*Ash*  
A boring, mundane apocalypse game.

*Ash* is a hypertext-like twine game about a young woman trying to survive day to day life in the apocalypse.  
  
**Prologue:** April 25, +1year

We open in media res. On a rainy night Ash is using the rain to wash her arms free of blood. Her watch beeps. It’s midnight, which means it’s officially her birthday, and the one year anniversary of when the world ended.

**Scene 1 – The House:** April 25 – June 20

Ash wakes up and the world has ended. Dead bodies litter the streets and her family is gone. Searching the house will provide players with more detail about Ash and her life, and they will find objects of sentimental value that Ash will then take with her for the rest of the game.

**Scene 2 – The Street:** June 20

Eventually, Ash must leave her house. It is now that she comes face to face with the zombie-like creatures that now roam the streets and will even fight one. There is no combat oriented gameplay, but the players will still experience this moment of tension with the character.

**Scene 3 – The Grocery Store:** June 20

Ash is successful in getting herself to her childhood grocery store. In the store there are multiple aisle for the players to go down in any order they wish; there they and Ash will discover scenes of chaos and death as well as relive some of Ash’s old experiences there.

**Scene 4 – The Return:** June 20

On Ash’s way back from the grocery store it begins to rain. She intends on going back to her house, only to find the street overrun with way too many zombies for her to deal with. It’s a moment where she realizes that her old life is truly gone now.

**Scene 5 – Jaime’s House:** June 20 – June 21

Since she can’t go home, Ash breaks into the house of a friend. But it gives Ash the idea to check the rest of the neighborhood after spending the night. Include flashbacks to sleepovers with Jaime.

**Scene 6 – The Neighborhood:** June 21

Ash spends the day going through the nearby houses. Some of them you can’t get into, some have monsters, some have supplies, give players a choice.

(Maybe skippable? Players could just stay at Jaime’s.)

**Scene 7 – Jaime’s House pt 2:** June 21 – June 28

After raiding through the rest of the neighborhood Ash bunkers down in Jaime’s place for a while. Eventually supplies run low and she must move on. Jaime’s family were avid outsdoors people, this gives Ash the idea to check out the REI for more supplies

**Scene 6 – REI**

She clears the REI of zombies. She then camps out there and quickly loses track of time.

* I’ll do something weird here with formatting and stuff to show that time is passing weirdly

She should be able to stay here for quite a while

**Scene ? – The End**

Loop back to the in media res opening. Ash finds shelter for the night. The clock turns midnight and she realizes it’s her birthday/it’s been a year. Afterwards, she falls into a fitful kind of doze. When she wakes up it’s to the sound of mourning doves. It’s been a rough year, but there’s still some sort of hope and life.

**The Backpack**

When players leave Ash’s house items will be added to the backpack which can be accessed at any time from the sidebar. In this backpack will be several items of sentimental value to Ash, and if the player clicks on them they will be taken to an extra scene about the item and its history.

**The Items:**

* Walkman/headphones – Old fashioned but easier to keep charged now that most electricity is gone. Went on hunt through house to find it/CDs. Batteries included.
* Stuffed animal – A bear. From childhood. Ash still sleeps with it.
* Frankenstein – Ash’s favorite book, and a small paperback, perfect for traveling with
* Family photo – Just in case she never sees her parents again.