

plot dialogue

Cut scenes.

To draw: All of scene one as clean and refined, pixelated art drawn. The game starts with these arts shown and slowly goes through them one by one. Slow, calm music is played to present the wholesome family moments that are shared. Blackout fade scene moves on to an opening and flipping of a kid's journal.

GAME STARTS.

Protagonist narrating Diary: Today is Saturday, Kairo, and I should have gone to the park today. At breakfast, Mommy said that we are no longer allowed. Kairo was very upset. He told me that, but he didn't tell mommy and daddy. He says he understands, but it is still unfair.

(**Fill to reveal.** In this, we show another childish drawing describing the events about)

Fips to the next page

Today was very scary. I was helping Mommy prepare dinner in the kitchen, and we heard very loud bangs coming from the door. Daddy was about to open it, but a big man was already inside and even pushed Daddy to the floor. I did not know what to do, Mommy also did not know, she only took me and covered my eyes. I can hear Kairo crying. Daddy seemed to be in a lot of pain, too. The big man approached mommy and said things I did not understand. But I understood "This is the law, and he made a mistake." Then daddy and the big men were all gone.

Flips to the next page

I asked Mommy if Daddy will ever come back. She didn't really say anything, but I can tell she is thinking very deeply. Kairo has been taking care of different chores around the house. He even forces me to do some of them. Usually, I would tell him "no," but I'm only doing it because Mommy is tired now.

Flips to the next page

Mommy, she needs to go look for Daddy. She doesn't know when she'll be back, but she said Kairo and I need to look after each other. Kairo did not say a word, he didnt even look at mommy when she stood at the door smiling as she wore daddy's scarf. She warned us that it is best to stay in and not go out. And most importantly to not let anyone in or trust whoever comes by.

Book closes (leave button is presented.)

Before the raid scene: The visual here is the full-body art of both speaking characters, each in different side. Text bar at the bottom.

Kairo:

- Neas...you're still stalling at the window? I told you to clean your side of the room. I keep tripping over your pens.
- Anyway, we are running out of food.
- I think I should go out and try to find something that can last a while.

Neas:

- Why are you leaving? Mommy said-

Kairo:

- Mother is gone, Neas. We need to stay alive.
- I'm going, you stay inside, don't let anyone in.

Cut scene or blank page, a sudden sound of a loud door bang and glass breaking.

Neas: Huh?! Did someone come in?

Instructions displayed on how to play and to avoid the raiders.

First Game play: the objective is to avoid raiders and pick the journal from the kitchen

Full background image of Neas emerging from the house, running, and Kairo reappearing, holding food in his hand.

Kairo:

- Didn't I tell you not to leave the house?

Neas:

- Strangers are inside! They are taking everything.

Kairo:

- What?? How did raiders get into this part of town?
- Doesn't matter... we need to get somewhere safe.

Neas:

- But, where would we go? We don't know where mommy and daddy are.
- It's been days, and they still haven't come back.

Kairo:

- Our neighbour. Uncle Hoove should know...
- He's a close friend to both mom and dad.

Blank screen or image showing the arrival at the neighbour's house

Neas:

- No one seems to be in

Kairo:

- Let's wait for a bit more

Neas:

- I don't even hear shuffling or anything. Are you sure Uncle Hoove is inside?
- Do you think we should go in?
- I mean, he knows us... It should not be a problem

Kairo:

- Yeah... I also don't think he would mind.
- It is dangerous outside anyway

Inside the house

Kairo:

- This place... is a mess
- How unusual.
- Let's look around. We might find information that can help us

Second Game play: the objective is look around for objects that could help gain information

After game play is done. The background switches to the outside. (CUT SCENE)

Kairo:

- I didn't think things were *this* bad.
- Neas? What are you looking at?

Something like a bush would start to shuffle

Neas:

- There was someone just now.

Kairo:

- Huh?? Where are you going.

Cuts to the next part of part

Neas:

- Over there!!

Kairo:

- Neas never run away like that again. We cant afford losing each other

Neas:

- That person. Are they not the ones we saw a picture of
- If mr. hoove knows them they must be a kind person no?
- Lets catch up to them.

Game-play Starts

Masked person: So where do you two come from ?

Kairo: why should we tell you

Masked person: you were the ones following me i feel like i should know who you two are

Kairo: uhh...well. we come from the eastern part of the land. more specifically the suburbs near the capital

Masked person: Oh? that's where my grandfather used to live

Neas: used to? what happened?

