Game Start > Friend's call

> get up

>Door closed

> Find keys to unlock door

> Food on table (someone ate food)

> Washroom

> Blood spot on floor and door is blocked

> Player pushes harder to open the door

> Dead friend (you are safe now text on mirror in red)

> Who killed the friend??

> search dead body for clues (entity will interrupt the search)

> Whispers "Don't touch him"

> Take his phone and run out of the washroom

> Washroom door slams shut

> Guess the phone code

> Find last calls

> Number will be out of service

> Phone turns off

> Try to recall the number and write it down correctly

> That’s the player’s dead girlfriends number (why is the last call from her? Was she alive? Why was she calling him?)

> Try to charge the phone (power only available for a fixed time)

> Charge the phone 50% or more in time or you lose)

> Glass breaks in the kitchen (You leave the phone to charge and run to the kitchen to find shattered glass on the floor)

> You hear a door open as if someone had left the kitchen (player is scared, heavy breathing)

> Run to your room   
  
> Go to sleep   
  
  
>has a dream (His friend is walking in a forest)  
  
>Wake up and find leaves on your bed (Did I leave the window open? Why is my room filled with leaves and dirt?)  
  
> …….. Add more events

> End of story (The player finds that ghost is his dead girlfriend who his friend had killed and now was trying to kill him too.)