Basic Story Outline

Once upon a time, a person was in a room, and that room didn't want them there.
Every day the person would leave the room for a while before returning. The room still didn't want them there.
But one day, the person noticed a tree outside, and an old man on a bench. They had never noticed either before. The person decides to investigate.
Because of these encounters, the person notices more things about the room, like the bookshelf and desk.
As the person notices more things in the room, the one that still doesn't want him in it, they also notice more things outside the room.
Until finally the person takes in every sensory detail of the room, and they now know why they feel as though the room doesn't want them there. It was really the person who didn't want to be in the room.
And ever since then the person no longer took their sensory experience and memories for granted. They listened to their own feelings and let that inform their decisions.

Player Characters

The Main Character

The main character is person in the room that doesn't want them. They tend not to pay attention to their surroundings and float through life. Things happen to them, rather than they do things. The room doesn't want them there, rather than they want to leave the room. It has been like this for as long as the character cares to remember, which is not that far back. And they're not very introspective to begin with. At the outset of their story, boredom is the greatest thing they feel as the repeat the cycle of being in the room, leaving it, and coming back. It's about time for something to change.
This not paying attention process happened naturally and is a comfortable albeit boring and lonesome pattern to life. Maybe the extent to which the character doesn't take in sensory information or make memories of their surroundings is extreme, but anyone can fall into a pattern of sameness that leaves them wondering what they did yesterday, or the last week.

Non-Player Characters

Arthur, the Fisherman

Arthur is an avid fisherman that the character meets at the bench at the lakeside. He speaks with a measured, slow cadence as if every word is considered before he utters it. He features salt and pepper hair that is kept neat in a way that invokes former military, though it's somewhat longer than military code would allow. He wears comfortable clothing, always with a puffy vest over a long shirt regardless of the season. He has his tackle box next to him and his fishing rod propped up in sight in front of him.
Arthur talks to the character about enjoying the air and taking the time to watch the lake. He alternates between talking about what he sees, feels, and enjoys in the moment and memories of his past. Speaking of his past gives the impression of a life long lived and

full of formative events that Arthur consistently under explains. The time he was trapped in a port on his merchant marine boat as fresh enlisted man was just that, a time. Arthur is the main character's filter for other events at the tree and room. The main character can always go to Arthur for context on how the experience of now and the past are connected and worthwhile.

Chris, the Coworker

Chris has been working at the Red Maple pop-up store front for as long as the main character can remember. Chris has managed to keep getting rehired by every different store that pops up in the Red Maple location and generally enjoys the change of pace when a new store stands up. Chris's favorite is the ice cream pop-up in summer because that's when the location is the liveliest and ice cream tastes good. Chris works with the main character and has been casually trying to get the main character to come hang out with some other local restaurant and retail workers after the shop closes but has so far been unsuccessful.

Chris is a late game opportunity to be in the moment for main character. Chris is most comfortable being around people and seeks environments that provide that stimulation. Chris remembers names and details about people effortlessly. The main character is Chris's biggest mystery, as they've been working together at this pop-up for a while and Chris hasn't been able to get the main character to open up about much of anything. Chris loves to cook. If Chris doesn't have some sort of social function, then cooking is the next best thing.

Settings

The Room

The room is the main character's apartment. It feels sparse at first and is typical of a person who comes home mostly to eat, zone out, and sleep. Points of interest in the first phase of the game are the couch and tv, the desk and laptop, and the bed. The desk and bed are in the bedroom, and the living room just outside the bedroom is where the tv lives. The room expands from the living room out to a kitchen on one side and a door to the balcony on the other side.

The couch and tv features a coffee table. The table tends to have discarded take out containers on it, dirtied cups, and half read magazines.

The desk is small and well used. A laptop lives here, but there's also a few journals, pens, and pencils in one of the desk's drawers. There's a bookshelf to the left of the desk, sparsely filled with books. Titles range from young adult supernatural thrillers to collections of photography.

The bed has a side table. The sheets should probably be changed a little more often than they are.

The kitchen has a decent counter top, sink, and fridge. The fridge is mostly empty, containing some condiments and food that should probably be thrown out. In the corner there are a few cook books, but they look like they haven't been touched in a while.

The balcony looks out over the town center, the red maple at the town center visible not far below. There's a wooden rocking chair here.

The Red Maple at the Town Center

The Red Maple is a red maple at the center of a paved circle at the town center. There are stores around the maple, including a pop-up location where the main character and Chris work. The pop up tends to be an ice cream shop in the summer, a doughnut and hot chocolate joint in the winter, with spring and fall being wild cards. Recent notables for the wild card seasons are a jewelry shop, a flea market, and a traveling used book shop. Restaurants around the maple tend to have open air sections with tents for weather. The days are filled with passersby and families playing around the maple and shopping, and the nights, especially warm ones, feature lively music and bar goers. The center is a short, paved walk away from the room, and an alley between some shops around the center leads to a dirt path that goes to the bench at the lakeside.

The Bench at the Lakeside

This is the bench that Sammy sits at, fishing. It sits off path that circles the lake the bench faces. Behind the bench is a bit of a hill.
The view from the bench is tranquil. The walk up to the bench is cleared of the trees that provide cover for the path leading to and away from this spot. A few homes can be seen across the lake, and on warm days there are swimmers and boaters on the lake. In winter it freezes, but the weather doesn't get cold enough to freeze the lake deeply. Sammy avoids the winter.

Other Important Narrative Elements

Mechanics and Narrative

A Simple Room is a text adventure game in the style of choose your own adventure games where the possible actions taken are prewritten and selectable from a list. The mechanics and narrative are closest in unity when the player character discovers a new event that leads them to notice more things about the world. This result in an expanded description of an already visited person or place and possibly opens a larger list of options that weren't available before the eye-opening event that preceded it. This will hopefully simulate the same sense of wonderment at the world around them in the player as the main character experiences.