

Summary

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The character from birth has been kept in government controlled experiments. Years later they wake up in their controlled housing unit completing the same mundane tasks they have been since they can remember. The player moves towards the kitchen to look at the same tasks displayed on the fridge. Realizing that they are the same tasks given every other day, they begin to work on their daily routine.

Beginning with making their bed, then continuing to the kitchen where they must wash the dishes. The character moves to the sink and uses the sponge and soap to clean the same three dishes that are there everyday. As the dishes are being washed, the player can hear the running water. With this done, the character moves on to the "Behavioral Survey", to answer questions based on the character's mood. Pencil scratching noises are made when filling this out. As soon as the survey is completed, the same lightbulb shuts off from days prior and must be changed for the next task on the list. The character walks towards the lamp and replaces the lightbulb with yet another new one. After changing the lightbulb, the character realizes that there are shirts, socks and pants laying on the floor that must be cleaned up. The next task that the player has decided to complete is the second behavioral test. This test consists of entering a color combination using a keypad with four colored buttons (red, green, blue, and yellow). The correct code would be displayed next to the keypad for the player to see. The final task is to make dinner and sleep. Only to wake up again and repeat the tasks again.

The Player wakes up the next day and sees the exact same scene as yesterday, the same tasks to complete. Unable to handle the same mundane day again, the player decides to explore parts of the house that normally are never used. The player walks towards the corner of the room, where strange sounds could be heard. The sounds seem to be coming from the large vent on the wall near the floor. Curious as to what the noises are, the character decides to open the vent and venture inside. Little did they know, this would be the start of a new adventure.



Buttons



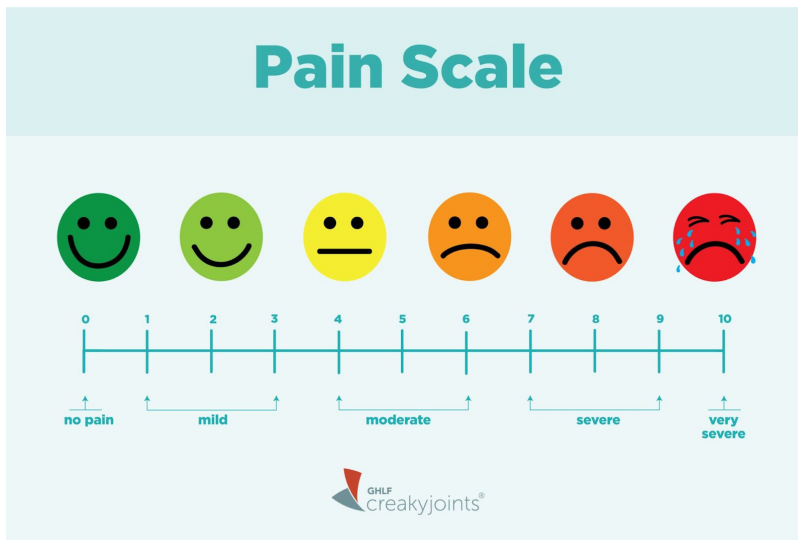
Vent



Messy bed vs made bed



Notes on fridge door



Behavioral feeling test.