

Project Requirements Detail:

The following document is to provide further elaboration on game requirements utilizing charts, UML, dialogue and maps.

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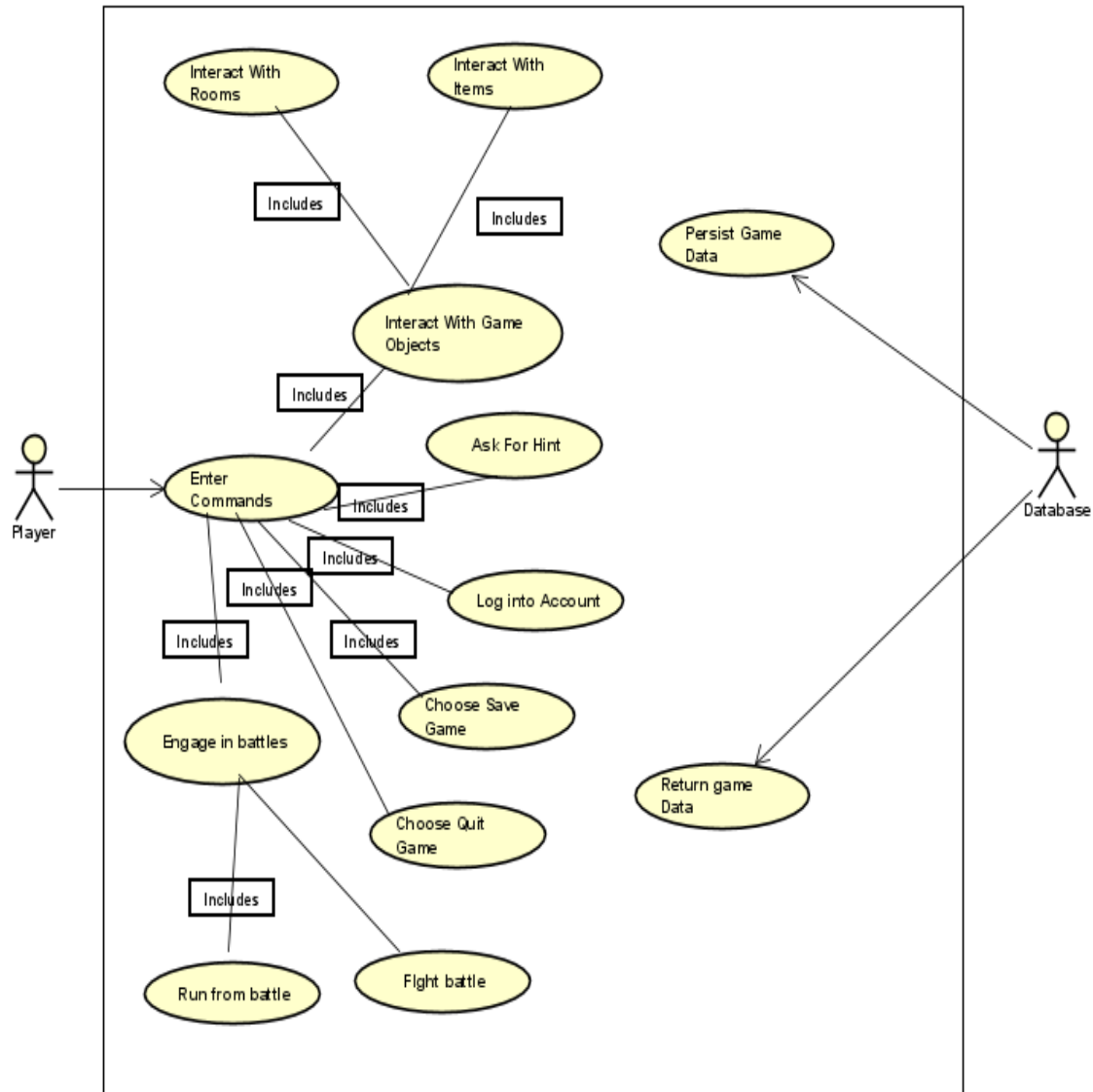
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1. Use Case Chart

User Interaction/ View		Database/Model	
Use Cases	Users/Actors	Use Cases	Users/Actors
Enter Commands	player	Track game data	dB
Ask for hint	player	Return Game Data	dB
Log into Account	player/dB	Persist Game Data	dB
Choose Save Game	player		
Choose Quit Game	player		
Engage in Battles	player		
Run from battle	player		
Fight battle	player		
Interact with Game objects	player		
Interact with Items	player		
Interact with rooms	player		

