

Game script

Game begins and player spawns

Narrator: Who are we? Why do I exist? What is my purpose? The uncertainty of our destiny is a grave that we dig ourselves if we don't find the strength and courage to face our true purpose in life. Nevertheless, a mysterious faint light of hope from those who suffered knows deep in their hearts that no darkness lasts forever, and even there, there are stars. Our story is not different from many others... great heroes are born with a weak sparkle of self-conscience.

Player: What is this place? Who am I? I have to leave this place... It's freezing! I cannot feel anything.

Narrator: A humble quest has started. The sense of touch, his only guide. This quest will guide him to find a way out, using the senses of his mind.

Player gets the sense of sight

Narrator: And then, his conscience strengthens and our hero notices that his own grieving was blinding him. Not making him able to notice that looking for help gives him a different perspective from his issues. Making him able to extend the comprehension of the problem in front of him, to be able to see things from a different angle.

Player: My eyes are now able to see beyond this darkness. I can see clearly more details from this cave.

Player gets the sense of hearing

Narrator: This wisdom is shouting at every corner of the street but even though we hear it, we don't pay attention and listen to it. Our hero found this secret in his pursuit to find his purpose. A tool that will come very handy if he stops to listen to his new gift.

Player: I can hear something in this cave, maybe if I pay attention to it I could escape...

Player gets the sense of smell

Narrator: Not always everyone is willing to help you but to destroy you. The sense of smell made our character feel the scent of those who really want to help him and ignore the pestilence of those who are already in a dark cave, dragging other souls to their same destiny. The closer he gets to this fragrance, the closer he felt he will find a way out.

Player: *Sniff* There is something in this cave that smells really good... Let's see what is this!

Player finds the mirror:

Narrator: ... And finally, the moment of truth...

Player: What is this?

Narrator: Exhausted and confused from his quest...

Player: ... A mirror!?

Narrator: Our hero discovers that his true purpose in life is to find, recognize and accept himself as he really is...

Player: ... Is this me? How could I forget about that? Now I see it crystal clear! This cave... everything inside It's a construct made with my own pain and grieving. I was lost in my own thoughts... Not being able to accept and notice that I am the light in a dark world, a star waiting to be found by myself. Since the beginning I was the key to this maze. I was lost by succumbing into my own fears and insecurities.

Narrator: His depression, his fears was all an excuse but now... He is a different person. A new star who will guide those souls who had fallen into his own lies and denying who they truly are.

Player: I have to leave this cave to help other people like me. After all, I couldn't find a way out without them.

Narrator: Living and helping each other is the true way to fill ourselves fully ourselves. Our hero has found a truth he had lost...