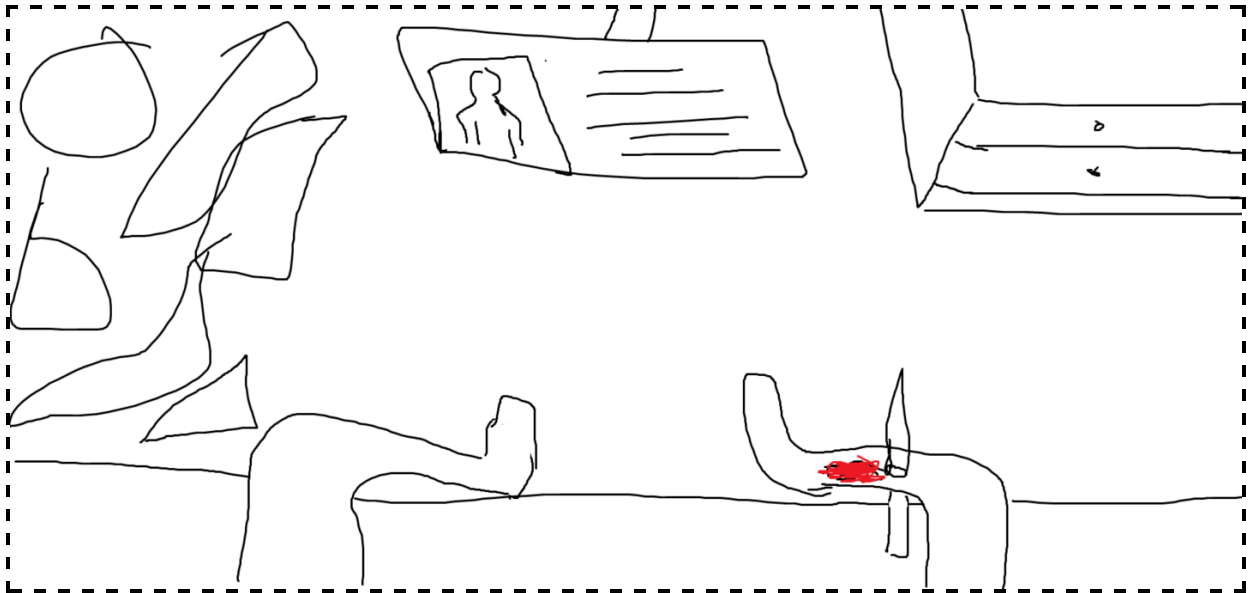


Intro Scene



The Scene starts with the player seeing his injury and talking to his leader saying that his leg is injured and he is becoming depressed and won't be able to complete the mission and will not make it home again, the leader answers that this mission is very important and he must finish it and in the first drawer he will find a blue pill that will solve both his physical and psychological problems.

- Willy: Hello Trojan, we have bad news.
- Trojan: Oh no what happened Willy.
- Willy: I got a bad injury in my leg and I'm getting depressed. I don't think I will finish this mission or return again.
- Trojan: DON'T SAY THAT WILLY, this mission is very important and I won't let you go, we have have an emergency protocol, you will find a blue pill in the first shelf take it
- Willy: What will this pill do what can it fix

- Trojan: Take it and you will see
- Willy: Ok, What do I have to lose

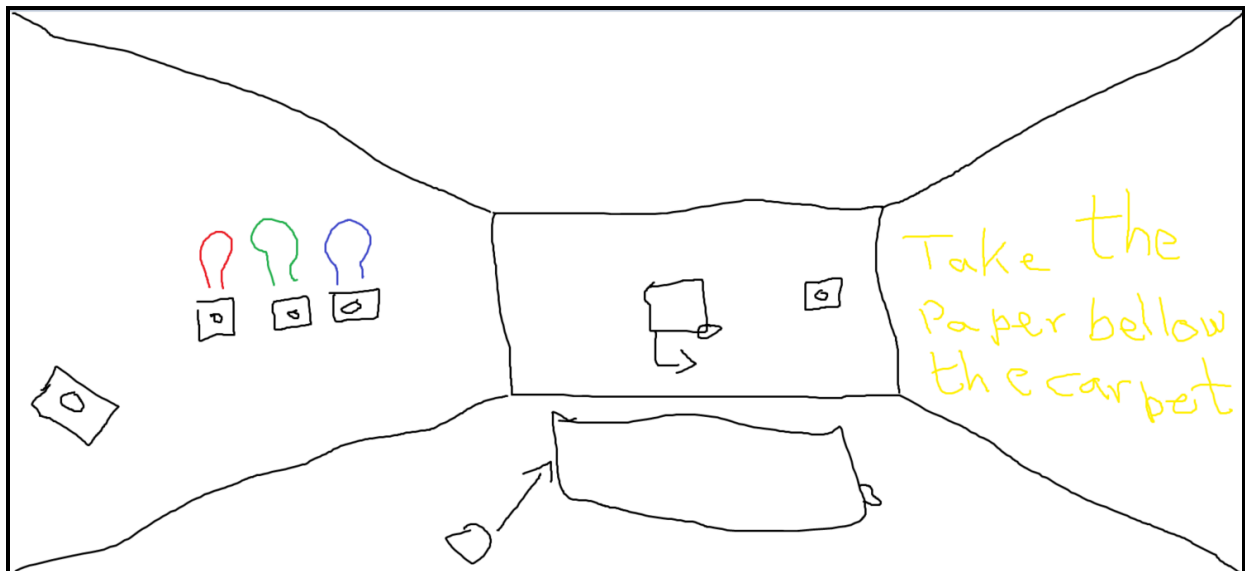
The player opens and thinks for a while then takes it and slowly passes out.

