Main character/Controlled character = “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**

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\*

Joe: *“What happened here?!”*

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

\*In the room is a mutated enemy\*

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\*

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**