**ESCAPE FROM BIRINGAN CITY**

***CHARACTERS :***

***Player :***

Gender - Player’s choice

* ***Backstory :***

Player is a university student from Taguig City who's come to Samar to visit their Grandmother to spend time with her as much as possible while she goes to death’s embrace.

* ***Personality :***

Cool, Logical and Serious. Never let their emotions take control of their mind. Though The Player might never show much of their emotions, this does not mean that he’s emotionless. The Player is obviously someone who cares for their loved ones.

***The Grandmother Maribel***

***The Player’s Parents(Mother and Father)***

***The Helper :***

Gender - Male - Macanduc or Maca

* ***Role :***

Help the player escape from Biringan City for unknown reasons(which might be revealed at the end).

* ***Personality :***

Caring and Humorous.

***The Helper 2 :***

Gender - Male - Lolo

Human - Old Man who got trapped in biringan city

* ***Role :***

Help the player escape from Biringan City

***Antagonist 1 :***

Gender - Female - Inag

Role :

* The first antagonist that the player will meet. Will pretend to help them escape a horde of monsters.
* Her true objective is to entrance the player and trap them

***Antagonist 2 : Not adding one***

Gender - Male

Role :

* The second antagonist. The player will meet him in the middle of the story.
* Will try to kill the player from the moment he meets them.

**Antagonist (Group)**

Genders: Two females, Two males (One is a child)

Role:

* Dalakenos
* Try to entrance the player to go with them
* Clingy or touchy

***Antagonist 3 :***

Gender - Androgynous - Albino -

Role :

* The third antagonist of the game. Very polite and will try to grant the wish of the player.
* His true motive is to trap the player in the city and marry them.
* Yandere

***STORY :***

The story starts when the Player woke up in an unknown place, with no idea how they ended up in the place.  
  
As they became confused, they suddenly heard a voice. A calm, soothing voice capable of pulling anyone into a trance.

“Calm down, [Player]” said the voice.

“Who are you? Where am I? What happened to me?” Said the Player with a calm voice.

“I am [Helper 1] and I'm here to help you escape this place”said the Helper.

“Where am I?” asked by the Player. “You're at the Biringan City” answered by the Helper.

“The mythical city?” asked by the Player. “Yes, the mythical city” said by the Helper.

“So, how do I escape this place?” asked by the Player. “Just listen to my voice” said by the Helper.

“Now, go to this place” as the Helper imprints something on the Player's Head. “Someone will help you there” added the Helper.

As you walk to your destination. You noticed someone catcalling you. ‘Definitely not human’ the Player thought.

Deciding not to give them attention, the Player decided to continue walking.

Mentioned characters, not shown

History of the City

Culture

Half engkanto and half human

Antagonist 3 - sociopath

Catcalling and love bombing

Black market in alleyways

Problem solving to