

## General storyline:

You are a prisoner in your cell. You watch as the prison is overrun with zombies, while you are completely helpless in your cell.

Time passes, you fall asleep. When you wake up your cell door is open, by what means you have no idea. As you look outside, you can see several zombies all over the cell block. All of the cells are open, and from what you can tell, none are occupied... by humans, at least.

Your goal is to escape the prison, maybe through the front door, or by any other means. You don't know what awaits you once you have achieved your goal, but before you can even think about that, you must escape.

## Escape:

There are two routes to escape the prison. One is through the front door and the other is through the sewers.

### Front Door Route:

Must find the guard with the key to the security room to unlock the front door. Guard is wandering around the prison. Multiple ways to get the key from the guard eg(persuade the guard to help, pickpocket the guard and sneak away, or kill the guard and take the key). Once inside the security room the player will then be able to unlock the front door. There is also a horde of zombies blocking the path to the door which will require the player to come up with a solution to get past them. Possible ways to deal with the zombies is by teaming up with the other prisoners to lure the zombies away and then run for the exit. Trick the other prisoners into becoming bait to lure the zombies away and escape. Enlist the help of fellow prisoner Jones and bring him certain items that will allow Jones to construct a bomb which can then be used to eliminate the horde of zombies and escape.

### Sewer Route:

After exploring the prison, you reach the bathroom and (hear a song/feel a fresh breeze) coming from somewhere. After investigating the room, you see a dent/crack in one of the sewage drains that looks rather weak. Unfortunately, try as you might, the drain will not give, it appears that you could get it off if you had something to break it open with(crowbar, sledgehammer, shovel). These items are found in different places within the prison; Ivan is holding the sledgehammer, shovel in the shed, crowbar janitors closet. Once you obtain one of these items and return to the bathroom, after a bit of effort you break open the drain cover and make your way into the sewage tunnel. Once inside the sewer there you hear the breeze blowing from the right and hear the curious music from your left, which tunnel do you go down? Going to the right, the tunnel goes on with the breeze blowing stronger as you go. As you near the exit and see the light at the end of the tunnel, you hear something reach out towards you in the dark. A strangler Zombie stuck in the sewage blocks your path to freedom. After disposing of the zombie

(however the player sees fit) you crawl your way out of the tunnel and taste bitter freedom as you escape into the zombie apocalypse.

The true ending (go the the left in the sewer):

As you head towards the increasing sound of the rick astley's never gonna give you up, you come upon a door that leads into a room full of scientific equipment and experimentation. After investigating, you find that the previous occupants were working with a secret government organization that was attempting to conceal their plan to control the prison population through a deadly virus that went wrong and turned everyone into zombies. Inside one of the drawers you find the cure to the virus and documents explaining how to administer it on a large scale through the sprinkler system connected to this room. Next to the sprinkler system is a glass case with some green looking liquid in a tube that says break in case of zombie apocalypse. Your choice to decide the fate of the prison.

Obstacles:

- TBD # of Zombies moving room to room throughout the prison, if encountered either run or fight.
- Interactions with other NPC (EG Ivan) if threatened will respond with extreme violence.
- Locked doors throughout the prison requiring different keys to progress.
- "Traps" throughout prison that will make loud noises that make zombie encounters more frequent