**Script.**

The blizzard dancer is on course for a deep water disposal centre to destroy an ancient relic recently unearthed in an exploratory mission to the earth’s core.

Each member of the crew is equipped with a steam watch, a modified pocket watch with the remarkable ability to record information from almost any source automatically with just a touch it also uses its miniature steam generator to generate electricity that can be used as a power source

Intercoms are save points the pocket watch must be placed into a slot so it can power up the intercom this take a few seconds but the game doesn’t pause while this is happening.

The player begins the game from the first person perspective of the mc staring out from the prow of the ship into a blizzard, the wind ramps up.

Sailor: Brace for impact!

Sailor: You’d best join the captain on the bridge now sir.

Player objective: Join the Captain on the bridge.

The player must travel up the metal stairs and along the gantry to reach the bridge of the ship, this is the players first introduction to movement

Introduction to Movement controls.

Once the player joins the captain on the bridge.

Captain Mandrake: My Nautical compass is on the fritz again have a look at it for me Lnt Birch.

MC: Sir!

Player Objective: Calibrate the nautical compass.

Introduction of Repair Puzzles.

Once the compass is repaired the captain speaks again.

Captain Mandrake: Get below deck and ensure the cargo is secure.

MC: Sir!

Captain Mandrake: Take my direct steam lift, the doors sometimes a little stiff.

Player Objective: Take the steam lift to the hold and ensure the cargo is secure.

Introduction of stuck door mechanic.

When the player reaches the door they find it stuck and will have to repeatedly hit a button to free up the handle. When the player enters the steam lift a cloud of steam will be issued to indicate the lifts departure and it will travel down.

As the player opens the door at the bottom having to repeat the same procedure as with the one above, they emerge into the cargo hold the hold consists of a long corridor with storage nooks along the side a large door at the end of the hall is slightly ajar there is another passage to the left with a closed door at the end. As the player moves down the hall tension is built using sounds of movement getting louder as you approach the gas lamps begin to flicker as you reach the door as you peer into the room the artefact is in the centre its broken box and chains discarded on the floor, glowing a deep crimson the lamps flicker the player closes the door.

Player Objective: Return to the Captain via the steam lift.

as the player reaches the lift there is a massive crash followed by everything flying around the room then there is two loud explosions as other parts of the ship are broken in the collision with the iceberg.

Player Objective: Find another way to communicate with the Bridge.

The player can then proceed to the door to the left of the storage hold door this door will require the same sort of treatment as before with the steam lift doors to open.

As the player enters the next room the intercom crackles into life with the voice of the captain

Captain Mandrake: Birch do you read me? Report!

MC: Reporting sir, I am situated outside the cargo room, The steam lifts are inoperable.

Captain Mandrake: Is the Cargo secure!

MC: it is now sir, but when I arrived the door was unlocked and something was inside I’ve secured the door and trapped it inside.

Captain Mandrake: Good work Birch, however in your absence as you may have felt, we have collided with Rock laden ice, I know this is an icebreaker but this additional strain has overloaded our power systems and caused several faults throughout the ship consequently we are stranded until the ships systems are back online. find the parts and repair the damage I will be able to assist in your efforts via the ships intercom.

Captain Mandrake: The first system that must be repaired is the bilge pump, this will drain the water from the ship enabling you to gain access to the lower levels.

MC: Yes Sir understood.

Captain Mandrake: The first part is situated in the storage room mid ship, its marked on any of the blueprints that are frequented around the ship when you find the room there should be a piston housing for the bilge pumps auxiliary engine inside as well as a KIC station this will push the repair method into your steam watch.

MC: Sir!

Player Objective: Find the piston housing.

The player can begin to explore the immediate vicinity either searching for the parts store room by trial and error or can use the level blueprint to map a course

As the player traverses the level disturbances become more frequent mostly noises of broken objects and falling things footsteps or creaking and shutting doors, but upon closer inspection the player sees there is no one there this is to build tension.

Introduction of Save Points

When the player reaches the storage cupboard he finds the door is stiff as before the mechanic from the steam lift doors seems ineffective.

The intercom crackles to life

MC: The door is frozen shut

Captain Mandrake: give it a kick if it proves too greater task

Introduction of kick mechanic.

The door opens to a kick but makes a resounding noise as the MC’s boot clashes against the metal, inside is some tools on a shelf and a piston housing to the right is a small KIC pad when the player takes the piston housing an animation of him touching the watch to the KIC pad and it imprinting the replacement method for it this can be viewed in the watch.

Player Objective: Repair the bilge pumps.

The player must now travel down towards the far end of the ship to reach the bilge pump engine

As the player explores and travels towards the we want to increase their anticipation to do so the player should be subjected to shadows disappearing around corners ahead, literal for shadowing.

When the player reaches the bilge pump engine room.