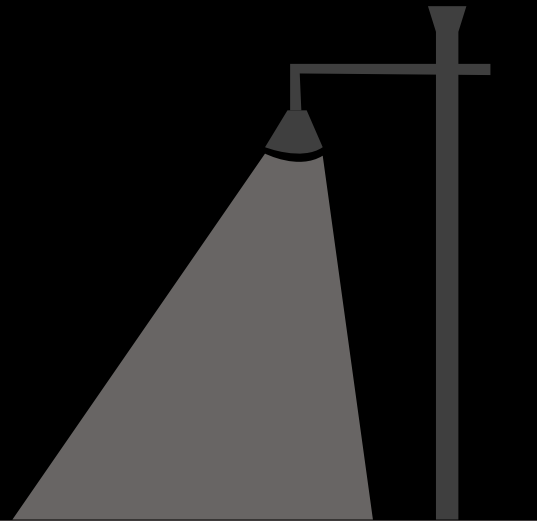


THE HOUSE

You walk down an empty street, a single street light flickering on and off, with two friends and the trusty family dog.

NEXT



As you approach the flickering light you spot a lone house on the side. You and your two friends start to push each other around calling the other "chicken" if they don't enter the house. You all finally decide to go in together.

NEXT

You hear a thump in the closet...

OPEN

LEAVE

YOU LOSE

You never find your way out of the house and lose your grasp on reality and time.

You find a light emanating through a blocked off window. You start to tear away at the wooden boards and finally find that it leads outside which already seems like it is midday. You've escaped the house...

Project summary.

For the final project I want to create a simple game that gives you options based on a particular situation. Depending on the options the player chooses it will give you an outcome; in this case you either win or lose.

inspiration: The Dark Room.

The logic behind this game is that it gives you options that creates a path, which in the end will give you an end result based on the options that you have chosen. Each path gives the player a different result.