

# TITLE: Alpine Chronicles

## ALPINE CHRONICLES

START OPTIONS EXIT

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SCENE  
1



### Action:

This is the start menu. Options to start game, go to options (where you can change

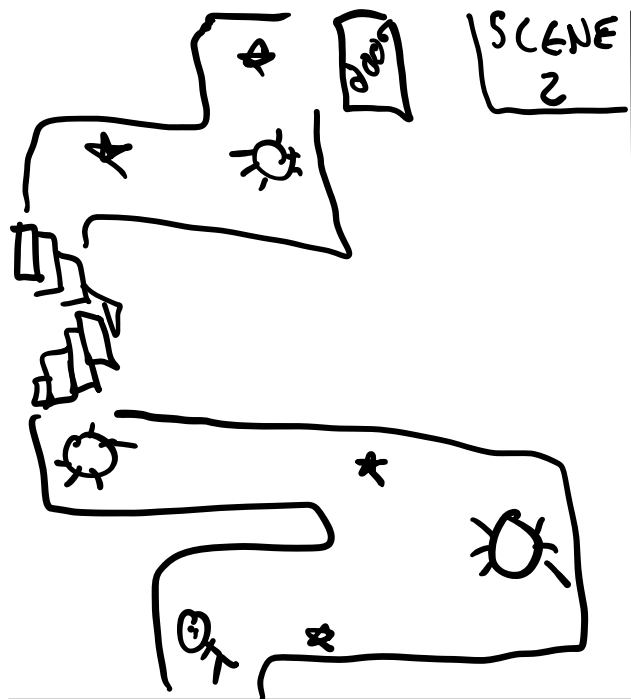
### Action:

Player approaches BC for tutorial. Goes and talks with team members. Interacts with Computer (which shows broken game). Takes place in EP 122.

### Dialogue:

BC explains tutorial. Team members explain the video game is broken, and that player must find the key to fix it.

NOTE: At any point in the game, if the screen is not moved for 1 minute, demo mode will launch.

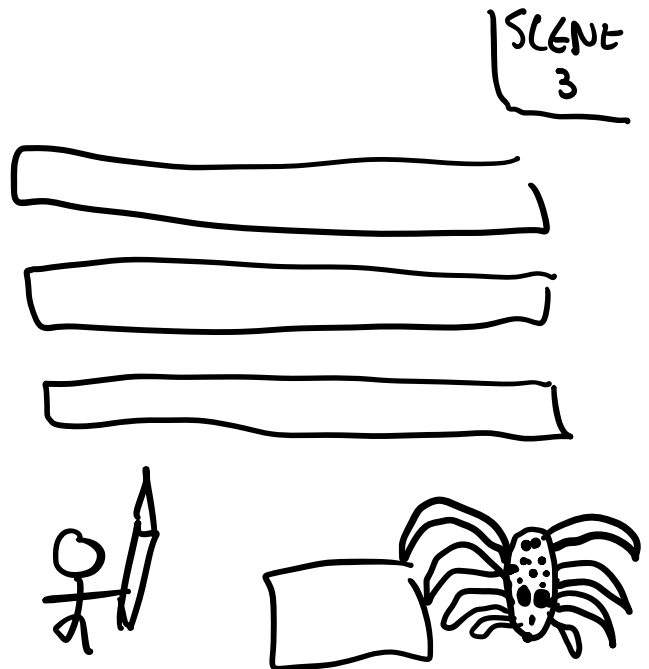


### Action:

Player explores hallway from EP 122 to EP 204 and kills bugs and collects items.

### Dialogue:

N/A.

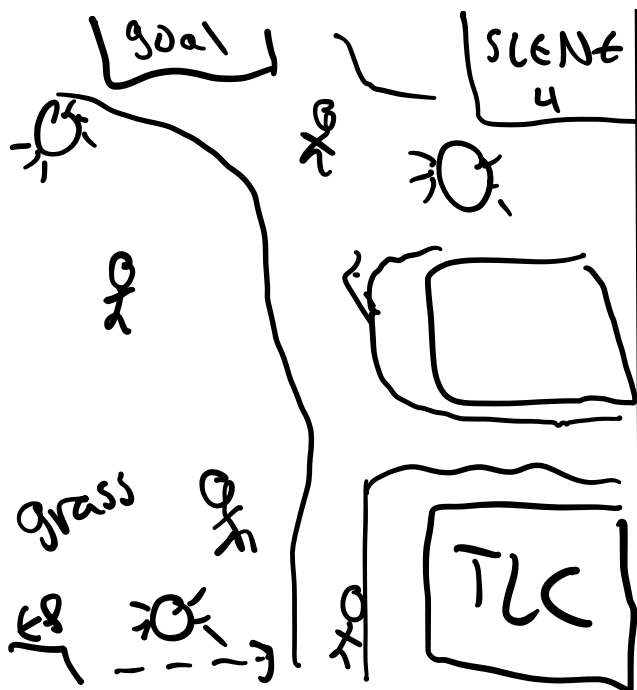


### Action:

Player fights Level 2 boss: spooky spider. Beats boss, gains fragment of key, and new weapon that lets them get to level 2.

### Dialogue:

Not decided.



### Action:

Player walks a shortened version of the walk from EP to Admin. Kills bugs, interacts with NPCs.

