# Story:

you wake up to sound coming from your mobile. When you look at your phone you see that [name] has been texting you. You look at the clock. Its 02:34am. As you read her messages you begin to realize that she’s in trouble. You ask what is going on. Your heart rate accelerates when you realize what is going on. You quickly get out of bed and get dressed.

You run towards her house. Then the messages stop. When you storm in you can hear a scream and then complete silence. You search the house.

If you don’t find the hole within the given time you lose.

If you find the hole leading (and a way to remove the barricade) in a tunnel the story continues.

You run through the tunnel. In the distance you can hear sounds. Footsteps. Mumbling. The tunnel leads into a large hall. The hall leads to multiple tunnels. Search the hall for clues.

Based on your clues you select your tunnel. 2 of the 4 tunnels leads further into the story. The other 2 are traps. Again, you have a timer to select your tunnel.

Traps end in a game over.

The 2 correct tunnels lead towards an exit.

## Possibility 1:

You end up in a forest. Your phone vibrates. You got a new message from [name]. she is in the forest. She doesn’t know where, but she knows that the people that took her are still around. You need to find her based on her clues but watch out for enemy’s.

If they find/catch then you are dead. Game over.

If you make it and find her then you complete the level.

## Possibility 2:

You end up in a building. You hear a huge door close and getting locked. In the corner of the room you see a silhouette. Its [name]. now you need to find an exit. But there is a timer.

If you don’t make it out in time the enemy’s will come back to check up on her and find and kill you.

If you escape you win.

# Gameplay:

You have 2 views. 1 for the “scene” where you see the gameplay. In view 2 you have your phone. Which shows the chat you have with [name]. you also see your options that you can make in the game.