Missions

- Willy: Oh my god where am I, I think I know this room I have been here before is this a dream?

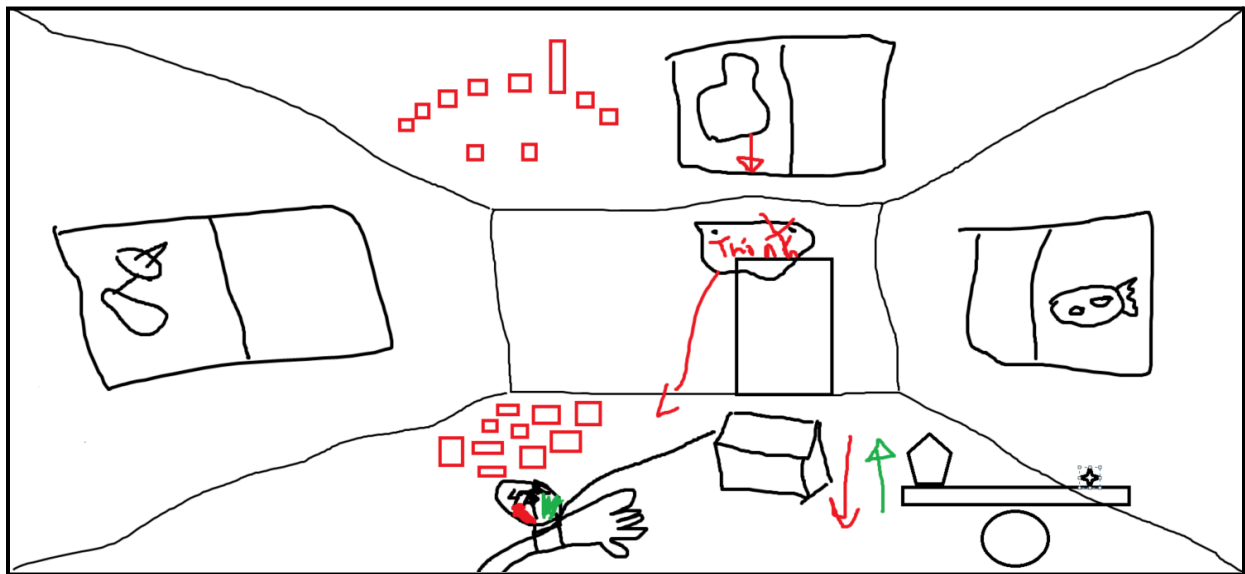
Room 1:

The first room the player has only power of pressing buttons so he needs to click the projectile button to throw objects and press the other button to open small window to open the door after three correct openings and player must move with analog to be faster than the thrown object (physical effort), then he should light the blue light only by closing and opening lights when the blue light is on he will see a yellow message on the wall saying take the paper under the carpet and he will find a piece of paper under the carpet only when the blue light is on.