### Dialogue:

The NPCs will make random side comments when interacted with.



### Action:

Player fights Level 2 boss: Rabid squirrel. Gets key fragment and new weapon. Get item to access next level.

### Dialogue:

N/A.

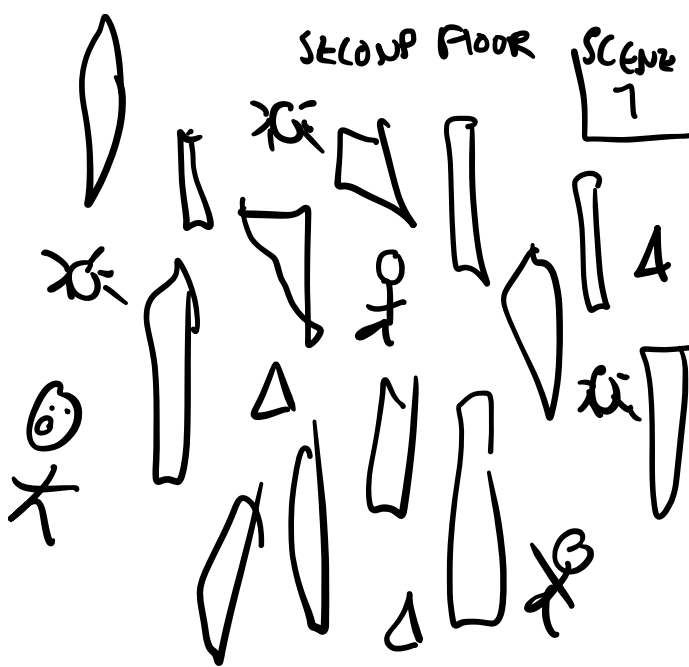


### Action:

First Floor of library. NPC interaction with instructions. Travel through the first floor to stairs.

### Dialogue:

NPC tells player item you need is on a different floor.

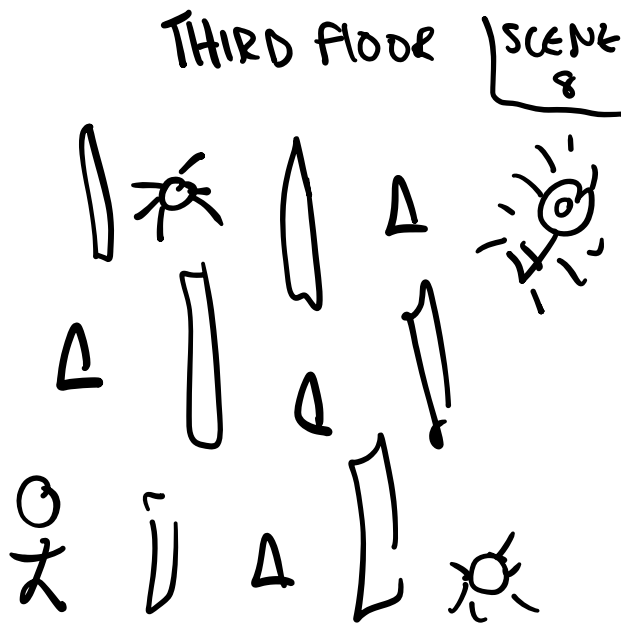


### Action:

Player traverses second floor maze. Interacts with NPCs. avoids traps, kills bugs. Goes to stairs.

### Dialogue:

undecided conversations with NPCs.

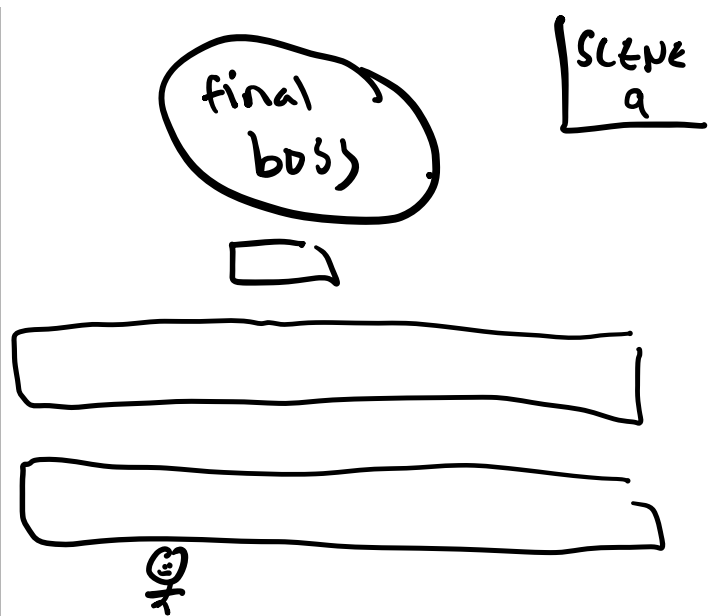


Action:

Player traverses third floor maze, kills bugs, avoids traps, obtains key fragment at end.

Dialogue:

N/A



Action:

Player has collected all key fragments, transports back to EP122 to fight final boss. Beats final boss

Dialogue:

Undecided.



Action:

Boss defeated, Player puts the key into the game and fixes it! Game complete!

Dialogue:

Undecided.

Action:

Dialogue:

Action:

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