

Expanded Storyline & Gameplay Variants with Choices & Endings:

1. Prologue – The Party:

- **Choice 1.1:** Take **Mirror** → Later allows glimpses of the stalker.
- **Choice 1.2:** Take **Pepper Spray** → Useful in a confrontation.

2. Walking Home – The Suspicion Begins:

- **Choice 2.1:** Use the mirror → Spot a shadowy figure but don't know who it is.
- **Choice 2.2:** Ignore it and keep walking → May lead to being followed unnoticed.

3. Home Intrusion – Unease Settles In:

- **Choice 3.1:** Call the police → Delays any immediate attack but changes how events unfold.
- **Choice 3.2:** Enter cautiously (use inventory item) → Might prepare her for an attack.

4. Investigation – Pieces of the Puzzle:

- **Choice 4.1:** Search the house for clues → Might find signs of forced entry or misplaced objects.
- **Choice 4.2:** Lock all doors and stay put → Increases vulnerability to a surprise attack.

5. Flashback – A Troubled Past:

- **Choice 5.1:** Confront the boyfriend about past actions → He acts calm, making her suspicious.
- **Choice 5.2:** Avoid discussing the past → Leads to blind suspicion and increased paranoia.

6. The Threat Escalates:

- **Choice 6.1:** Flee to a friend's house → Temporary safety but limits further investigation.
- **Choice 6.2:** Stay and prepare for self-defense (using collected items) → Leads to a fight later.

7. The Confrontation – The True Killer is Revealed:

- Throughout the game, the protagonist believes her ex-lover is stalking her. However, in the final confrontation, she discovers her boyfriend has known about her infidelity all along and has been manipulating her fear to isolate and kill her.
- **Choice 7.1:** Attempt to negotiate → Might briefly delay the attack but is ultimately fatal.
- **Choice 7.2:** Defend using a weapon (Knife, Pepper Spray) → Can kill or wound the boyfriend and escape.

8. Endings:

- **Ending 8.1:** She is caught and murdered by her boyfriend.
- **Ending 8.2:** She barely survives but remains traumatized.
- **Ending 8.3:** She successfully defends herself and exposes the boyfriend as the killer.
- **Ending 8.4:** She ignores all warning signs and assumes she simply forgot to lock the door. After dismissing her paranoia, she eats dinner, unaware that her boyfriend had previously entered her apartment and poisoned the food. The screen fades to black with the message: "**You died in your sleep from poisoning.**"
- **Ending 8.5:** The police arrive too late, leaving the mystery unresolved.
- **Ending 8.6:** She kills her boyfriend in self-defense but is haunted by the event.

Scenario

Protagonist

Attributes:

- Name
- paranoia_level,
- inventory_items,
- current_location

Behaviors:

pick_up_item(item)

check_inventory()

make_choice(option)

check_surroundings()

defend_self()

escape()

Inventory:

Attributes:

held_items (Mirror, Pepper Spray, Knife, Phone, Keys)

Behaviors:

- use_item(item)
- discard_item(item)

Environment:

Attributes:

locations (Party, Street, Home, Friend's House),

security_status (doors_locked, windows_secure)

Behaviors:

- update_security_status()
- reveal_clues()
- affect_paranoia(level)

GameSystem

Attributes:

· current_scenario

· available_choices

· game_ending

Behaviors:

track_game_progress()

update_scenario(choice)

check_game_ending()

Pseudocode

Define a record for inventory items

RECORD Item

name : String

ENDRECORD

Define a record for game state

RECORD GameState

choices : List # Stores the player's choices

inventory : List # Stores collected items

storyProgress : Integer # Tracks the progress of the story

alive : Boolean # Indicates if the protagonist is alive
ENDRECORD

Initialize game state

game ← GameState([], [], 0, TRUE)

Subroutine to advance the story based on player choices

SUBROUTINE ContinueStory(choice)

Updates the game progress and modifies available choices

Determines the next scenario based on the player's decision

ENDSUBROUTINE

Subroutine to add an item to inventory

SUBROUTINE AddToInventory(item)

Adds the specified item to the inventory list

ENDSUBROUTINE

Subroutine to remove an item from inventory

SUBROUTINE RemoveFromInventory(item)

Removes the specified item from the inventory list if it exists

ENDSUBROUTINE

Subroutine to check and display the current inventory

SUBROUTINE CheckInventory()

Outputs all collected items in the inventory

ENDSUBROUTINE

Subroutine to process player choices

SUBROUTINE MakeChoice(choice)

Ensures that the player's choice is valid

Calls the ContinueStory subroutine to progress the game

ENDSUBROUTINE

Subroutine to update the game state

SUBROUTINE UpdateGameState()

Checks if the protagonist is still alive

Determines if any endings have been reached

Modifies available actions based on past choices

ENDSUBROUTINE

Main game loop to handle player interactions

WHILE game.alive = TRUE

Displays available choices to the player

Takes player input and calls MakeChoice

ENDWHILE