Things to clarify:

JS for moving names across at a certain position

JS for clicking text boxes instead of using many pages

**CHANGES: hallwaytoceo 🡪 hallwayfromceo**

Stages

It’s been 3 days since [ your friend’s name] has gone missing after visiting [ patient’s name ]: (we can name him/her!!)

(possible flashback?)

[3 days ago]

Friend: Brian said he found “trouble” but trouble certainly found him first. I heard he broke his leg and has to miss a whole month of school now. What a moron, he’ll never pass the class at this rate.

Player: Aww don’t say that. I’m sure he really thought he was on to something.

Friend: Either way, I’m going to go visit him after class today. Guess which unlucky soul got him for our partner in next week’s assignment.

Player: Ooooh. Tough luck. Tell him I said hi and please send him my well wishes!

[3 days later]

Player: It’s currently 20:51 now… I’ll go pay Brian a visit and see if Friend managed to stop by…

[There’s been no news on your friend’s whereabouts and you...]

Scene 2:

[The waiting area is perfectly empty with no one in sight. The only presence of life is the receptionist by the counter, but she gives off this awful vibe of her own. I shiver as I approach her.]

Player: Hello… I’m looking for a Brian \_\_\_\_\_\_\_\_. I heard he was admitted into the emergency ward a few days ago, may I know what room he’s in?

Nurse: …. ☺

Player: …Hello…

Nurse: Room 1013. Straight down and the third door to your left!

[SWAP SCENE ORDER]- Rceptionist > General Ward > Black room > Receptionist

[For a hospital, the corridors are strangely quiet. The hallways are dimly lit, and I don’t run into anyone on my way. For a hospital, nothing seems to ever happen. ]

[I find Brian’s room and enter it.]

Scene 3: Dark Room

[The room is pitch black. The air is still and I can only hear silence. I hear my heartbeat loud in my ears and feel it strong in my pulse. I reach for the light switch but feel something wet instead.]

[I stumble backwards, scream dead in my throat. Using my smartphone, I switch on the portable torch function, and aim the lights at the wall. The hair at the back of my neck start to bristle as I take in what has appeared before me.]

(we need the player to realise they need to swipe at the darkness – or should we leave this to the computer room where there’s a hint?)

Scene 4:

I leave the room, running down the hallway and back to the receptionist.

Player: Hey!! Where’s my friend! What was that!!

Nurse: Oh! I’m sorry.

Player: Where’re my friends!!

Nurse: Hmm, maybe. Maybe they’re upstairs. With the CEO ☺

**<executive hallway>**

(maybe walking sound effects would be great here)

[I look up the floor directory because the receptionist is hopeless. Her face is frozen into place with an awful smile that looks predatory.]

[I get to the right floor and find the gold, shiny plaque that spells ‘Hospital Director’ in ugly, bold lettering. I try the door and it opens with a click.]

**<office >**

[ The room is dark except for a lit PC in the corner. ]

[Strangely enough, the floors aren’t guarded and the room wasn’t locked. I’m almost too lucky.]

[I shake the mouse a little and the screen comes to life]

**<Login page>**

<Window screen + pop up>

(not sure if you want a next button to exit the page)

**<Office>**

[I pull back in disgust and fear.]

Player: Ugh! What was that!! Was the writing on the wall, *blood*?

**loud snapping sound**

Hospital man: Hello there, I heard from the head nurse about our new visitor

Player: YOU!

Player: …

Player: WHO ARE YOU!

Hospital man: I’m [Name]. The Hospital Director of Alden Stone General Hospital

Player: Then you’re in charge of all those nasty things I saw!!

Hospital man: Now you’re being too harsh. Just listen to me for a second.

Player:…

Hospital man: Lemme explain everything. By the end of it, you’ll see, I’m not a bad man.

Player:… I’m listening…

Hospital man: I’m not doing anything against the law

> ok…

> excuse me!? How can you say that!

Hospital man: See, I’m only doing what the government wants me to do. Everything is being supervised, so you don’t need to worry at all!

>How dare you! How can you say that so easily?!

>well, if you say so…

Hospital man: As we all know, we’re under severe threat from [Country] and to ensure the safety of everyone, we, regrettably, had to sacrifice some people…

>NO!

>… If it’s for the greater good, I guess…

Hospital man: So you see, this is why we had to keep it under wraps… Alden Stone is the most well renowned hospital in the vicinity, it wouldn’t do good if people knew about these… inconveniences.

>You shouldn’t be doing this in the first place!

> I think I understand now…

Hospital: I really shouldn’t be doing this, but it’s for the people. Will you agree to keep quiet on this matter? I can compensate you for it as well…

>It’s okay! I understand! Keep your money :>

> YOU MONSTER! GIVE ME BACK MY FRIENDS.

[\_\_\_\_\_\_\_\_\_ closes his eyes and lets me through the door, almost like nothing happened. I hear him let out a sigh and I can’t tell if it’s one of annoyance or relief.] (omg we might need a branch point D: a “lose” page or smth, or if not, we can just go with this??)

**<Hallway from CEO>** (maybe we should use this for the escape route instead… less coding :’))

[player runs away, some dialogue here and then you can click on the bad guy and we’re done yaaaaaay]