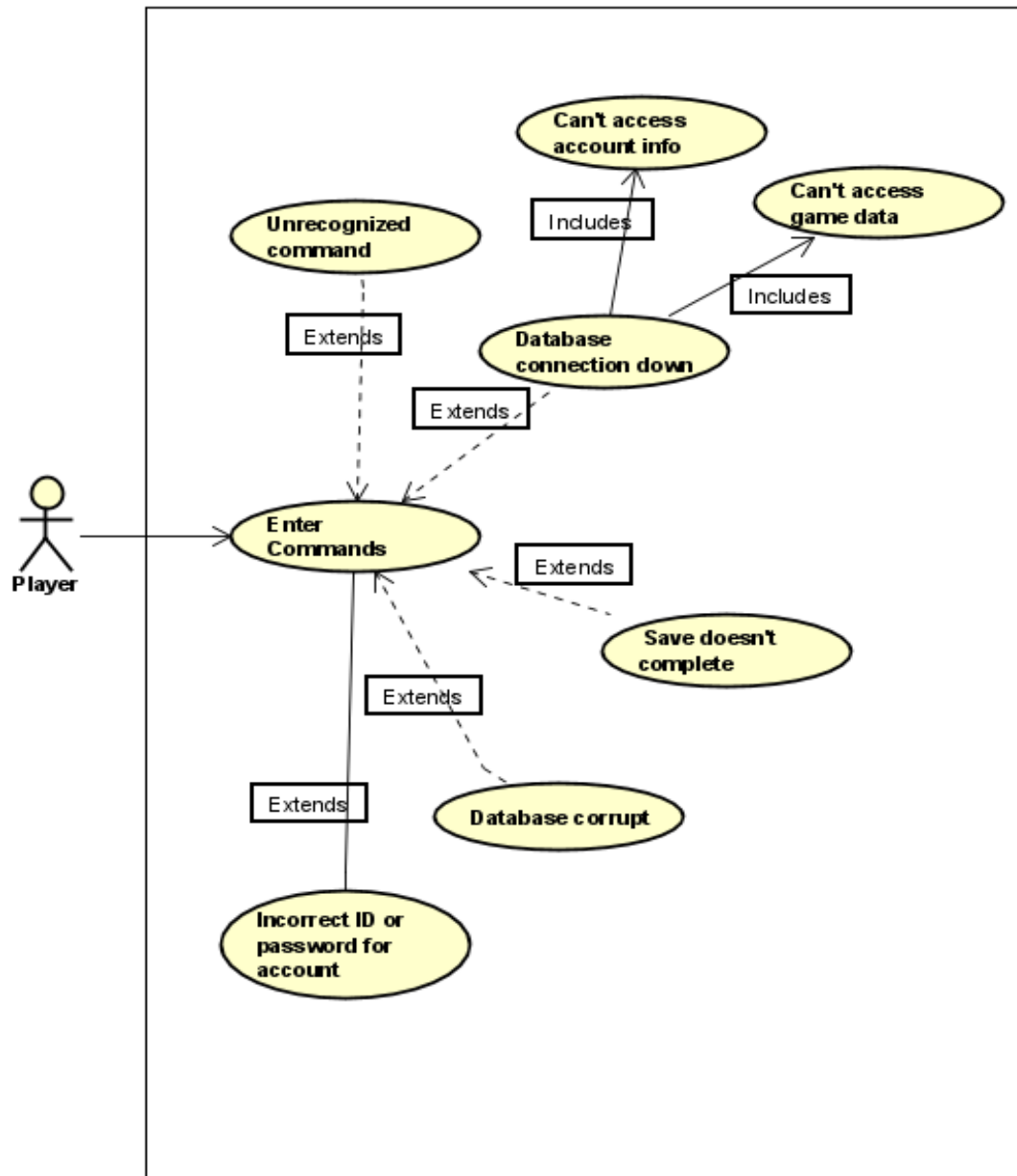
2. Use Case Diagram

Use Case Diagram: Post Apocalyptic Console Game

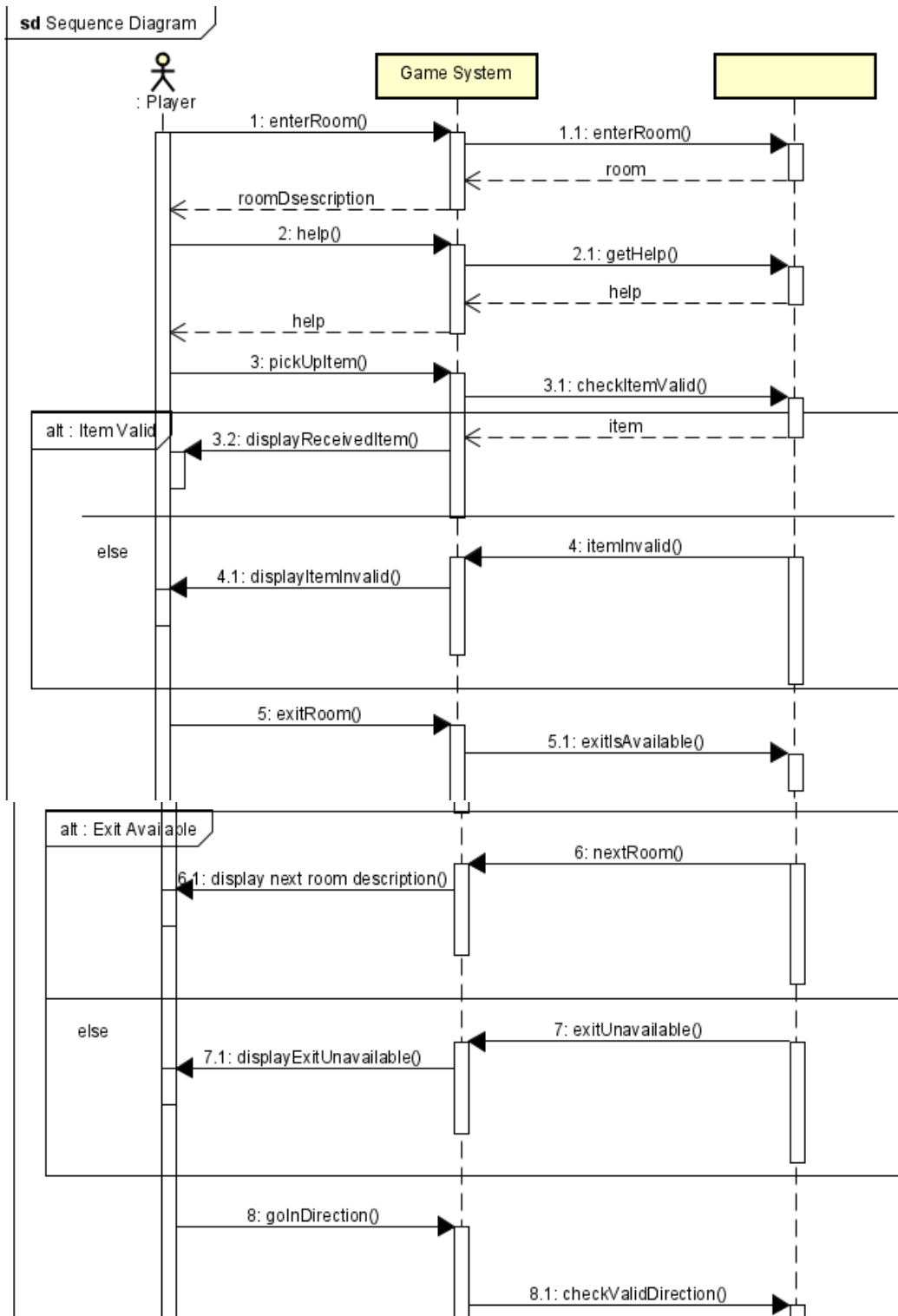


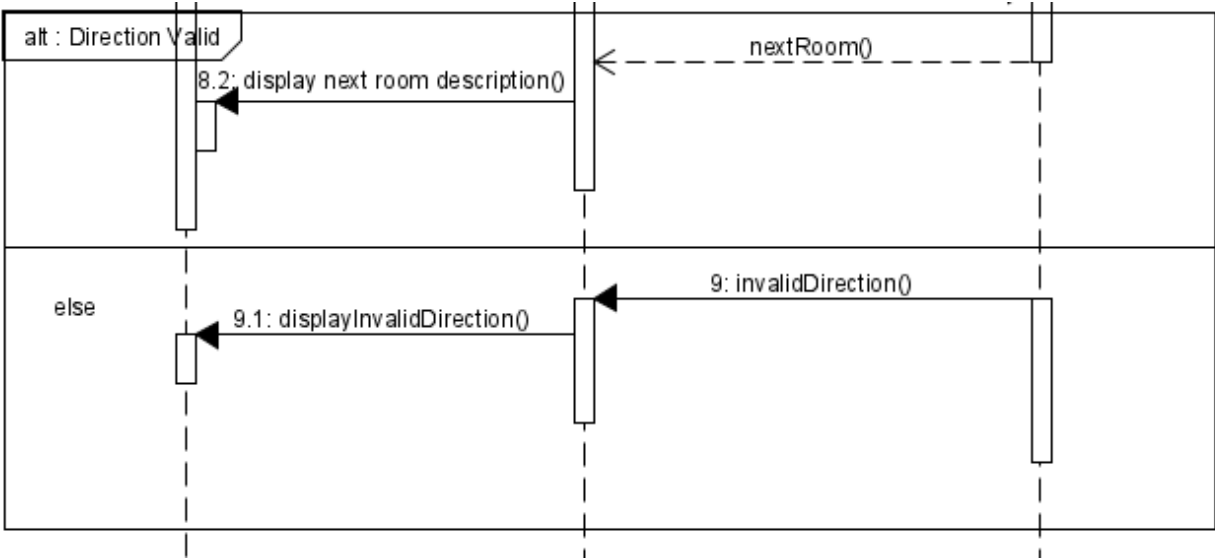
3. Use Case Exception Diagram

Use Case Diagram: Post Apocalyptic Console Game Exceptions

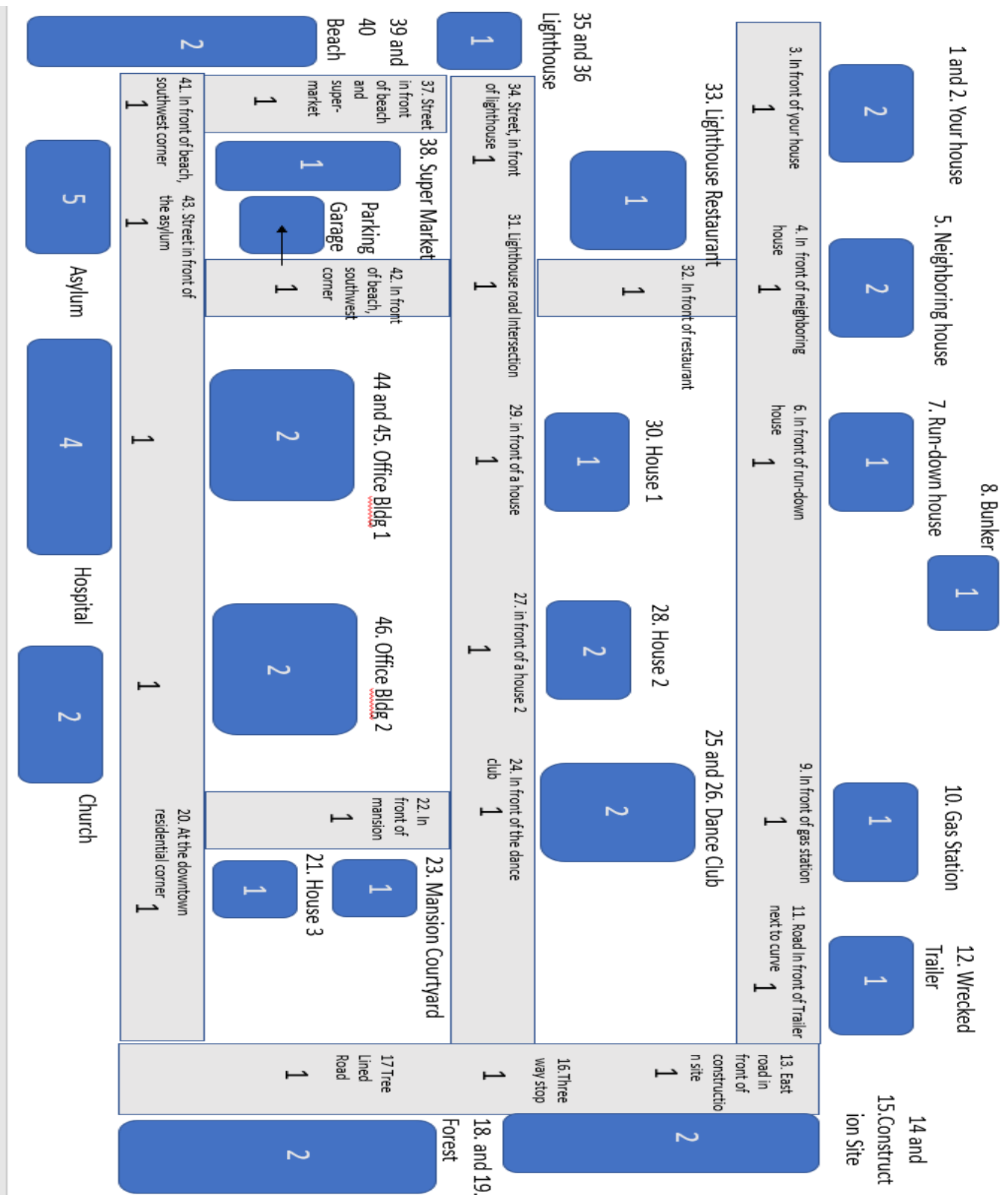


4. Sequence Diagram





5. Game Map (pending final rooms)



6. Item Inventory and dialog descriptions:

Clothes- provide armor and warmth, varying by quality, good, okay, and bad can be found in *house*.

"These extra clothes look useful. They can provide warmth or even armor depending on their quality."

Knife- an object found in the *restaurant, house, supermarket*, can be wielded as a weapon, *DAMAGE per hit

"This small knife can be used for self-defense."

Sword- an object found in the *neighboring house*, can be wielded as a weapon, *DAMAGE per hit

"This long sword will definitely come in handy. Score!"

Bat - an object found in the *beach, your house*, can be wielded as a weapon, *DAMAGE per hit

"Batter up! This Louisville Slugger is ready to slug the undead!"

Nail-(upgrade) an object found in *supermarket*, can be used to upgrade bat, +*DAMAGE per hit

"This is that little extra umph that your bat has been missing."

Screwdriver- an object found in *supermarket*, can be wielded as a weapon, *DAMAGE per hit

"While not a knife, this could definitely work as a shiv. Something is better than nothing..."

Lamp- an item found in *hospital, church, house, restaurant, bunker*, can be placed in a dark room so you can see

