Character:

(boy/girl player)

Professor (Evil Boss)

Hooded Figure

Chemical Monsters

Begins:

Close-up of test.  Close-up of (boy/girl player) face, s/he has no idea what s/he is looking at.  Teacher writes a big C on the board and points at the (boy/girl player).  The (boy/girl player) looks downtrodden.

Cut to pan of an eerily lit high school laboratory. “This is the 4th level of detention….”

Sitting in the middle of the room sits the (boy/girl player) being spoken to by their Professor (Name pending) for their inability to pay attention and once again not doing well on another Chemistry exam.  He wrote a C on this board.  Close up of a ticking clock, close up of teacher, close up of C on board and then the (boy/girl player) falls asleep.

(boy/girl player) wakes up in a world of chemistry.  S/He explores their environment and attempts to complete a puzzle but when s/he fails a hooded figure approaches.

Hooded Figure: “I knew it, you really do not know Chemistry!”

The Hooded Figure approaches the (boy/girl player).

Hooded Figure: “I've been waiting a long time for you to show up (boy/girl player)’s name.”

(boy/girl player): “H..How do you know my name?”

Hooded Figure: “There's no time to waste. We literally have no time to waste if I'm going to teach you how to get out of here… because you really need help with Chemistry.”

The hooded figure explains the world to the (boy/girl player).  They explain that they are in a world created by someone with a basic understanding of Freshman Chemistry.  There are dangers in this world in the form of Compounds that are walking around and basically serve as mini bosses.  Elements are the tools the player can use to interact with the world, solve puzzles, and defeat the bosses.

They enter Module 1.

Puzzles/Monsters:

With the help of their new-found comrade the (boy/girl player) continues to the first room the first puzzle and completes.

Climax:

The characters are standing next to a hydrogen element and two oxygen elements.  The (boy/girl player) is still very confused as to where they are...when the hooded figure stops (him/her).

Hooded Figure: “Shush”

(boy/girl player): “What?”

Hood Figure: “I said, shush…”

(boy/girl player): “...”

All the sudden, the H2O begins to ripple like the cup of water in Jurassic park as the T. rex approaches

Hooded Figure: “Do you hear that?”

(boy/girl player): “No.”

Hooded Figure: “I said SHUSH!”

The hooded figure looks at the pulsing H2O.  S/He realizes the horrible truth.

Hooded Figure: “Oh my word!”

The hooded figure turns to run when the wall explodes behind them and we see the Professor (A huge muscular version of (himself/herself).  The Professor roars and begins chasing them.

The player is given the opportunity to grab elements during the chase, however if they are too slow or get too greedy they will be caught by the Professor and forced to restart.

Eventually they are cornered by the Professor and the main boss fight begins.

(boy/girl player): “What do we do?”

Hooded Figure: “Well this is a test so let's play to our strengths.” “I will use my mastery of chemistry and MacGyver like ingenuity to fashion a solution to our immediate problem?”

(boy/girl player): “Great what is my strength?”

The Hooded Figure pushes the (boy/girl player) forward at the Professor.

The Hooded Figure: “You have two semi functioning legs. Now use them!”

The Hooded Figure starts thinking out loud while the player attempts to dodge the Professor.

Finally, the Hooded Figure decides to create Calcium Carbonate (Chalk).

The play area is surrounded by the elements you grabbed while being chased.  Some of these elements will come in handy.

These elements allow the two to make calcium carbonate (which we know as chalk)

The player writes an C on the wall and points to it getting the Professor’s attention.  Enraged by their grade the Professor does the evil monkey point from Family Guy and charges the wall.  The player is forced to run out of the way and continue finding the ingredients for the Calcium Carbonate so the Hooded Figure can continue producing Chalk until the Professor knocks (himself/herself) out.  Shining golden door of light appears in the distance.

Before the (boy/girl player) or Hooded Figure can react, the ceiling collapses revealing a puzzle game where both the (boy/girl player) and the Hooded Figure have to leave the debris. The Hooded Figure stands up and begins “Chemistry-ing” their way out of the puzzles without saying a word.

(boy/girl player): “Hey… Can you help me after you’re done?”

Hooded Figure: “Oh…. Um… Yeah…. No, I’m definitely not going to do that.”

The (boy/girl player) has a flashback to all the “Cs” that he finally breaks and decides to “apply” (himself/herself) to solve the puzzles in their way before the Hooded Figure can leave (him/her) behind to take over their whole life.

Conclusion:

The (boy/girl player) defeats the Hooded Figure in solving these puzzles but before the (boy/girl player) can reach the shining golden door of light the Hooded Figure lets out one last scream of desperation.

It is here that the Hooded Figure reveals their true identity. THEY ARE THE (boy/girl player) … sort of…

Hooded Figure: “You can’t leave me behind!”

(boy/girl player): “Why not?”

Hooded Figure: “Because…”

The Hooded Figure rips off their hood to reveal old version of the (boy/girl player).”

Hooded Figure: “I’m you from the future.”

The (boy/girl player) reacts with amazement.

The (boy/girl player): “Oh my god that’s what I’m going to look like when I’m Eighty?!”

Unhooded Figure: “I’ve only been here for a couple years…”

The (boy/girl player): “Oh gosh man”

Unhooded Figure: “Yeah…”

The (boy/girl player): “I didn’t mean to-”

Unhooded Figure: “No, no... I mean I would say you get used to it, but honestly you're the first person I’ve come across since I’ve been here so this is a horrible and fresh wound.”

The (boy/girl player) begins to turn around to walk towards the door.

Unhooded Figure: “Wait! If you leave me you’ll be leaving a part of yourself! The best part of yourself! You’ll never feel whole again! Plus, how do you think you will ever pass the test again? You still don’t know anything.”

The (boy/girl player): “Okay, but I thought you said only one of us can leave?”  
Unhooded Figure: “Oh… Um… I was lying…”

The (boy/girl player): “Oh! Wait, really?”

Unhooded Figure: “... Yes…”

The (boy/girl player) begins to walk back to the Unhooded Figure with hand extended.

Unhooded Figure: “Yeah, with my help we’ll be able to ace that test! Or in the very least probably pass…”

The Unhooded Figure tricks the (boy/girl player) into setting (him/her) free s/he then pushes (him/her) down.  However, when s/he gets up we see that a part of the chalked wall fell on (him/her) and s/he has an C on their back.  As he starts to run towards the door s/he is tackled by the Professor.  The (boy/girl player) is able to run past (him/her) and leave through the door.