Storyline / game logic

# Stage: 1

**Location:** Reception / Jenifer’s Office

**Process:** Jenifer starts talking at the start of the game and tells you to go and talk with Samantha

**Resolution:** Player goes to Samantha’s Office

## Specific Dialogue:

**Jenifer:** Jenifer tells you to go speak to Samantha (To be confirmed later)

**Going to stairs / armoury:** Jenifer tells you that you can’t leave till you have spoken to Samantha (To be confirmed later)

# Stage: 2

**Location:** Samantha’s Office

**Process:** Samantha starts talking to player as soon as they enter the office and after description of Samantha’s Office is given. Samantha tells player that he has no field assignments, but the mainframe seems to be playing up, so he should speak to Stephen.

**Resolution:** Player leaves the office and speaks to Stephen

## Specific Dialogue:

**Samantha:** Tells you to leave her alone and speak to Stephen (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 3

**Location:** Science Lab

**Process:** Stephen starts talking to player as soon as they enter the room and after the room description is given. Stephen tells player that the mainframe has been acting up and that an executable from the USB should make the computer run a diagnostic report and print off an important items list of the vault

**Resolution:** Player leaves the Lab and plugs the USB into the mainframe

## Specific Dialogue:

**Stephen:** Tells you to come back and return the diagnostic as soon as possible (To be confirmed later)  
**Alexa:** Tells you that she thinks she saw something weird at the bottom of the toilet but she’s too hygienic to try and remove it herself (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 3.1

**Location:** Toilet

**Process:** Player must remove keys from the toilet to unlock the mainframe and the vault external doors

**Resolution:** Player takes keys from toilet

## Specific Dialogue:

**Stephen:** Tells you to come back and return the diagnostic as soon as possible (To be confirmed later)  
**Alexa:** Asks why keys were at the bottom of the toilet. Hints that someone might have dropped them but that it’s too suspicious that they would be there (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 3.2

**Location:** Bob’s Desk

**Process:** Player must login to the mainframe main computer but doesn’t want to risk his account or Stephen’s account being compromised.

**Resolution:** Player goes to Bob’s desk and takes his login details and then logs into his account. The player then runs the executable.

## Specific Dialogue:

**Stephen:** Tells you to come back and return the diagnostic as soon as possible (To be confirmed later)  
**Bob:** Tells the player him and Alexa are discussing important matters concerning the documentation of past and present field operatives and that he will be away from his desk for a while (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 3.3

**Location:** Jenifer’s Office

**Process:** Player must return the diagnostic report with the print out but there is no ink in the printer

**Resolution:** Player goes to Jenifer’s desk and takes the ink cartridge from her desk and puts it into the printer

## Specific Dialogue:

**Stephen:** Tells you to come back and return the diagnostic as soon as possible (To be confirmed later)  
**Jenifer:** Tells you that no one tells her to change the ink so how should she be responsible for it (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 3.4

**Location:** Mainframe

**Process:** Player must return the diagnostic report to Stephen but notices that a specific entry on the report has no: time, date or personnel responsible for it. Player must choose between notifying Stephen that unregistered technology is within the vault or notifying Debra that an employee might be up to no good.

**Resolution:** Player goes to either Stephen or Debra with the report

## Specific Dialogue:

**Stephen:** He inspects the document and asks that you get hold of the tech, so he can inspect it. (To be confirmed later) ***-note: Starts Coffee Making Ending***  
**Debra:** She inspects the document and tells you that under regulation no one should be able to do that to the entries, so someone must have hacked the mainframe, and someone must be a double agent or mole. She tells the player they must not bring up the subject with anyone in case they are the agent and they flee / alter the situation. (To be confirmed later) ***-note: Starts Double Agent Ending***

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 4 (Coffee Ending)

**Location:** Vault

**Process:** Stephen automatically starts speaking after you hand him the printed logs and tells the player he’d like to inspect the technology as soon as possible but that the player shouldn’t mention its existence to other people.

**Resolution:** Player returns to Stephen with Tech

## Specific Dialogue:

**Stephen:** Tells you to bring him the Technology as soon as possible (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 4.1 (Coffee Ending)

**Location:** Mainframe

**Process:** To access the vault, the electronic passcode is required.

**Resolution:** Player retrieves the vault passcode with the mainframe

## Specific Dialogue:

**Stephen:** Tells you to bring him the Technology as soon as possible (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 4.2 (Coffee Ending)

**Location:** Vault

**Process:** Player must enter the passcode into the vault and retrieve the technology. To his advantage every crate is covered with dust except one which Bruce assumes is the crate with unregistered technology within it.

