Introduction:

Introduction will be told through small bits of text as well as emoji symbols.   
Character is 16-18 year old girl named Alex, who is browsing her computer when a message comes in on her computer.

Plot point1:

However, the wifi happens to slow down, and she is unable to respond. She will obviously be frustrated, and in her frustration, walks over to the router, and starts to hammer at it. A lighting bolt should appear in the window, the router should begin to spark, and she gets sucked into the router.

Dialogue:

[Cutscene opens with Alex tapping away at the computer]

[A small emoji should appear out of the computer implying a new message]

[Alex should click it, and show a heart emoji]

[Underneath should appear text that shows a message from a crush]

Crush: “Hey, so I really wanted to ask you, did you want to go to that one movie with me later this week? Maybe this saturday?”

[A heart emoji should appear from Alex]

[Suddenly, Alex should show a crossed out wifi symbol, followed by emojis implying that she’s angry and frustrated with the wifi.]

[She should walk over to the wifi router, and hit it a few times, when a flash of lightning appears and suddenly, the screen fades to black]

Alex: “What happened???”

[A question mark emoji should appear above her sprite]

Alex: “Is this… the router??”

Adventure:

There should be 3 points in which the player stops. Each point should be to stop family member’s wifi usage. Each point should have a humorous moment where Alex should speculate about what each family member is watching/using the internet for.

Mother:

[Alex reaches this first checkpoint, and inspects the crystal]

[She looks into it, and sees her mother’s internet history]

Alex: “Is this what mom is browsing?”

[A thinking emote should appear above her head, and then a lightbulb]

Alex: “Maybe the internet might get faster if I take this out”

[She takes the crystal out, and the door next to her opens]

Father:

[She reaches the second checkpoint and takes the crystal here]

Alex: “How in the world does he find golf fun??”

[She takes the crystal here, and the door opens]

Sibling(Brother):

[She reaches the final and last checkpoint]

Alex: “Huh, I wonder what he’s watching?”

[She looks inside]

Alex: “........never mind”

[She takes the crystal, and passes through the door]

Climax:

~~Should be a final difficult moment where the player has a final confrontation or struggle before reaching the end, and being able to escape, character should mention something about being close to the end~~

~~[She should reach the final door, with a small sign above the exit, saying “Exit Port 1”]~~

~~[There should be a port where the crystals fit]~~

~~Alex: “Thank god, this should fix my internet”~~

~~[She places the crystal in the ports, and a happy emote should appear when she finally opens the door]~~

~~[\*Screen should fade to white\*]~~

Resolution:

Player should be able to escape the router, and be able to respond to the message, and the story should end well. It should end humorously with the mom or dad complaining to the daughter about how the internet is too slow and she should fix it.

Alex: “Oh god, I made it, I gotta respond!

[She runs over to the keyboard and types out her response]

Alex: “Definitely, I’ll be there!”

[She then sits back, happy that everything worked out.]

[A happy/heart emoticon should appear above her]

[Suddenly, the screen shakes, and a speech bubble from her mother upstairs appears]

Alex’s Mom: “GOD DAMN IT ALEX, FIX THE INTERNET”

[Another annoyed/embarrassed emoticon should appear]

Other notes:

If the game over screen happens, the player should be able to see the crush from before responding with a “heartbroken message” or something of the sort because the player was unable to respond in time.

“Oh, I guess I can just ask someone else then”