"I was lost but now I am found. T'was blind but now I see."

Buddha statue- an item found in *hospital, asylum, church*, can be placed Infront a player and prayed to, to calm a player and help them find inner peace.

"This statue of buddha is very soothing."

Rope- an object found in *parking garage, bunker*, can be used to restrain an opponent

"It's rope... need we elaborate its usefulness?"

Twist ties – an object found in *restaurant*, can be used as “glue” to combine (upgrade) materials to a weapon.

"These twist ties would be perfect to modify items!"

First aid kit- an object found in *your house, hospital, church*, can be used to replenish HP, +*HP per use, good for 3 uses

"Finally, something! This first aid kit is a great thing to have to get you out of that pinch! Maybe your luck is finally turning around."

Journal- something every player has, how you write a save state

Parachute- an object found in *dance club*, can be used for fabric to add 3 uses to a first aid kit, or use nails and rope to set a trap.

"This would be perfect to use for extra fabric!"

Empty bottle- an object found in *office building 1 & 2*, can be used as a x1 use throw weapon, does *DAMAGE on impact + *DAMAGE on step onto shards. Can also be added with fabric, and an accelerant to make a x1 Molotov, does *DAMAGE + *DAMAGE if on fire.

"This gives me an idea... maybe it can be combined with other items..."

Rags- an object found in *run-down house*, can be used for fabric to add 1 use to a first aid kit.

"This would be perfect for more fabric!"