Masked person: well...you know. taken away

Kairo: oh. That happened to dad as well...and i'm assuming mom since she never got back to us

Masked person: i'm sorry to hear that. i can't promise it would get better. not with the dangerous people around. anyway call me stix.

Kairo: nice to meet you stix. i'm kairo and this is my younger sister neas.

Stix: you two have no where to go ?

Neas: no our home got taken over by random strangers.

Stix:that's really horrible. you have no where to go ?

Kairo: i can't really think of some place safe at the moment

Stix: hmm... alright then, follow me

Kairo: follow you ??

Stix: yes i can take you to a hidden residence. it's an abandoned warehouse a bunch of kids and I live at.

Kairo: how would i know you aren't lying and leading us to our doom

Stix: lead you to your doom ??? aren't you quite imaginative
look you are free to do whatever. and i'm trying to help.

Kairo: where is that warehouse??

Stix: it's close to the borders. making escaping this place easier

Kairo: you know that's not true

Stix: okay yes i know escaping the borders is a crazy plan especially when lead by a bunch of kids. but hey we all want to make it out alive.
so you joining or not ??

(in game choice of disagreeing —> game actually ends) a cut scene showing ambiguity of what happens next to the two kids.

-kid crying in background. art showing of the main characters back walking towards a sunset.

narration:

Neas:

i'm too tired. i dont think i can keep going. kairo and i still havent a good place to sleep. every place we go we have to hide from them. and we can't find something nice to eat.
i want to go home. i want mommy and daddy

could this have ended differently?

(in game choice of agreeing —> story continues to next stage)

Next game play focuses on survival mode. Each round focuses on one aspect that goes down

Stix

- So here we are.
- The camp is a bit large, and easy to get lost in.
- Follow me, i can you to an empty space. Enough for the both of you.

Blackout to the progansist tent.

Stix:

- I know it is not much, but I'm sure it's enough for two small people.
- Well... its been a long day. Why dont you rest for the night
- Feel free to roam around tomorrow. People here are nice, just try to always stay on their good side.
- It will benefit you in the long run.

Neas: are you sure every thing will be alright here?

Stix:

- If you try your best to keep to yourself... i would say so
- If theres anything i learnt from while living here is to take actions quickly.
- Never hesitate and never think twice when a door is open.

Kairo:

- thank you stix.

Stix: no worries. Have a good night

Stix exits

Neas:

- I dont see a blanket...

Kairo:

- ...

NEXT DAY

Quest log: explore the camp

Meeting the bat family.

Kairo:

- We should look around to know our resources.
- Dont stray too far, okay?

Neas:

- AH!

Kairo:

- Hm? What? What is it

Neas:

- That bat guy
- Its one of the people that got into our house.

Kairo:

- Don't point!!
- Oh no, hes lookingat our way

Neas:

- Should we... go to them
- Look, he is signaling to us come his way.

Bat raider:

- Hello! Youre the new kids stix bought over last night
- Welcome, welcome. Its nice to see new faces around here

Neas:

- ...

Kairo:

- ...

Bat raider:

- You don't have to look so scared.
- If I wanted to hurt you, I wouldn't be waving hello.

Kairo:

- Uh.. of course... forgive us
- I'm Kairo, and this is my young sister Neas.

Bat Raider:

- Nice to meet you! You can call my Orion
- It's good to see people come to this camp.
- I'm sure stix showed you the ropes around here

Kairo:

- More or less

Orion:

- Oh good. Good.

Neas:

- ...

Kairo:

- ...
- Do you recognise us from somewhere, sir.

Orion:

- Whatever you mean young man.

Neas:

- Kairo...

Kairo:

- Never mind. Im sure your job wouldnt allow you to memorise faces all that well.

Neas:

- Kairo!

Orion:

- Ah... i guess i dont have to pretend.
- Dont take such "tasks" personally.
- In here survival is above order. Thats why this camp is untouched and safe in a way.

Bat kid:

- Dad? Who are you talking to?

Orion:

- Oh! Dami. good morning my boy.
- Kairo, Neas this is my son Dami

Dami:

- Hello.

Neas:

- Hi

Orion:

- Dami why dont you be good and show the new kids around.
- You should start at the food distribution at the camp center. Early birds gets the worm ey.

Walk to the Camp Center

Dami:

- So only you two came by?

