Title: [Debugger]

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**World Setting:** Virtual system where its structure is maintained by code. This maintenance is disrupted by the appearance of bugs. To help deal with the bugs, the system manifests itself into a virtual world where bugs are also manifested as monsters. The player is tasked with exterminating these bugs through their powers of debugging and discovering the reasons for their appearance.

The system creates the virtual world to be a small village where NPCs are oblivious to the fact that they are system entities.

**Characters:**

* Player: system manifested entity that allows the real world to interact with the virtual world. Is given many abilities (maybe design so that the bugs interrupted some powers and needs to gain them back by defeating bugs)
* [NPC1] (NPC): The player guide that explains the world stuff

Dialogue:

* + “Welcome to the Virtual Realm, otherworlder.”
  + “As you may or may not know, our world was a well-maintained Virtual System where every aspect and functionality of our code ran in harmony.”
  + “Until…”
  + “Our last version update…” (NPC sigh animation)
  + “The company that maintains the system, had forgotten to perform testing before that pushed the changes.”
  + “Due to this carelessness, our system is now filled with bugs!”
  + “Hence we called on your help.”
  + “Our Virtual System has manifested these bugs as actual bug-enemies for better visualization, and your job is to debug them.”
  + “Head over to the forest entrance and speak with (NPC2), and good luck!”
* [NPC2] (NPC): NPC in front of forest entrance