Alcohol- an object found in *gas station and supermarket*, can be used to add 2 uses to first aid kit, or used as an accelerant.

"BOOZE! This could be really useful with the first aid kit or maybe even as a weapon?"

Grenades- an object found in *bunker*, can be used as a weapon, does *DAMAGE, x4 individual grenades per “grenades”

"OOOO! Let's save these for later... These grenades are bound to pack a serious punch."

Food- provides sustenance and can be used to replenish HP, object can be found in *restaurant and supermarket*, +*HP per food item.

"Thank whoever! Finally, some food!"

7. Game Commands

List of Game Commands:

Look	Activate	Consume
Pick up	Turn off	Stand
Drop	Deactivate	Sit
Go	Equip	Lay Down
Walk	Put on	Flee
Run	Unequip	
Exit	Take off	
Fight	Put	
Shoot	Throw	
Jump	Swim	
Climb	Hide	
Turn on	Eat	

Universal Commands (should be active in each room):

These commands deal with the player's movement and/or inventory so they should be active regardless of location and should function as long as player inputs them correctly with appropriate object.

Look, Drop, Go, Walk, Run, Equip, Put On, Unequip, Take off, Put, Put On, Eat, Consume

8. Enemies (Creature Inventory)

Game map should be populated with 6 random monsters. Placement should be random and enemies will move 1 place on the street map (they don't enter buildings). If player enters street room that contains creature battle system should commence and player can either fight or attempt to flee. Random enemies should be: 2 Helldogs, 2 Zombies, 1 Asylum Runaway, 1 Shadow Man.