Kairo:

- You can say-

Neas:

- Yup! Our home wasn't safe anymore. Not since mommy and daddy were gone

Dami:

- ...
- Were they taken away too?

Neas:

- Too?

Dami:

- My older brother.
- He actually was with us when we first arrived at the camp.
- But he was promised a better place. At least that's what they promised dad.

Kairo:

- I don't think he was taken by the same people who took our parents.

Neas:

- Yeah, daddy was taken by people wearing masks, and momm-

Kairo:

- I'm assuming that the food distribution space?

Dami:

- Oh yes! And look it's still surviving the food this time.
- Usually they are busy doing other things around the camp

White soldiers are spread across

Hunger

Thirst

patient

Reusing the raiders to continue the plot.

The masked person knew who these people were and was the one who assigned and helped with the raid.

The siblings get visibly upset and that when they decide to leave the land because to them nothing and no one is save

Imagine stepping into the mind of a child war refugee, where the world around you flickers between harsh reality and a fragile, fantastical imagination. Our capstone project is a choice-driven, exploration-based, narrative video game that immerses players in this perspective. Through interactive storytelling, players don't just witness the refugee experience; they live it, navigating moments of fear, loss, and fleeting wonder.

What is the project

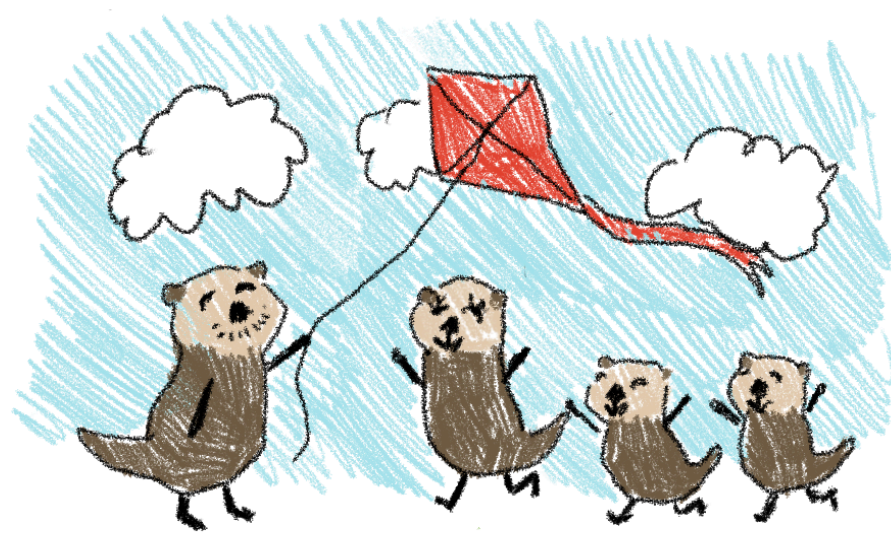
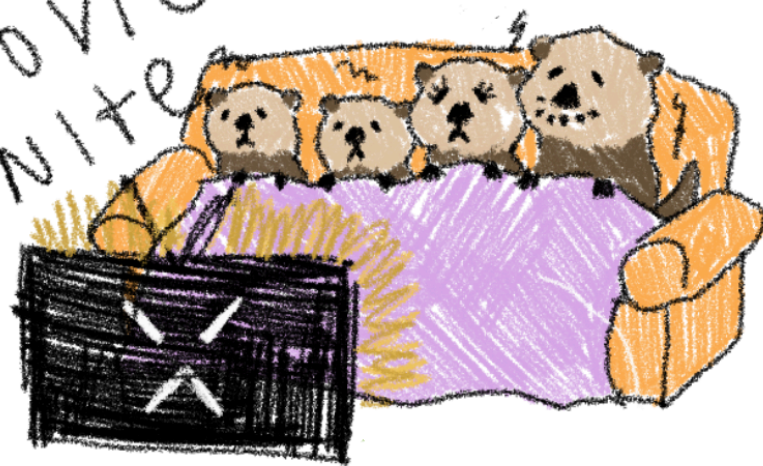
Expectation

