**Glitch City—Ideas**

-developer being punished for writing garbage code

-codes as power to change the environment in the city (things are happening); cyber punk

-what happens if you’re not able to hack the system?

-preventing something bad from happening (more and more serious—train hitting people; hack an asteroid to prevent the destruction of the universe)

-hacking the weather (to create rain on a huge fire)

-the more you are hacking the worst the world is getting (similar to *Life Is Strange*)

-metaphor for coding: you fix one bug and then you end up having even more bugs to fix

Story:

-get out of the room (opening the lights); get out of the building; then the city is on fire

-main character has a device that allows them to fix the stuff by coding

-main character is genderless (name: Charlie)

-put a boss fight

-three/four puzzles for now

-skyscraper falling, storm/lightning

-using the Codex to hack the Codex itself

-two alternate endings

-the first puzzle appears after the person picks up the Codex

*Office*

Here, here. (fixing the light bulb)

Ok, almost done. (keep fixing)

Clic…

Clic…

…

…

Crap. It broke again.

Sigh…

Let’s try with the coding instead (puzzle 1, very easy; half of a regular puzzle maybe)

Where did I put the instruction manual again? (check one pocket)

No.

The other pocket maybe? (check the other pocket and grab a huge book)

“The Codex 365 for Dummies. Fix anything and everything thanks to your coding skills.”

Here.

Page 562, “Starting with the Basics.”

ADD MORE INSTRUCTION DEPENDING ON PUZZLE AND EXPLANATIONS REQUIRED

(once the puzzle is completed, the light bulb works; we see light)

HALLELUJAH!!

(Charlie gets out of the office.)

*Inside a building*

(Charlie gets out of the building.)

*Outside, streets*

(Charlie walks on the streets and meet one of their good friends.)

C: Hey, Kris, how are you?

K: Not bad. Not bad at all!

I just came back from Arvida by train. What about you?

C: I’m good. I just got out of work.

It was a long day, but I’m heading home now.

K: Ok, see you later then. Don’t forget the party tonight.

C: I won’t!

(Kris walks away)

*Pedestrian sidewalk, hole*

(As Charlie walks in the streets, they realize that there is a hole in the pedestrian sidewalk.)

Oh, that’s dangerous.

(Few seconds later, a kid that is running falls in the hole—it has to be dramatic)

Oh My God!

…

OH MY GOD!!!

…

HAAAAAAAA!!!!

(Charlie moves closer to the hole)

Are you dead down there?

…

Hello?

…

Kid: My parents don’t want me to talk to strangers.

C: OMG, so you’re fine?

K: It smells bad down here, and my shoes are all wet.

C: I think there is a ladder behind you.

K: Where? I can’t see anything.

C: Behind you.

K: Oh, my school bag is all wet. My dads will be so upset.

C: Don’t worry with your bag. Can you use the ladder?

K: My dads always tell me that I’m not careful enough with my things.

I fell in the mud yesterday.

C: The ladder is right behind you.

K: What’s that smell?

Is this vomit?

C: Sigh.

Take the ladder and come here. It’s not safe down there.

(sound of vomit)

K: Oh no! I puked on my bag. My dads will be so upset!

…

…

K: I cannot take that ladder, it’s broken.

C: What? Wait a sec, let me get you out of there.

Um… Maybe I can use this Codex thing.

(looking in the book)

No…

No…

Page 637. Ok, I got it.

(puzzle 2; the kid gets out of the hole)

K: Thank you.

I gotta go, my dads are waiting for me at home.

C: Ok, take care. Don’t worry about your bag. I’m sure it will be fine.

(the kid leaves)

(right after the kids leaves, a tree across the street catch fire—*it’s a way to show that using the Codex to solve problems generate bigger problems*)

*Across the street, forest*

What?!?!?!?!?!?!

Am I supposed to use the Codex again or what?

Is there even a chapter about forest fires?

Lol, there is. It almost sounds like a joke.

Let see. Page 2034, “Playing the Firefighter: Even YOU Can Do It.”

(puzzle 3; immediately after the puzzle is solved, a big thunderstorm starts—*it’s the ultimate event of the game, so it has to be impressive, with sound*)

*Still across the street, next to the forest*

Wow, the weather cast was wrong in the end.

…

Wait a second. Did the storm just appear because of me?

Oh my God, a tornado!

Damned Codex! This is a nightmare!

So what should I do now? (the player has to choose between two options that will lead to two different endings)

-Use the Codex (path A)

-Don’t use the Codex (path B)

*Path A*

I don’t have the choice; I must use the Codex. Otherwise, this tornado will destroy the whole city. (puzzle 4)

(once the puzzle is over, the tornado disappears; then the screen goes black)

(the following message appears)

You managed to destroy the tornado by using the Codex, but was it the right thing to do?

The spatiotemporal instabilities caused by the Codex kept increasing. You ended up unleashing an army of living dead, and then summoning a giant asteroid that hit the Earth.

Your life is over.

Life on Earth is over.

The world is over.

-The End

*Path B*

I need to stop using the Codex: it’s just making things worse.

But how can I get rid of this tornado? It’s gonna destroy the whole city.

Think, think.

…

What did Mom always say?

…

“An apple per day keeps the doctor away.”

No, not that...

…

This!

“Remember honey, 'behind every successful Coder there an even more successful De-coder to understand that code' (Anonymous). No technology is unhackable sweetie.”

…

That’s it!

No technology is unhackable!

That’s it! That’s it!

Let’s hack this Codex. (puzzle 4; the puzzle ends with the character throwing the Codex inside the tornado; the tornado disappears)

(the following message appears)

You made the right decision. You managed to destroy the Codex on time, avoiding additional disasters.

Congratulations! Oh, and don’t forget the party tonight!

-The End