Helldog: raging fire coming out of its ears, piercing yellow eyes, 10ft tall, standing tall and fierce with its jagged teeth out, enters with an entry of smoke, tail made of smoke and doesn't wag at all, attacks everything/everyone who comes across its gaze, skinless backside, blinds people with fire powers, hits: 5

Shadow man: very small in size, a grey 3 and a half ft tall shadow resembling a human but with one amputated foot and severed head seen in its shadow figure, leaves a trail of "you're next" text everywhere it goes, comes and goes and eats with no hands, only seen by a few, doesn't attack, hits: 11

Asylum runaway: intact ears but half missing, missing pinkie finger, smells like trash, collar bone bulging 2ft out, possessed and never blinks, 5ft tall, unclean thin male figure with short black hair, no iris in his glazed eyes, eye color is dark brown but with a blue tint, covered in dust, always pleads and begs whether/whomever he runs into, runs into almost every other thing in sight, wears the same tattered white shirt, black slacks and some sandals, unclean dark brown/grey stubble, will attack if he has to, hits: 4

Zombie: perfectly neat blue shirt and shorts class with blood and gore, speechless young rotting flesh with purple and pinkish skin, human male capable only of automatic movement who is held to have died and been supernaturally reanimated, stomach burst open from within, clear eyes, nose half missing, dirty blonde short hair, teeth missing, lower right arm broken yet intact, legs are falling off their sockets, left foot hanging on by its

final support and right in perfect condition, will/won't attack at a nonspecific time, hits: 8

9. Battle System

Battle system is straightforward. Battle system will be initiated when player encounters enemy either in story point or random street attack. Player has the option to fight or attempt to flee. (Flee success rate is 50%)

Player will attack with equipped weapon, which, based on weapon hit rate, inflicts damage on enemy. Player has 6 hit points, which are revitalized based on consuming food). Enemy hitpoints are based on type and listed in creature inventory. Battle is over when either player or creature runs out of hitpoints or if player flees. If creature loses it is removed from map. If player flees, creature is re-placed on other street room so that player doesn't immediately have to fight creature again.

To attack, player has to state a variant of attack command, such as "Attack creature" or "Hit HellDog". To flee, player needs to type either "flee" or "run".

10. Rooms Dialogue

Room 1:

Room Name, Starting Point (Your House, Bedroom):

Main Message:

The room has your standard college-student décor: posters; clothes on the floor; some used plates. The frightening thing is it all looks familiar, yet you can't say for certain if this is your room. There is a door to the south that leads out to the rest of the house.

First-Time Message:

You aren't certain what it was that woke you. There was no real scream; it was more like you felt everything around you scream at once and then stop. It didn't matter because you woke up with such a jerk you fell out of the bed.

As you lay on the floor you are struck with the color of the light coming through the windows: a dark red, the kind that is always described in a cliché manner in the horror books as the color of blood. Cliché or not, it was an accurate description. Was this a sunrise or a sunset? You think to yourself you've never seen sunlight that red when you hear a distant explosion. You are on your feet quickly, only to almost fall again when you see outside the windows.

There is a neighborhood block beyond the house. The houses, normal standard suburban homes, stand dark and ominous, many with doors open and some with broken windows. There are cars in odd angles along the road, one even sticking out of one of the houses. There are some bags that have been left behind, many with their contents falling out. There is smoke rising in the distance toward the south.

Forcing yourself to look away, you look around the room in which you awoke. There is the normal college-student décor: posters; clothes on the floor; some used plates. It looks familiar, but then you realize you aren't quite sure where you are. In fact, you aren't quite sure who you are or how you got there. Your biography started with that horrible feeling that woke you up. Everything seems to catch up to you at once and you feel the walls closing in. One thing is for certain: you want to get out of this room. There is a door out of the room to the south.

Item Message:

TBD

Room 2:

Room Name (Your House, Living Room):

Main Message:

The living room, despite the red light pouring in from the front windows, has the décor of a loving mother, with nice furniture, framed art and photos, and various other domestic knick-knacks. You are able to go into the bedroom to the north. A door leading out of the house leads south.

First-Time Message:

The living room, despite the red light pouring in from the front windows, has the décor of a loving mother, with nice furniture, framed art and photos, and various other domestic knick-knacks. You are struck again that all of this is familiar, when you notice a family photo on the wall. In the photo you see someone that looks just like the person in the mirror on the other wall. You must be in your home. You look again at the photo. You seem to be smiling like you would be in any family photo. However, you are surrounded by three shapes that almost look like the outlines of people. Except these are distorted. Bent. Tortured. The things (you can't call them people) that stand next to you in the picture, black and twisted, are all turned toward you, their attention only on you.

The panic you have been feeling finally outraces you and you fall back. Picking yourself up, you frantically scan the room. You see that there is food (snacks mostly) on the table in front of the couch. It looks like someone had been watching the tv and had served some snacks. Also, the curtains on the front window are completely drawn, as if someone had been trying to look outside. You can't seem to get your body to do anything else but stare at the window when you hear the noise coming from behind the house.

A scratching noise comes from the back, like something probing to find a way in. You suck in the noise that's about to rush out of your throat. You rush to the same window you had been staring out. Everything looks like Hell itself, but you don't see anything moving around. You try to will yourself to rush to the neighbors for help ("It would be crazy to run out in this"), wanting desperately to just go hide what is apparently your bedroom, when you hear something scream behind the house and the scrambles of something in the walls.

You realize you need to get out of here. There is a door leading out of the house to the south. There's a door leading north to what apparently is your room, but you don't want to go there.

Possible Occurrence:

If player doesn't leave within two moves, a battle with the creature trying to get in will occur, even if player enters bedroom. At this stage, the fight will be fatal.

Upon Return:

Player will need to return, and the creature will still be present and need to be fought.

Waiting message:

You realize need to get out of here.

Item Message:

TBD

Room 3:

Room Name (Street, In front of your house):

Main Message:

You stand in the street in front your house, which is the last before the street ends. You may go east in the direction of more houses.

