Main character/Player = “Joe”

**The Game Starts**

**Start cutscene**

\*A short cutscene of Joe going on about his day in the lab\*

\*Joe goes to his workstation to run some tests\*

\*As the tests are running Joe nods off for a nap\*

\*Joe wakes up from his nap\*

**Switch state to playing mode: UNDER WORLD**

**Chapter 1: Awakening**

Line1 - Joe: *“Oops nodded off for a second there! Better get some coffee…”*

\*The player is spawned at their workstation\*

\*They have one door to exit which leads to a corridor\*

\*The corridor starts to deteriorate as the player goes on\*

\*The lights go off\*

Line2 - Joe: *“What happened here?!”*

\*Joe walks to a room that is more damaged\*

\*In the room is a mutated enemy\*

Line3 - Joe: *“What the hell is that thing?!”*

**A Fight is triggered in the room with a mutated enemy**

**The player fights the enemy and wins**

\*The player continues through to another corridor (shorter one) \*

\*Joe walks into another room\*

\*The room has another enemy\*

Line4 - Joe: *“Where are these things coming from”*

**A Fight is triggered in the room with a mutated enemy**

**The player fights the enemy and wins**

\*The room has a shut door and another corridor\*

**If the player tries to enter the room {**

\*He notices he doesn’t have the keys\*

Line5 – Joe: “There’s no way to open this door without a key…”

**}**

\*The other corridor has an indication of a key\*

\*Corridor has a side room where an enemy is placed\*

\*Walking there is optional. Combat starts if the player chooses to go there but the room is otherwise empty in the underworld\*

\*When approaching the end of the corridor there is a portal\*

Line6 – Joe: *“I know the key is behind that”*

Line7 – Joe: *“Well, it can’t hurt more than those weird chunks of… well whatever they were covered in.”*

\*Make player walk into portal\*

**SWITCH TO OVERWORLD**

Line8 – Joe: *“Wait what? This was all in rumbles a second ago… Was I just dreaming*

\*The player can now enter the room where the key is\*

\*The room has a key on a desk/somewhere notable\*

\*Player picks up the key item\*

**onPickUpKey{**

Line9 – Joe: *“Better get back to see what the hell is going on in here”*

**}**

\*The route back to the room with the locked door is shut\*

**If player tries to go through/approach shut doors {**

Line10 – Joe: *“How did I even get here; this door is locked and out of my clearance!”*

**}**

\*The only other route is the side room at the corridor\*

\*The room has another portal in it\*

Line11 – Joe: *“Another one of these. It almost looks like the particle fusions the company was working on”*

Line12 – Joe: *“Well going through the other one seemed to fix things, so this should help”*

\*The player enters the portal\*

**SWITCH TO DARKWORLD**

\*The player is in the side room if the player has defeated the enemy that is in the room it isn’t there anymore\*

Line13 – Joe: *“Shit…”*

\*Possibly fights the enemy if it’s there\*

\*Player goes to the locked door\*

\*Some how use the key item to open door etc.\*

\*Player advances through to a room where there is an enemy, a vent and a wounded cat girl\*

\*The vent can’t be accessed before player talks to cat girl\*

\*Player fights enemy and wins\*

\*Player goes to talk to cat girl\*

Line14 – Joe: *“CAT GIRL what is going on in here, are you hurt?!”*

Line15 – CAT GIRL: *“The big test today, everything went wrong, were all doomed…”*

Line16 – Joe: *“What was that thing attacking us, and what are these weird portals?”*

Line17 – CAT GIRL: *“They’re from a different time than us they suspected there could be a timeline interference with the test, but they did it anyway, but I don’t know about any portals…”*

Line18 – Joe: *“That must mean the portals are somehow connected to time before the test… I was just in a state where everything was normal, but we need to get you some help!”*

Line19 – CAT GIRL: *“No, if what you say is true you have to stop the test from happening! It’s the only way we can prevent this from ever happening!”*

Line20 – Joe: *“But you’re bleeding...”*

Line21 – CAT GIRL: *“Just GO! I’ll be fine. There are no more monsters here. Just go through that vent it’s the only way to get to the main reactor. I’m counting on you.”*

\*The player goes to the vent\*

**Chapter 2**