**ABSTRACT**

Idea: you stumble into a simulation which teaches assembly to students but it is crumbling for a reason. The narrator is very disorganized and is fumbling to improv as stuff falls apart. It is the players task to play through the whole scenario and restore peace in the simulation. But all is not as It seems.

As the player delves into the game the player notices some anomalies sin the way that the narrator takes him through the game. The narrator hides stuff and actives steers the player into trouble. Possible bosses can be introduced for some possibly challenging parts in assembly. There can be some silly gags where some of the more formidable monsters cannot be defeated since the sim is very buggy. Pointer jokes possible?

**EXTENTION:**the player enters a white room and blinks into consciousness. A voice can be heard from above talking to someone in the background. After a few dialogues the voice notices the player and greets then confusedly, as if the players presence was not expected. The voice greets the player with increasing enthusiasm and welcomes them to the simulation. The player is warned about how the simulation is not presentation ready and that the player will be offered a simple tour instead. The simulation is built in a way that teacher assembly through a series of escape rooms, before a set of escape rooms are reached the player will encounter certain practice room where they will be taught how to solve the puzzles. The narrator explains that this portion was temporarily included because of how the simulation is broken. The narrator explains all of this and makes the player sign a non-disclosure agreement as to keep them from being liable to any action caused by the simulation.

The player starts from the room and encounters the first practice room…(can be changed)

The rules of the practice room are explained. each practice room acts as a save point for the player to come back to. Practice room will teach you about the parts of assembly that the following escape rooms apply.

Finally, when you are ready the game will prompt you to leave the room, and you encounter your first escape room. The escape room starts with.