First-Time Message:

Burning. You are struck by the smell of burning, even though you see no fires. Burning and rot. Looking up you see a red sky. A red sky and only sky. No sun. No moon. Just a red expanse. The wind blows making a slight moan.

Your house is the last on the block. There are more houses to the east.

Item Message:

TBD

Room 4:

Room Name (Street, In front of neighboring house):

Main Message:

You stand in the street in front a nice two-storied home with Roman-style columns lining the porch. You may go east in the direction of more houses, south toward the city, or west toward your home.

First-Time Message:

Burning. You are struck by the smell of burning, even though you see no fires. Burning and rot. Looking up you see a red sky. A red sky and only sky. No sun. No moon. Just a red expanse. The wind blows making a slight moan.

Your house is the last on the block. There are more houses to the east.

Item Message:

TBD

Room 5:

Room Name (Neighboring house):

Main Message:

You stand in a nice home, considering. There are many rooms, but they seem to be locked. There is one room to the east that has an old-style keyhole, but you don't see a key anywhere.

First-Time Message:

After entering the house next-door you close the door behind you and collapse on the floor. At this moment you don't want to do anything, including think. You stare at a coffee table that has been overturned. A minute passes when you realize you haven't even moved to take a breath. Dragging in air, you call out if anyone is home. After no answer, you notice that there are signs that someone had reacted to what ... to whatever it was that happened because all of the doors leading from the living room into the rest of the house have been locked and furniture seems to be knocked over.

To the east there is one locked door that is different because it has an old-style keyhole for opening, although you don't see a key. There is a door leading out of the house to the south.

Item Message:

There is an old school cigar box knocked on the floor (has letter opener in it).

Puzzle:

Use letter opener to open door with old keyhole.

Room 6:

Room Name (Street, In front of run-down house):

Main Message:

You stand in the street in front of a shabby, run-down house. There is a 'Beware of Dog' sign in the front. An entrance to the house is north. To the west is a road that leads back toward some more houses. To the east the road continues toward a gas station.

Item Message:

TBD

Room 7:

Room Name (Run-down house):

Main Message:

This house had seen better days. There is threadbare furniture throughout its single room interior. There is a mounted fish and deer head on the wall. A recliner sits in the middle of the room. A small tv lies in the floor. To the north is a back door that leads to some sort of bunker or shelter in the back yard. To the south is a door that leads to the street.

First-Time Message:

This house had seen better days. There is threadbare furniture throughout its single room interior. There is a mounted fish and deer head on the wall. A recliner sits in the middle of the room; a small tv that still has bunny ears lies on the floor next to the overturned little tv table it had been sat on. Beer cans have been spread almost lovingly through the room. To the north is a back door that leads to some sort of bunker or shelter. To the south is a door that leads to the street.

Item Message:

There is a gun here on the floor next to the recliner.

Room 8:

Room Name (Bunker):

Main Message:

You stand in a bunker that obviously dates from the cold war. There is a bed strapped to the back wall, and other items that look like personal belongings littered throughout.

First-Time Message:

You stand in a bunker that obviously dates from the cold war. There is a bed strapped to the back wall, some canned food stacked in the back, and other items that look like personal belongings. Other than the one entrance there is no other way out. You begin to think to yourself that you might have found a place of safety when you see yellow eyes stare out at you from under the bed. You begin to tense up. A sound like a growl and ripping fabric comes from whatever is staring at you.

To your horror, what looks like what had been the owner's dog crawls out of the bed toward you. But what happened to it? There is blood smeared around the animal's maw which seemed to be missing some teeth. The nose had been viciously chewed. On the animal's side is what looks like a knife wound. And (you can't believe what you are seeing) there is no skin on any of the legs, just muscle, tendon and bone covered with mess.

The animal makes a last sound and then attacks.

After battle:

The beast's body falls in front of you. The room now seems to be empty. At least you pray it is.

Item Message:

There are cans of food stacked in a cabinet.

Room 9:

Room Name (Street, In front of gas station):

Main Message:

You stand in the street in front a mechanic's garage and gas station. To the east the road leads toward houses. To the west the road curves south, with a trailer parked next to road and a construction site beyond. To the south is the back of a building housing a night club with a service entrance that looks open.

Item Message:

TBD

Room 10:**Room Name** (Gas Station):**Main Message:**

You are in a corner gas station that has a garage attached. The station is empty. There are shelves that has food items in it. There is also the cash register area where an employee would stand ... if there was an employee.

First-Time Message:

You are in a corner gas station that has a garage attached. The station is empty. There are shelves that has food items in it. There is also the cash register area that looks absolutely abandoned. In fact, upon inspection there is still money in it. Standing here the sheer loneliness of the Hell you woke up in finally gets to you. You fall to the floor, letting out all of the built-up terror you have been holding in.

After a few seconds you open your eyes and see a candy wrapper with a smiling purple bear staring back at you. The absurdity hits you: I'm in hell with the Puffy Treats Bear. You can't help it; the laughter boils out of you and you lay in the floor for a few minutes. The thought that keeps bouncing around your mind is: I can't remember who I am or what happened but I know who the damn Puffy bear is!

When you finally stand up there are tears coming from your eyes from both laughing and crying.

Item Message:

TBD

Room 11:

Room Name (Road In front of Trailer next to curve):

Main Message:

You stand next to where the road curves southward. Beyond the curve is a construction site behind a chain link fence. To the north is a decrepit trailer with the front door hanging off of its hinge.

The entrance to the trailer is north. The road goes either west or south.

First-Time Message:

You have come to where the road curves, forcing you to go south toward the city. Past the curve you can see a construction site behind a chain link fence. It is an eerie site ... the dark skeletons of bulldozers and dump-trucks surrounded by the unnatural light of the sky.

