**Lethe - Agars Island**

**Storyboard –**

ACT 1 –

Chris a plane crash survivor, who survived a crash in the north Atlantic Ocean at 1:45 am that was on the route from Gatwick airport in England to the Dominican Republic. It is believed that everyone on the flight had been killed as the plane also exploded on impact.

But he had survived as he had gotten out of aeroplane before the explosion had taken place. He had gotten himself a piece of wreckage to float on, which is where he passed out.

ACT 2 -

When Chris had passed out on the wreckage, he had floated to an abandoned island located in the Bermuda triangle which is a located that many ships have been lost and never been found.

Chris wakes up on the beach of this island not knowing where he is and what island he has ended up on. Chris gets his self into realisation of what has happened and eventually explores the island very quickly comes across a massive building called the “Lethe facility” which provides him with hope that there is life located on this island.

**Game - Part One**

**Gameplay Begins**

On the walls of the facility there are signs of the directions different rooms are located inside the facility on different levels.

**Facility entrance –**

* Chris is controlled by the player; the player begins gameplay in the entrance/lobby of the facility.
* Located on the lobby desk are two pickups the player torch and 2 batteries, these pickups will be the first objective in the game. “Find a light source to make you able to explore the facility.
* As the player explores the entrance/lobby of the facility they learn that most doors are locked due to doors needing security clearance and that the main generator is down but due to the backup generator being on some of the doors can still be opened.
* The rooms that can be explored with the backup generator being on are the offices, cafeteria.
* The player then is provided with an objective to find a key card that will allow the player to access the stairs located next to the back office on the left side.

**Exploration for Level one security card -**

* The player can go to any available room that is granted by the back up generator, in any order.
* In each of the offices contain memos of people who word in the facility and the jobs that they had; these memos also contained the dates of when they were written.
* In one of the offices the player can find a broken Level 1 security key card and in another you can find a fully functional one.
* Once you have picked this item up you can access the stairs.

**Lower level accessed with stairs -**

* When you arrive at the bottom floor of the facility as the main generator is not operational there are a limited number of rooms that are open.
* The player has to go through the corridor that leads to the other side of the bottom level.
* The players objective will be to fix the generator in the generator room.
* The player can use the signs in the facility to navigate to different parts of the facility such as the generator room.
* Once the player makes it to the generator room, they will be able to do the generator puzzle.

**The Monster awakes -**

* Once the player fixes the generator, the facility becomes more operational which allows more access to different rooms.
* As the generator has been turned on the gaseous enemy is woken up in the storage room and due to a malfunction, the doors locking the monster away have been opened.
* This is told by the player by a loud noise which is sent through the entire facility.
* The enemy makes its escape out of its holding room into the vents of the facility.
* The player will be able to partly see an image of the enemy as there is a security cameras screen located in the generator room which provides camera views of the corridors of the current level of the facility.

**Game – Part 2**

* Gameplay starts again as soon as the gaseous enemy is released and enters the vent just outside the holding bays. Each vent is connected to each other which is not known by the player.

**Gameplay starts again**

**Lower-Level exploration**

* Now that the generator is back on security has increased and most rooms need different levels of access. The holding bays have a level 2 access security meaning the player has to find a level 2 security card.
* The objective is to search the lower-level area to find a level 2 security card and to avoid and dodge the enemy that has been released.
* The security card is located on the desk at the level two lobby
* The players next objective is to locate and investigate the holding bays to find out what was unleashed and if it left anything beside.
* As the player enters the holding bays, they can see bodies that are merely nothing but bones.
* They also contain notes made by the workers at the facility reading “Use any light you can” “You must scare it away”, “get out it will find you”.
* In the holding bays the player can find batteries for their torch as well.
* Players can now also use lockers to hide away from the enemy when they want to hide

**Lower-level exploration Cont…**

* The player can explore the meeting rooms, test chambers and fire electrical room.
* The objective given to the player is to explore rooms to find clues of who was working here and the reasons why tests and experiments were happening in this facility.
* Inside the head meeting room here are notes explaining that this facility was run by the Cuban government during the cold war.
* The Cubans were making a type of gas that could be unleashed in the united states as a weapon during the cold war.
* Now the player has found out more information about the facility on the bottom level, the next objective is given
* The players new goal is to make it back to the top level of the facility and explore more of that level as well

**Travel back to Ground level and Ground level exploration**

* The player finds stairs next to the fire electrical room which is inaccessible due to having level 3 security.
* The player then goes back the way the came in through and finds out that the corridor from the lobby to the other side of the bottom level is unusable as the door has been broken and the wires have blown.
* The player then has to locate the long wire puzzle which I near security to fits the door needed to be accessed to the other side of the level.
* Once the long wire puzzle is complete the player can progress back up to the top floor and can continue progression and exploration.
* When the player makes it back to the top level the player is given the objective to find more batteries and try and to find the final level 3 security key card which is located in one of the conference rooms which were closed off before due to level 2 security restrictions.

**Game - Part 3**