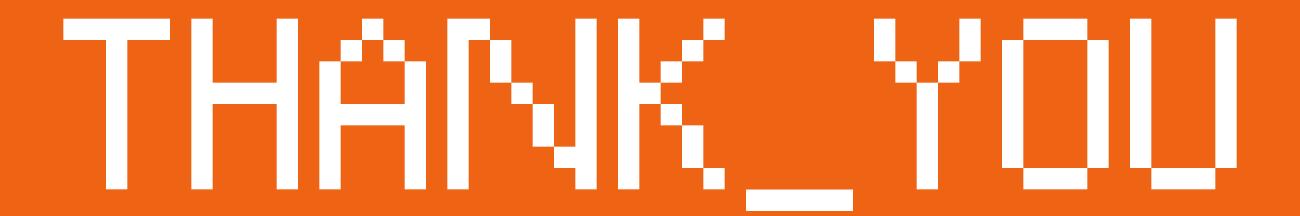
Ben Fowler



The general beats of the story / mechanics are there for the start of the game.

Im open to all suggestions about the environment and setting, particularly the outside connected environment.