To the north is a trailer. You don't know if this is the way it was before whatever happened ... happened, or if it was the result. But you do know that whatever happened was horrible. The sides of the trailer are marked with deep marks, maybe from claws. A dark substance – maybe blood – is caked around the windows, which are broke. The front door hangs lazily to the side of the entrance, ripped and tattered. There's a shirt hanging from the roof.

The entrance to the trailer is north. The road goes either west or south.

Item Message:

TBD

Room 12:**Room Name** (Wrecked Trailer):**Main Message:**

You stand in what remains of mobile home. The furniture is strewn across the room, except for the sofa where the man still sits, looking toward the city to the south.

First-Time Message:

You walk into the remains of an old mobile home. There is furniture thrown all about the room: an old black and white television, an end table, some pillow. In the middle of the room is a sofa with a man sitting on ... with a man sitting on it. You step back in shock. This is the first person you have seen since ... well, since you can remember. You don't know whether to scream or cry. Just before you think to say something, you notice that the man – a small man in his underwear – has not moved.

In fact, he isn't moving at all. No breathing. No blinking. If he weren't obviously made of flesh he would look like a statue. He sits erect, staring straight out the window that faces the city to the south.

Item Message:

TBD

Room 13:

Room Name (East road in front of construction site):

Main Message:

You are on the eastern road. You see the city to the south; to the north is the wrecked trailer. To the east is a construction site behind a fenced entrance. Beyond the entrance you see the standard equipment of a construction site.

First-Time Message:

You are on the eastern road. You see the city to the south; to the north is the wrecked trailer. To the east is a construction site behind a fenced entrance. Beyond the entrance you see the standard equipment of a construction site.

Item Message:

TBD

Room 14:

Room Name (Construction site entrance):

Main Message:

Welcome back to Devin's Construction! By all reckoning, work has come to a standstill. There's a pathway north that leads further into the construction site grounds.

First-Time Message:

Welcome to future site of the new Wilco Shopping Center, as brought to you by Devin's Construction! At least, that's what the sign says. By all reckoning, work has come to a standstill. You see the outline of the beastly-looking equipment in the background, a stark contrast to the unnatural color of the sky. There's an entrance to the east.

Item Message:

TBD

Room 15:

Room Name (Construction site):

Main Message:

You stand amongst bulldozers, excavators, building frames and dump trucks, feeling like you are in a dinosaur burial ground. The construction grounds are surrounded by a tall chain link fence topped with razor wire, so you can't go any further this direction. There is a path going south toward the entrance.

First-Time Message:**Item Message:**

TBD

Room 16:**Room Name** (Three-way stop):**Main Message:**

You have come to a three way stop. There is road that goes west toward a wide two-story building. The other road continues north toward a construction-site, and to the south it seems to pass by a forested area with not much else.

First-Time Message:**Item Message:**

TBD

Room 17:**Room Name** (Tree Lined Road):**Main Message:**

You are on a road going north/south. On both sides you are surrounded by wooded areas so thick it you can only see the road. To the south the road curves south-west. To the east is a trail that will take you deep into the woods.

First-Time Message:**Item Message:**

TBD

Room 18:

Room Name (In the woods):

Main Message:

You are now in the woods. The darkness is so complete its almost physical. You hear sounds you would rather not hear all around you. You will need a light if you want to see anything here. The exit to forest is behind you to the west.

(With light)

You can now see around you in the woods. Perhaps its your imagination, but it seems like the sounds you heard all around you have grown quiet. Maybe you were just scared. Around you are thick bushes, one particularly tall one with an odd bare spot in front it. The trail goes no further. The exit to the forest is behind you to the west.

First-Time Message:**Item Message:**

Room 19:

Room Name (Behind the bushes):

Main Message:

(With light, which is necessary to find entrance anyway)

Behind the bushes you find what can only be a small clearing that had been used for some form of ritual. There are many footprints around what a form of bonfire, some human, others ...

This had been a hell of a party.

You can leave the same way came in, by going through the bushes.

First-Time Message:**Item Message:**

Room 20:

Room Name (At the downtown residential corner):

Main Message:

You are now at the corner of an upscale residential block in the downtown area. There is a nice home with its door wide open to the north east. To the west you can go to the downtown area, where you see office buildings and a church. To the north a road goes toward another home. If you go east you will go into a deeply wooded area of road.

First-Time Message:**Item Message:**

Room 22:

Room Name (In front of mansion):

Main Message:

You stand in front of a mansion fence with high walls and large wrought-iron fence you probably won't be scaling anytime soon. If you want to get in you are going to need to find something to scale the walls. The road goes north to an intersection in front of a dance club and south toward another house.

First-Time Message:**Item Message:**

Room 23:

Room Name (In the mansion courtyard):

Main Message:

Try as you might, there is no getting in here. Everything looks fortified, as every window has an iron guard in front and the doors have debris piled in front. Beautiful home, but you'll have to appreciate it on the outside. To get out you will need to go back over the wall.

First-Time Message:

Item Message:

Room 24:

Room Name (In front of the dance club):

Main Message:

You are in front of a large dance club. It is absolutely lifeless: no lights, no sounds. Just an ominous blackness coming from the entrance. To the west the road goes toward more homes. To the south you can see a large mansion surrounded by a wall. To the east is another road with a construction site beyond.

First-Time Message:**Item Message:**

Room 25:**Room Name** (Dance club):**Main Message:**

You find your way in but not much else. The darkness is palpable and the only thing you can see is the entrance behind you, with that awful sky beyond. Maybe its your imagination, but you think you feel something brushing your arm. Maybe you should get out of here.

(With light)

You are surrounded by what had once been people out for a wild night. They are now completely still, all eerily facing in the same direction in what looks like the direction of downtown. You want to get out of here. To the east is a door that leads into what looks like a manager's office. By the door, a man you guess is the manager also stands perfectly still, looking in the direction of the city.

