# The story

You are a successful person with a wonderful family driving home from work. Your car was running low on gas, so you decided to stop at your local gas station. You chose pump 9 to fill up your gas, but the credit card machine was out of order, so you had to go inside the building to pay for gas. As you about to pay…..Darkness….You found yourself waking up inside the cell. The object of the game is to escape the building alive to go home to your family who is waiting excitedly to celebrate your birthday.

# Dialogue

## First Scene:

Inside the cell:

As you slowly gain conscious, you began to look around and see that you are no longer in a familiar place. You slowly stood up, what do you want to do?

* Pinch yourself, it is just a dream….Ouch! It is real!
* Look around – you see desk, window, bed, cell door, writing on the wall, loose brick on the wall. What do you want to do?
  + It is an old desk – open desk – opening the drawers, you found nothing.
  + The window is heavily reinforced metal and cannot be open – checking window just made you even more anxious.
  + The bed by the window is a full size and it is not very comfortable – inspecting the bed exposed some of the loose spring….might be useful…
  + The walls are musty and old – checking the walls you see a writing on the east side the reads “The end of everything”.
  + Towards the west side of the wall is a loose brick – you can take the brick or leave it.(Taking the brick and putting in your inventory will collapse the west side of your cell.)
  + Approaching the cell door and interacting will have two outcome - while having the loose spring in your inventory will allow the player to pick open the lock, without the loose spring will just give the user the message “it is locked”

Outside your cell:

East side – You look around and see path that leads to the north corridor and a path to the south corridor where you see a door. What would you like to do?

* You approach the south corridor and face the door, but it is locked... What would you like to do?
  + Open the door - If loose spring is acquired – give choice to open the door with lockpicking. If not, ugghhh…can’t open.
* As you move to the north corridor you hear a fellow captive locked inside a cell and a path to the west corridor.

Inside the Storage room:

You are inside a room that is a representation of a storage room where the building store supply. What do you want to do?

* Look around – you see a box, uniform, a poster, and a safe. What do you want to do?
  + The box structure is compromise, maybe it can be open? What do you want to do?
    - Use loose spring – it does nothing.
    - Use brick – you broke open the box, you acquired a key.
  + Dirty uniform with the name tag “Roger”, What do you want to do?
    - Leave it alone, it is dirty…Yuck!
    - Take it and use it.
  + Poster seems to be of that from the 1920’s – inspecting it does not yield any result.
  + The safe is looking very reinforced and there are no way to open it.
* Go back to the hallway.

South side – As you exit your cell you look around and see a guard, a door to the east and a door to the south. What would you like to do?

* The guard seems very tired, you approach the guard, guard ask what you are doing outside your cell and began to beat you and throw you back to your cell.
* You approach the south door, it is another cell door with another person inside. The guard ask what you are doing outside your cell and began to beat you and throw you back to your cell.
* You approach the east door, you tried to open it but it was lock. The guard ask what you are doing outside your cell and began to beat you and throw you back to your cell.

East corridor:

As you move and explore the west corridor you see a door. What would you like to do?

* The door very secure and seems to be in good condition, picking the door is not possible. You tried to lock pick anyway. You sound the alarm! The guard ask what you are doing outside your cell and began to beat you and throw you back to your cell.
* (If you have either key from the guard or storage room, player will be given the option to use the key.). At last! You made it out…..Just to realize you are in still trap just in another building…..Scene 2..

# Room

1. Character cell
2. NPC cell
3. Storage room
4. Break room

# NPC

1. Guard
2. Guard supervisor
3. Friendly NPC

# Items

1. Keys
2. Guard uniform
3. Key card
4. Box
5. Chair
6. Key from supervisor