**Resolution:** Player retrieves the technology and returns to Stephen

## Specific Dialogue:

**Stephen:** Tells you to bring him the Technology as soon as possible (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 5 (Coffee Ending)

**Location:** Science Lab

**Process:** After giving Stephen the technology, he requests that you retrieve a few other items from around the office as it will help him fix another piece of technology he is working on

**Resolution:** Player retrieves and returns the: cups, power plug and heat plate to Stephen

## Specific Dialogue:

**Stephen:** Tells you to bring him the extra items as soon as possible (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 6 (Coffee Ending)

**Location:** Science Lab

**Process:** After giving Stephen the extra items he puts together the coffee machine and Samantha enters the room and demands to know what is going on. Stephen explains that the USB executable is doing the repairs itself and Stephen did not need to intervene personally. So instead he used the players time to retrieve parts for his fancy coffee machine. He continues to say that the USB should have finished the automated repairs by now and that Bruce should go and retrieve it.

**Resolution:** Player retrieves the USB from the mainframe and returns it to Stephen

## Specific Dialogue:

**Stephen:** Tells you to bring his USB back to him (To be confirmed later)

**Samantha:** Complains that you have wasted time and that you should just return Stephen’s USB and go home for the day (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 7 (Coffee Ending)

**Location:** Outside

**Process:** After returning the USB to Stephen he proceeds to talk to Samantha and assure her that the USB will have fixed the mainframe. She complains that they have both wasted their time getting a coffee machine to work and she storms out. Stephen then makes the player a coffee and the player reflects on his pointless day. He ends with a statement of him not really caring because he’s still getting paid an obscene amount for his hourly rate. Game end. Role credits?

# Stage: 4 (Double Agent Ending)

**Location:** Break Room

**Process:** After showing Debra the vault logs she tells the player to go and search for other objects that could lead them to the double agent

**Resolution:** Player returns to Debra with the: camera, microphone and missing gun

## Specific Dialogue:

**Debra:** Tells you to bring more suspicious objects (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 5 (Double Agent Ending)

**Location:** Break Room

**Process:** After showing Debra the three suspicious objects Debra confirms that there must be a double agent within the office and that they need to bring the double agent in. Debra hints at using the mainframe to check the fingerprints on the gun. The player must select the double agent through interaction example: you can:

Go east

Go west

Double agent Alexa

**Resolution:** Player selects the correct person and the game moves to stage 6. Player selects wrong person and game moves to stage 9

## Specific Dialogue:

**Debra:** Tells you to find the double agent (To be confirmed later)

**Anybody else:** General chit chat / unimportant topics but backstory related (To be confirmed later)

# Stage: 6 (Double Agent Ending)

**Location:** Samantha’s office

**Process:** After correctly selecting the double agent the game cuts to Samantha’s office where they have Jenifer tied up to a chair. They start interrogating her, but she somehow drops a flash grenade and breaks the chair enabling her to run. The player must decide whether to shoot her in the chest or the leg after chasing her down the stairs

**Resolution:** Player selects to shoot her chest and game moves to stage 7. Player selects to shoot her leg and game moves to stage 8.

## Specific Dialogue:

**None (purely decision based)**

# Stage: 7 (Double Agent Ending)

**Location:** Stairs (1)

**Process:** After shooting Jenifer in the chest she starts bleeding out. Samantha rants at how her blood loss is so quick she won’t survive. Samantha then rants about how they won’t get any information out of her and that investigation into the situation will be much more difficult. Samantha puts Bruce on suspension for a week as punishment for un-logical decision making. Game end. Roll Credits?

# Stage: 8 (Double Agent Ending)

**Location:** Stairs (1)

**Process:** After shooting Jenifer in the leg she becomes immobilised. Samantha praises Bruce for not killing her so that they can attempt to extract information from her. They drag her back into Samantha’s office to start interrogation. Cliff hanger text of: Where did Jenifer come from etc. Game end. Roll Credits?

# Stage: 9 (Getting Fired Ending)

**Location:** Samantha’s Office

**Process:** After incorrectly naming the double agent the game cuts to Samantha’s office where she rants at Bruce wasting time and the organisations money. He is forced to hand over the evidence and Samantha tells Bruce she will personally continue the investigation. After the rant she suspends Bruce for a week to reflect on his actions (or lack of). Game end. Roll Credits?