**A step by step guide of the narrative and narrative rewards for the player to received.**

This is a step by step guide of the narrative and the narrative rewards that our player will experience and receive while playing our groups tech demo. I will break down the narrative discussing it from the beginning and through till the end while discussing the rewards.

(I would like to note before reading into this document, it is up to possibly needing to be reviewed as a group to make final and clear decisions.)

**The beginning.**

The opening to our narrative begins with the player starting out (Fading in from black) sitting at his or her office cubicle, while being greeted by a 1990’s old school computer monitor with a blank screen, with files and reports scattered along the desk, with an old 1990’s dial up phone to the right of the player with a photo frame behind it, while everything being lit by a hunched over lamp to the left of the player. But before the player can interact with anything within their current environment there will be a notepad to the right of the player that will be highlighted (Possibly flashing) to gain their attention towards it. the player is to click on the notepad before continuing, there will be a diagram explaining to the player how to turn the computer monitor on as well explaining the basic mechanics of the task(puzzles) that they need to the complete.

Afterwards, once the player has turned on the computer monitor they again will be greeted not with a blank screen but this time a screen of one of the many mundane tasks that they must complete. This cycle of task popping up on the computer monitor will happen three times before the player is rewarded.

**Rewards/narrative progression for the beginning segment.**

The rewards that the player is to receive are subtle changes and strange occurrence to the games environment and objects, the purpose of these rewards are to progress the narrative and to work with one of the emotional word, which is monachopsis.

So, once the player has completed the three-mundane tasks(puzzles) they are rewarded with the hunched over lamp flickering, with a coffee mug that is beside it slightly jitter while moving towards the player and a bug of some form crawling along the right side of the player’s desk. once this has stopped a button will prompt at the bottom of the screen which will allow the player to head to the watercooler. When the player reaches the watercooler, they’ll see a newspaper highlighted like the notepad, once clicked on, it will appear in front of them very much like the notepad with the headline “Three disappear near the player’s office complex” once the player clicks of it, they will be able to hear a cough from behind them, then a button will prompt up again to head back to their office cubicle.

**The middle (part one)**

When the player returns for the first time, they will notice that their computer monitor is switched off again and must go through the same process to boot it up. Not only that but the coffee mug has moved from the left side of the computer monitor to the right side of the computer monitor. Once the player has booted up the computer monitor again, they must go through the same cycle of having to compete three-mundane tasks(puzzles)

**The rewards/narrative progression for the middle (part one)**

After the player, has completed the three-mundane task(puzzles) again, a strange symbol will flash on the computer monitor before turning itself off, while the coffee mug jitters a little more viciously away from the player this time, two slightly larger bugs crawl out from underneath the desk. Like last time, once the chaos has ended a button will prompt up at the bottom of the screen to allow the player to travel over to the watercooler and again like last time with the newspaper article, the player will find a journal instead, with a similar symbol that appeared on the computer monitor sketch within it, followed by dates and three names crossed out. After the player clicks of the journal the button to return to the player to the office cubicle with prompt up again.

**The middle (part 2)**

Once the player returns to their cubicle, they will be greeted by the hunched over lamp now continuously flickering, there will be no way for the player to turn it or to interact with it. Bugs will be crawling continuously around the player’ desk. The player again must turn their computer monitor on and having to complete their set of three-mundane tasks.

**The rewards/narrative progression for the middle (part two)**

When the player completes all three tasks the reward that they will receive will be like the first part of the middle section but the coffee mug will fall over after it finishes jittering around. When it does fall over an unearthly amount of bug, critters, insects etc. will rush out of it, a never-ending stream of bugs all running across the keyboard along the desk and eventually out of the player’s sight. While the computer monitor flashes with the symbol that was seen within the journal. After a while the button prompt will appear at the bottom of the screen allowing the player to leave the chaos and head to the watercooler.

When the player reaches the watercooler, they will be greeted to a slightly dirtier looking water cooler, with what to appears to be a similar looking journal, when the player clicks on the journal it will open and they will see the picture that is on the player’s desk in the picture frame, but with the face scribbled over with dates written on the other page. When the player puts down the journal the button prompt to return to your desk pops up at the bottom of the screen for the player to return to their cubicle.

**The end game**

When the player returns for the final time, they will be greeted by the sight of everything being back to normal. The coffee mug back in its original place, the lamp no longer flickering, the photo frame is put back to where it began and the computer monitor Is switched on. The player would then carry on as normal completing all three-mundane tasks(puzzles).

**The rewards/narrative progression for the end game (To be altered as a group)**

When the player completes the fourth set of puzzles they will be greeted with the end game and the end games reward. When the player completes the final three-mundane tasks(puzzles) the computer monitor will shut itself of, the camera will start to desaturate and shake violently as the player can see a person standing to the left of them, towering over them while their desks suddenly becoming invested with bugs crawling all over it to eventually crawling over the player’s point of view/camera.

The game will then fade out to black to cut back to games menu screen, leaving it to the player’s own interpretation onto what happened though-out the game.