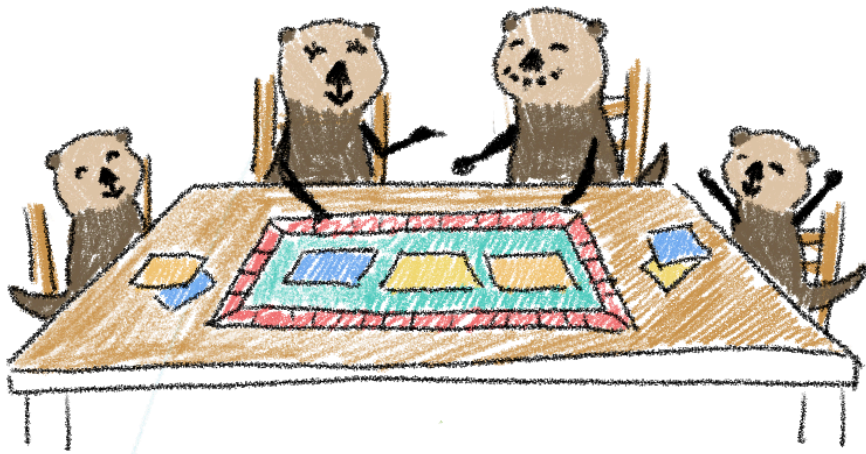
Take away

diary that mc drew



Movie
Nite





to be revised

Bat:

You don't have to look so scared.
If I wanted to hurt you, I wouldn't be waving hello.

Neas:

...

(Neas takes a step back, half-hiding behind Kairo.)

Kairo:

You were... near our house.
Before it was taken.

Bat:

Ah.
So you recognized me.

(A pause. Bat exhales slowly.)

Bat:

I won't lie to you.
Yes, I was there.
But not the way you think.

Neas:

You took our things.

Bat:

I took food. Blankets. Anything light enough to carry.
The raiders would've burned the rest anyway.

Kairo:

That doesn't make it better.

Bat:

No.
It just makes it honest.

(Bat kneels slightly so he's closer to their height, but not looming.)

Bat:

I have children
You do things you hate when the people you love are starving.

(Neas's grip tightens on Kairo's sleeve.)

Neas (quietly):

Did you... take people too?

(Bat stiffens. His eyes flick away for half a second.)

Bat:

...No.

Not like *that*. I'm not part of the government.

Kairo:

"Not like that" isn't an answer.

Bat:

You'll learn here that answers come in pieces.

Never all at once.

(A small bat-eared child peeks out from behind a tent.)

Bat's Child:

Papa?

Bat (softening immediately):

I'm here. It's okay.

(Bat's wife appears, placing a hand on the child's shoulder.)

Bat's Child:

Are these the new ones?

Bat:

Yes.

They came with Stix.

(Neas watches the child carefully. The child clutches a small, frayed toy.)

Neas (internal narration):

They look normal.

Too normal.

Like us.

So why does my chest feel tight?

Bat:

This is my youngest.

Bat:

My eldest isn't here anymore.

Neas:

Where did they go?

(Bat looks away.)

Bat:

...They were taken.

(Silence.)

Neas (internal narration):

Taken.

Everyone keeps saying that word.

Like it explains everything.

Kairo:

Taken by who?

Bat:

People you don't see until it's too late.

Bat:

You shouldn't point fingers here.

It only makes things worse.

(A distant whistle. Camp signal.)

(I'm thinking about adding a food distribution system but not sure)

Quest Update

Objective: Spend the day learning camp routines

- Observe food distribution
- Speak to camp leader (Fox)

- Avoid restricted zones

CUT SCENE – FOOD DISTRIBUTION

A line of people. Bowls. Uneven portions.
Fox stands near the front, quietly directing.

Stix:

One scoop per person.
Children first.

(Fox notices Neas staring.)

stix:

You again, good to see you all well.

Sorry its not much, but here...

(Boar's heavy footsteps approach.)

Boar:

Fox.
You're being generous again.

stix:

They're children. Besides, new ones get special treatments, remember.

Boar:

hmph

(Boar's gaze drops to Neas.)

Don't forget our agreement.

(Boar walks away.)

Neas (internal narration):

I don't like him.
I don't like the way he looked at me.
Like I was... being counted.

Stix:

For your own safety, avoid the tent we saw when we entered the camp. You don't want to get into that boar's business

Conversation between the siblings back at the camp

Neas:

That wasn't enough.

I still feel hungry

Kairo:

Don't complain much...I don't want to even think about it

Neas:

I can't stop thinking about what stix said. Why should we be avoiding the tent we came across

Kairo:

Neas... that's someone else's space. We can't just-

Neas:

Yes, but.

Kairo:

Just go to sleep. Please

Exploring the warned tent

Talking to stix

Talk to bat fam

Escape

End