Space Adventure

On an outer space mission, Zohal, a veteran astronaut, and her team are hit by what looks like a meteorite. This leaves Zohal injured and unconscious for several hours. Soon after waking up, she discovers that the station has suffered catastrophic damage and that the rest of the crew is either dead or lost in space. As the situation gets dire, Zohal, the lone survivor, must take action and rise to the occasion if she wants to preserve her life and return home safely to Earth.

Stranded in space after the mid-orbit partial destruction of their space station, and attempting to return to Earth, Zohal realized that her childhood dream, the exploration of space, has become her worst nightmare and potentially her downfall.

Shocked by the sudden and tragic turn of events while musing at the warm face of the Earth, the depths of dark space, the chaos and unpredictability of the debris inside the space shuttle, and silence in the vacuum of space, Zohal finds herself pondering two options:

**Scenario 1**:

Surrender to the fact that attempting to return home is futile and that the chances of succeeding in an adventure of this magnitude are highly improbable. She realizes that she’s eventually going to consume all of her supplies of food and oxygen which is only going to prolong her suffering during which she’ll experience mental and spiritual breakdowns. Therefore, the only thing left to do is to run out of her supply of oxygen, gradually lose consciousness, and end her suffering peacefully.

If she chooses scenario 1 ==> game over

**Scenario 2**:

Listen to her inner instinct of holding on tightly to life, striving to escape the space station and return back to Earth.

If she chooses scenario 2 ==> game progresses

Zohal, being resilient and a fighter her whole life, decides that life is worth clinging to. She refuses to lose hope and starts to think of a strategy that will lead her out of this mess and back home to where she belongs. The first thing she decides to do is to find a first aid kit to reduce the severity of her wounds. On her way to the room containing the first aid kit, she witnesses a mind-boggling scene. A hideous creature feasted on the corpse of one of her deceased colleagues. “Aliens!” She says to herself after gasping for air and hiding instantly to avoid alerting the creature. She then realizes that maybe their ship was not hit by a meteorite but by a capsule containing these extraterrestrial creatures. After she waits patiently for the alien to leave, she immediately rushes to get the first aid kit and attempts to heal her wounds. She then starts to hear loud noises coming from the main command room. She directly sneaks in to figure out what the source of this noise was. She couldn’t believe her eyes; multiple aliens were wandering around the command room. Her chances of surviving have just gone from bad to worse. It wasn’t bad enough that she was stuck on a barely functioning ship, now she also has to deal with aliens! A thought comes to her mind. If she can get to the armory unnoticed, she might be able to gather some weapons and put up a fight against these creatures.

**Scenario 2.1**:

She is able to reach the armory, collect weapons and engage with the aliens, but she is outnumbered and killed.

If so ==> game over

**Scenario 2.2**:

She decides that this is a bad idea and searches for an alternative solution.

In this case, ==> game continues

Zohal had served previously in the military and is experienced enough to know that you should be familiar with your enemy before deciding to go into battle with your enemy; you should study carefully the strengths and weaknesses of your opponent before initiating war. Therefore, she decides to ditch the idea of facing off with the aliens for now, and instead, she’s gonna try to escape from the space station unnoticed. Just to be on the safe side, she goes to the armory and gets equipped with weapons just in case she bumps into one of those ugly creatures. After a while, she hears a rumbling sound, she freezes while contemplating what the source of this sound might be. “Phew!” she says when she hears that sound again and realizes that it’s the sound of her stomach growling. She hasn’t eaten for a while now and must do so, otherwise, she will starve to death. As she gets closer to the kitchen, she starts to hear disturbing noises. She wishes that these noises are that of her stomach, but unfortunately, it’s not. She takes a peek into the kitchen and notices several aliens there. Now she has to make a decision whether to get food and risk being killed or abandon the idea and go straight to the space capsule through which she’ll escape.

**Scenario 2.2.1:**

She chooses to abandon the idea, and conserve her energy as much as possible while hoping to reach the capsule, escape the space station and reach another station before she starves to death.

If so, the game proceeds with a timer that the player should beat before Zohal starves to death.

**Scenario 2.2.1.1**:

Zohal leaves the kitchen and makes her way to the space capsule successfully. Then she proceeds to leave the space station with the aliens on board. Moreover, she manages to find another space station (Russian / Chinese), and her quest for salvation is fulfilled.

**Scenario 2.2.1.2**:

Zohal leaves the kitchen and on her way to the space capsule, she fails to avoid the aliens on the way and is, therefore, killed.

==> game over

**Scenario 2.2.2**:

She insists on getting something to eat before continuing her journey.

**Scenario 2.2.2.1**:

She fails to minimize her movements, producing loud noises in the process and alerting the aliens which get her killed.

==> game over

**Scenario 2.2.2.2**:

She monitors the movements of the aliens carefully and waits for the perfect moment to seize the food.

After anxiously waiting for her moment, the moment comes. The room is temporarily empty and there’s no sign of any alien nearby. She moves faintly, grabs the food, and immediately starts eating. “Finally a bit of luck!” she says to herself. The tides may finally be turning in her favor and Zohal is starting to feel a little bit lucky. Unfortunately for her, it wouldn’t last for long. While she was eating, an alien crawled on the roof above. Silently moving towards her, Zohal notices it at the last possible second and manages to evade the monster’s attack. Zohal ducks at the right moment and the alien hits a gas tank instead. This causes a gas leak. Zohal pulls out a gun, that she has previously taken from the armory, and shoots at the alien. This causes an explosion that fries the beast. At this moment, a diabolical idea comes to Zohal’s mind. What if she, before leaving, sets the space station to self-destruct and leaves the aliens to suffer the same fate as their fallen counterparts? This idea may seem insane if you think about it, but Zohal was fueled by her desire for revenge. However, this can be a suicidal mission given that she can only set the station to self-destruct by accessing the control panel in the command room.

**Scenario 2.2.2.2.1**:

Zohal fails to keep it low-key during her path to the command room and back to the space capsule and her quest for revenge gets her killed.

**Scenario 2.2.2.2.2**:

Zohal is successful keeping it low-key during her path to the command room and back to the space capsule and she feels relieved by the scene of the destruction of the space station with the aliens inside it. Lastly, she finds another space station and is rescued.

==> game completed