# BUG

Emily is Away + bug in code

Maybe main character is talking to someone (love interest) after a few days, goes missing, cortana/siri kinda assistant offers to help (so talking like future stuff here). After some time, the ai starts to get some stuff wrong. Maybe AI assistant has like personality sliders in settings or something? And they change over the course of the game (player can change them in settings, but they don’t save). IVE GOT IT – INTENTIONAL BUGS – MALICIOUS PERSON!!!! Multiple endings

* TW for horror, flashing lights, heavy topics
* Score system for endings? Puzzles unlock dialogue

## Chapter 1

* Get message from love interest
  + They made this AI, sends to player to install
* On startup- introduce Ms. Minutes type assistant
* Long distance relationship
* Everything seems hunky-dory
* Small glitches
* Dreams are more love-y

## Chapter 2

* They fight, few weeks w/o talking, no response, goes missing
* Assistant sees fight, decides to rid the love interest “for the better”
  + Does this by hiring people
* “Offers” to help
* Player contacts friends to find out
* Finds clues – bank statements, emails, altered files
* If tries to contact the police, assistant takes over
* Screen gets more washed

## Chapter 3

* Confronts assistant
* Endings:
  + Catfish
  + Lover dies
  + Lover saved
  + Secret Ending? – lore
  + Assistant stalling – Player dies