Suicide watch

# Concept

Your character (name Dan?) is suicidal. He’ll take every way possible to kill himself. But it isn’t always as easy. In this game you’ll have to find all sort of items like bleach and forks to put into electricity. But make sure you don’t get caught by guards, suicide watch or other people.

# Ways to kys:

* Fall damage
* Bleach
* Electricity
* Hang yourself
* Shoot yourself
* Drink into coma
* Cut open wrists
* Overdose drugs
* Set yourself on fire
* Drown
* Shock from bee stings
* Eat peanut butter
* Blow yourself up (grenade)
* Get hit by car

# Item list:

1. Bleach
2. Fork
3. Rope
4. Gun
5. Scotch
6. Knife
7. Drugs
8. Lighter
9. Peanut butter
10. Grenade
11. Door key
12. Flower pot

# Levels:

1. Tutorial level

**Ways:**

* Bleach

**Text:**

* Hi!
* First of all, please don’t kill yourself in real life!
* But anyway, Dan, yes your name is Dan now.
* You feel very depressed… Almost like there’s no way out…
* In the middle of your cell you’ll find a way to kill yourself.
* It’s bleach! Drink it!
* [Should drink bleach]
* EOG

**Checkpoints:**

* Take bleach
* Drink it

1. Interaction

**Text:**

* You were revived!
* But you shouldn’t give up your dreams!
* Try and find an object to stick in the socket!
* [Should stick fork in socket]
* EOG

**Checkpoints:**

* Take fork
* Stick it in socket

# Events

## Player

* **Player heals**
* Increase health
* Update Health UI
* **Player takes damage**
* Check for death
* Play damage sound
* Update Health UI
* **Player dies**
* Show die screen

## Inventory

* **Add to inventory**
* Add gameObject refNumber to inventory array
* Show in inventory UI
* **Remove from inventory**
* Remove from inventory array
* Remove from inventory UI
* **Clear inventory**
* Remove all items from inventory array
* Remove all items from inventory UI

## Item

**Player**

* **Item pickup**
* Add to inventory at list.Count + 1
* Call pickup function on item to make ready to enter inventory
* **Item drop**
* Remove from inventory at certain array
* **Item Gets Used**
* Deduct health from item
* Do effect
* Check for itemDeath

**Item**

* **Item Gets Picked Up**
* Add gameObject’s refNumber to inventory array (call inventory event)
* Remove item
* **Item Gets Dropped**
* Remove gameObject’s refNumber from inventory array (call inventory event)
* Add item to scene
* **Item Death**
* Remove gameObject’s refNumber from inventory array (call inventory event)
* Remove item

## GameManager