YELLOW = Text

GREEN = Key Bindings

AQUA = Audio/Text

PINK = Sound

BLACK SCREEN

You are an intern and today is your first morning at your new job. You will need to get the office ready before the other employees arrive.

DAY ONE

* Main room
  + Basic movement tutorial
    - “Use WASD to move around”
    - “Use E to interact with objects”
  + Phone call #1
    - Phone rings
    - “Use E to answer the phone”
    - Arrow points to phone on front desk
    - Player presses E while facing phone (ringing stops)
    - Voice on speaker phone
      * “Oh good, you’re here! Thank you so much for coming in on such short notice. Without getting into too much detail, our former intern was dismissed yesterday. They usually cleaned up the desks and tables at the end of the day but since they are no longer working for our company our office is not ready for the day. We need you to tidy up before the other employees get here. Go around and bring all the clutter up to the front desk, we’ll take care of it from there. Thanks so much for your help!”
    - Phone call ends
  + “Grab the Objects” task
    - Need key bindings for each object (arrow pointing to each)
    - 4 objects total (i.e. file folder, paper, cup, file box)
      * Arrow points to first object
      * Player picks up first object
      * Arrow points to destination (on front desk)
      * Player brings object to front desk
      * Key binding for next object appears
      * Player gets object, etc. etc.
    - Arrow for each object
    - Arrow for each destination (on desk)
  + Phone call #2
    - Phone rings
    - Player presses E
    - “Are you done? Great! You finished just in time. Everyone will be here soon and your boss wants to meet you. If you would, go wait in the conference room until he gets here – you probably noticed it earlier, it’s that door on the right-hand side of the office. It should only be a few minutes so just make yourself comfortable.”
    - Arrow to the conference room
* Conference room
  + Wait 2 minutes
  + Door creak noise
  + Arrow to the entrance of the room
  + Screen goes dark

OR…

* + Wait 2 minutes
  + Phone call (in conference room)
    - “I guess he’s not going to be able to make it in today. We don’t have anything else for you to do today so you can probably go home now, thanks for your help today and we’ll see you tomorrow.”
  + Arrow to the entrance of the room
  + Screen goes dark

DAY TWO

The next day…

* Main room
  + Office is torn apart, things are missing, graffiti on walls, etc.
  + Phone call #3
    - Phone rings
    - Player presses E
    - “Hello? Wow, what a crazy morning. As you may have noticed, our office was broken into last night. Apparently the last intern didn’t handle his dismissal very well. I’m at the police station right now reporting the incident. Could you go around and see if anything has been stolen? Just write down how many of each item you see.”
  + Distractor Task
    - Participant has a sheet of paper
    - For example…

INVENTORY

Indicate how many of each item you can find in the office

\_\_\_\_\_\_\_\_ Computer monitors (4)

\_\_\_\_\_\_\_\_ Keyboards (4)

\_\_\_\_\_\_\_\_ Desks (8)

\_\_\_\_\_\_\_\_ Lamps (2)

\_\_\_\_\_\_\_\_ TVs (3)

\_\_\_\_\_\_\_\_ Painting (1)

\_\_\_\_\_\_\_\_ Chairs (9)

* + Phone call #4
    - Phone rings
    - Player presses E
    - “Your boss is on his way, head on over to the conference room. Thankfully, the door to the conference room was locked so everything is still there. Can you set up the conference table exactly the same as it was yesterday? He is very particular about the way his things are set up. Everything you’ll need is lined up on another table in there, you need to place all 5 objects exactly where they were on the circular table yesterday.”
* Conference room
  + Arrow to conference room (rectangle) table
  + Objects lined up on side table
  + Player will pick up objects and place them on the circular table
    - File box, laser disk, coffee mug, piece of paper, manila folder
  + When 5th item is placed player will be directed to the entrance of the room.
  + Screen goes dark