Things to clarify:

JS for moving names across at a certain position

JS for clicking text boxes instead of using many pages

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 ☺

NOTES:

* Use button as a means of changing texts