

You are *Mike* and you are in house and you recieve call at *8 pm* of your friend *James*.He is calling you for a trip tommorow.He is talking about motel booking for trip... After yo sit and book a motel in *Ribe,Denmark*.After booking when you face to any direction you see a dark man and you faint due to hallucination.~~The trip started and you reached petrol station and you go to refresh in washroom and when you open washroom gate you get a Jumpscare~~ you reach at motel at 3am the night was dark and silent.Then you checkin and *when you open the room you see Jumpscare*,he was *William* who was staff of the motel.Then you friend go out to pickup other friend *Olivia* and then at 3:30 your window gets burst and you recieve a paper with text "*Look Back*"

Endings

- 1)Bad Ending-**When you look back you are killed**
- 2)Good Ending-**You pick knife on table and kill the theif**

Ending Notes

**The theif was a serial killer who was hired by the near motel's manager to decrease reputation.**

To Do List Main

- ☒ Make Project
- ☒ Create Backup
- ☒ Create First Person Controller
- ☒ Make house scene
- ☒ Make Motel Scene
- ☒ Make endings
- ☒ Add GUI
- ☒ Publish

House TO-Do

- ☒ Add interior
- ☒ Add Telephone with ring
- ☒ Add Interactable Script
- ☒ Add Dialogue System
- ☒ Add Searchly Engine For Search
- ☒ Add Hotel Booking System
- ☒ Add Logic
- ☒ Add First Dark Shadow Jumpscare
- ☒ Make the scene off with a panel
- ☒ Game Test(Alpha)

- ☒ Add Motel
- ☐ Add Checkin System
- ☒ Add Jumpscare
- ☒ End Game

