

Scene 1(Battlefield)

Game starts with the player waking up, as they walk along the path ahead they find a photo of someone's family with a name on the back of it. Picking up the object the player continues forwards again soon coming across a broken dog tag. A closer look at the dog tag the player can see the person's name and what rank they are.

Scene 2 (Battlefield end)

Upon reaching the end of the battle field the player finds a fallen soldier who is on the brink of death they ask the player to take a ring back to the soldiers family as the soldier dies the player continues forwards out of the battle field. Midway through the end the player discovers a pocket watch in the dirt. It has a family name engraved on the back of it taking this object, the player again continues their journey until they reach a dock.

Scene 3 (Boat Home)

Upon entering the dock there are many fallen soldiers, one of which is the player's friend who doesn't have much time left as one last request he asks to take a necklace back to his wife at home. Continuing along the dock and onto the boat the player makes their journey home.

Scene 4 (Home)

Player is off the boat beginning their walk back home, along the way they run into an officer asking them if they picked up any items, the player needs to tell the officer what family is linked to what item remembering from their journey. After handing the objects over the player continues home as they walk home their wife is waiting for them outside.

End

Item List

Item Name	Family	Dialog/Context
Family Photo	Johnson	An item found in scene one is chard but can still make out the family name.
Dog Tag(broken)	Davis	Half of a dog tag that just has the last name of the person on it and part of the rank.
Ring	John River	"Please..take this back..to my family...River..is all you need to remember"
Pocket Watch	Jackson	Pocket watch found in the dirt can still see the name clearly.
Necklace	Smith	"Please..dear friend take her necklace back to her make sure she gets it.."