling of blinds and faint footsteps. Looking around, the player must realize that she intends for them to go upstairs (which is previously locked). The player walks up the stairs and unlocks the door, but it’s dark, dusty, and, eerie. Opening the door reveals a woman (dead? Killing? Something else?). She turns and screeches at the player.

**Part 4 (Optional):**

**Location:** Small Town (Exterior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:**

**Part 5:**

**Location:** Institute(Exterior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:**

**Part 6:**

**Location:** Institute(Interior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:**

Finally, the player is confronted by the main demon and the main scientist. The scientist says that the whole thing is because of drugs and offers a pill (or something else like no pill) saying it was all from experiments OR the player can accept everything as real. Accepting it as real makes the main demon kill or possess the scientist. Life goes back to normal from the start of the game HOWEVER there are signs of demons. OR if the player decides it was never real, goes back to the start, but there is evidence that this is a tampered reality (i.e. too cheery or something).

**Part 7:**

**Location:** Institute(Interior)

**Time:** Night

**Weather:** Cloudy, Dark, Raining/Storming

**Plot:**

Finally, the player is confronted by the main demon and the main scientist. The scientist says that the whole thing is because of drugs and offers a pill (or something else like no pill) saying it was all from experiments OR the player can accept everything as real. Accepting it as real makes the main demon kill or possess the scientist. Life goes back to normal from the start of the game HOWEVER there are signs of demons. OR if the player decides it was never real, goes back to the start, but there is evidence that this is a tampered reality (i.e. too cheery or something).

**Part 8:**

**Location:** Cabin/House(Interior)

**Time:** Morning

**Weather:** Bright or cloudy

**Plot:** Wake up in house, almost as if the entire game was a dream. The player can look around, but can’t get up.

**Option 1-Player Sides with Dr.:** The room is bright and things are cheery, but come off as bit too cheery. There is a bottle of pills on the side and a flashlight. The player goes to reach for the flashlight, but stops and grabs the pills. Once touched the screen goes dark and the game is done.

**Option 2-Player Sides with Demon.:**

**Credits:**