You see a sign that says "Welcome to the Cave of Memories" in this cave, the adventurer can see a path that leads to his high school. As the adventurer explore the school, they discover that they have been transported back in time to your intro to their very first programming class.

As you enter the classroom, you notice that the smart board has a message written in code. You realize that it's a little arrow moving in these strange patterns. After you watch it for a while you start to notice a repeating pattern.

As soon as you notice the pattern, the classroom door slams open. You are greeted with a face that you are unfamiliar with and you don’t know what to expect from this teacher. Before you finish this thought the teacher starts speaking with such enthusiasm and energy you cant help but feel your self get real excited.

Your first lesson starts. You are instructed to take a sentence and find some way to encode this message in the shortest possible way to another person. The other person must decode this message with then given rules you have set in place. After spending weeks on this you finally think you have the correct answer. You run up over to the teacher all excited to show off all of the hard work you put in. The teacher looks it over and gives you a great big grin telling you “great job” and “wow! That’s very interesting”. He then tells you that this is not the “correct answer”. As you hear this, you think that you would feel upset or disappointed, however you feel none of this. You become more curious on what the right answer could be. You later find out that the answer could have only been solved if you have some crazy math degrees that no Highschooler could have came close too. This fact drew you more into the topic, you find out that this the basics of what data compression is.

After that topic was covered in class, you finally get to learn what that strange arrow was on the very first day of class. This is when you get your hands on experience with real programing. You find that you can use these unknown things called loops, functions, and variables to make this arrow move around the screen in these strange shapes but have these symmetrical patterns to them. You get sucked into this world with the symmetrical patterns and you must learn more.

On this new quest you have set you self on, this strange feeling in the back of your mind comes up telling you to advance to the next area(figure something else out here)

You, the player, find yourself stumbling into a dark and mysterious cave. As you make your way deeper, you notice strange chairs and an old chalkboard covered in cryptic code. But there's something odd about this cave - the physics seem off….

Suddenly, you hear a voice in your head - the voice of the game maker. It tells you that you've been chosen to take part in a unique adventure, one that will take you on a journey of discovery.

As you begin to explore the cave, you realize that this is not just any adventure game - it's a self-aware game that's mirroring the game maker‘s own journey of learning how to program.

 "As you enter the next room, you notice the same chalkboard from the previous room. However, the cryptic code has been replaced by a shape that you remember fondly - a Turtle! You remember this as your very first introduction to programming in high school and when you fell in love with programming.\n\nYou also can't help but notice that the chalkboard looks blurry and as if it was just scaled up from a previously used asset. Nevertheless, you know that the game maker would never be that lazy and reuse the same asset twice \*wink\* \*wink\*.\n\nThe Adventure is feeling nostalgic and wanting to reminisce about old memories of programming, so the Adventure moves on to the next room."