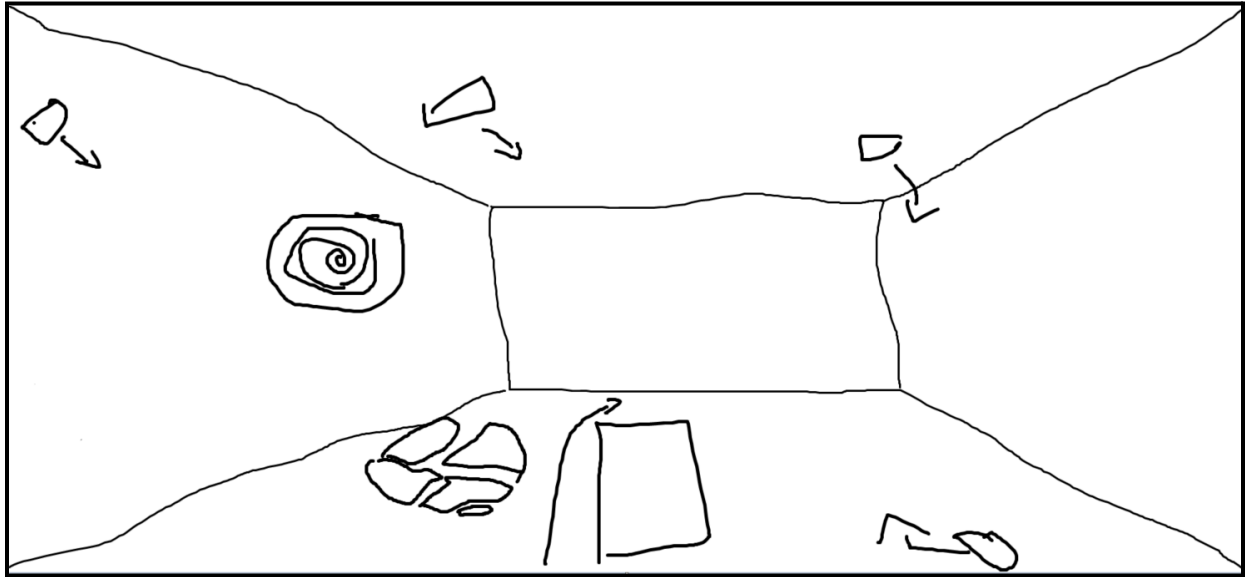
Room 2:

The second room has three puzzles the player notices a watch in his hand with two sides green and red the red side increases gravity and the green side decreases gravity first he should rise the blocks on the floor to make a smiley face which opens a window showing a metroid in the space when his gravity increases it falls and breaks the ruins holding the door which have the words “Think Out Of The Box” written on them, there is also a balance between to objects when they are balanced then the center will open giving him another piece of paper.



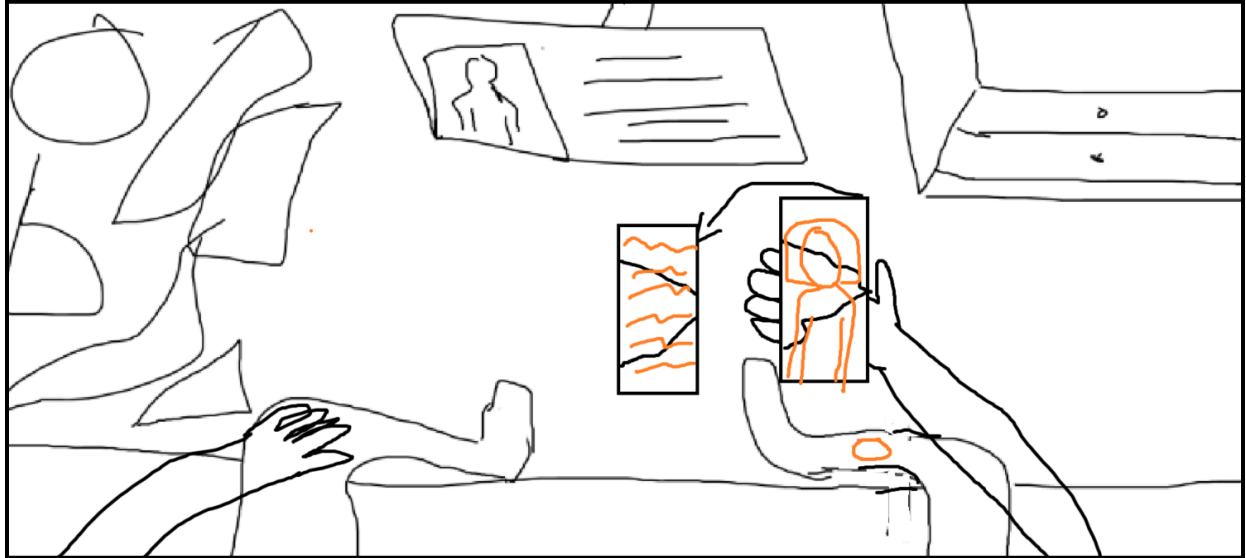
Room 3:

The final room player starts noticing the appearance of his legs noting that he recovered physically and he can now move objects with his hand there will be an obstacle challenge he should pass fast to collect items and throw them from the black hole and the last challenge is to quickly form a circle shape and close the gap in the wall to give him time to find the last paper piece and wake up again.



Closing Scene

The final scene he will wake up and find an image of his daughter in his hand which was the torn papers that he found. Trogan then says there is writing in the back Willy you should check it out. The player flips the image to find a message from his daughter saying: "I hope you find my message, I hid it because I know your trip will be long. You are my hope in life. I don't want to lose you ever, I want you to not forget your real desire in life and always keep going. I can't wait to see you again. I will never stop waiting. Bye, Your Desire"



Flow: Intro -> Room 1 -> 2 -> 3 -> Closing