“Open the door slowly.”  
“Or else it’ll-“

\*creak noise\*

“…”

\*pause\*

“I don’t think he heard me…”

*Gameplay of Oliver sneaking into his room.*

*As he sneaks, he hits the rubbish. Makes a big slam.*

*…Nothing.*

*Oliver walks into his room.*

*Stuff in here needs to feel a bit more colourful. Fun!*

*Scene 3*

Papa isn’t home.

WOO!

*Oliver can jump on the sofa.*

*Oliver can watch TV.*

*Oliver can look around without fear.*

*After long enough… you hear the car arrive in.*

“Papa’s home…”

*The player can go back to their room, or wait for the dad to greet them.*