First-Time Message:**Item Message:**

Room 26:

Room Name (Manager's office):

Main Message:

(With light, which is necessary to find office)

You are in the manager's office. There are band posters on each wall, as well as photographs of maybe employees, maybe customers? There is a desk in the center of the room.

First-Time Message:

Item Message:

Room 27:

Room Name (Middle of the road, in front of a house 2.):

Main Message:

You stand in front of a medium-sized house with columns in the front. The door is open. To the east the road leads to a dance club. To the west is another home.

First-Time Message:

Item Message:

Room 28:

Room Name (In house 2.):

Main Message:

Not much to see here, except the blood smeared all over the walls. Other than that its rather homey. There is an exit to the south.

First-Time Message:

Item Message:

Room 29:

Room Name (Middle of the road, in front of a house 1):

Main Message:

You stand in front of a medium-sized house with solar panels on the roof. The door has been ripped off. To the east the road leads to another house. To the west the road leads to an intersection.

First-Time Message:

Item Message:

Room 31:

Room Name (Lighthouse road Intersection):

Main Message:

You are at an intersection of two roads. The west-east road takes in the direction of a lighthouse on the beach to the west and houses to the east. The north-south road takes you to a restaurant to the north and a parking garage to the south.

Item Message:

Room 32:

Room Name (In front of restaurant):

Main Message:

You are in the road with the rubble of the earlier barrier still littering the road. There's a lot of debris still, but you can pass between the restaurant exterior wall, and the razor-wire topped fence on the other side of the road now. To the west you can now get into the entrance of the restaurant.

Item Message:

Room 33:

Room Name (The Lighthouse restaurant):

Main Message:

You are in a nice beachfront restaurant with that New-England style (authentic or corporate, you're not sure) décor that every seafood restaurant seems to aim for. There are waitresses staring south toward the city, one with a coffee pot still in hand. The exit is to the east.

Item Message:

Room 34:

Room Name: Street, in front of lighthouse

Main Message: The tall vertical structure of a lighthouse looms overhead. To the south is a road that runs alongside the beach. A restaurant can be seen just down the road to the east.

First-Time Message: The tall vertical structure of a lighthouse looms overhead. The battered and beaten sides of the ivory tower are covered in brown rusted stains. No beam of light emerges from the lens. The entrance lies ajar atop a curved staircase of rickety metal. To the south is a road that runs alongside the beach. A restaurant can be seen just down the road to the east.

Room 35:

Room Name: Lighthouse (entrance)

Required for lighthouse light to be turned on: Player must turn on switches to provide power

Main message: Three wall-mounted switches are directly across from you, and spiraled stairs lead to the catwalk above.

First-time message: You slowly push open the door, which squeals and sends a disturbing echo upward to the ceiling some 200 feet above. You sensed a message of distinct warning carried on the sea winds pressuring the outside walls. Perhaps this place served as a beacon of guidance at one time, but now it brings no peace of mind. Three large switches, each attached to grey metal boxes housing some kind of electronics, are connected to the wall directly across from you. You look up. A spiraling staircase lining the circular wall ascends to the top of the lighthouse where the lens is.

Item Message: There is a small box sitting on top of a round wooden table. (Inside the small box is spare bulb the size about two inches in length)

Switch puzzle: In order for the light at the top of the lighthouse to be turned on, power must be provided, and the proper amount of power must be generated to turn it on. Switch 1 gives 10% power, switch 2 gives 30% power, and switch 3 gives 50% power. 60% power is required to turn on the light at the top of the lighthouse, which requires that only switch 1 and 3 to be switched on. The player can pull any combination of the three switches. After each interaction, the player will be informed which switches are on, and the total percentage that the dial rests at.

Message (Player chooses to approach switches): You walk up to the three switches on the wall. Each one is in the “off” position. There is a meter in the form of a horizontal bar above the switches, with the dial resting at “0%”, but it looks like it can reach up to 100%. A hand written sticky note is slapped onto the glass cover of the meter. It reads “Darn thing is getting finnick. 60% seems to do the trick!”

When solved: You hear a buzz run upward from the switches above you. It seems you have given power to something on the catwalk. The deafening foghorn begins to bellow.

Room 36:

Room Name: Lighthouse (catwalk)

(Power has not been turned on): After climbing dozens of stairs, you reach the catwalk slightly out of breath. You see the lighthouse lens in front of you. The light is still off. Though, you do see an “on” button beside it. Peering over the edge of the balcony, you find it hard to make out any landmarks or points of interest with the hazy glow of the red sky over everything below, despite the vantage point.

Press button: Nothing happens. It seems it needs power.

(Power has been turned on): After climbing dozens of stairs, you reach the catwalk slightly out of breath. The periodic wail of the foghorn is near deafening, driving you into bouts of momentary madness. In between, however, you notice the steadiness at which the lighthouse beams its light into the distance, intermittently blinding you every couple seconds or so as its path crosses your eyes.

Fight: Just as the light begins to hypnotize you with its rhythmic spell, you hear a screech overhead. You realize the light and foghorn have attracted whatever it is. Something crashes through the glass in front of you. A winged beast’s grey, naked body writhes and scrambles as it recovers from its blunder. It now stands before you, covering the exit, and ready to pounce. You take a look behind and only see the railing of the balcony. You do not know what lies below its edge, and you hesitate to take that chance. (Player can then fight the beast, or jump over the edge to the rocky shore below which will be fatal.)

After battle: The severely wounded creature stumbles backward in a daze and tumbles over the railing, plummeting into the rocky shore below. It could not have survived the fall. Exhausted, you peer out to take a rest and get a bearing of your surroundings. As the light passes over different parts of the panoramic view, you make out what appears to be a massive and seemingly non-traversable ditch which surrounds the entire town, its origins unknown. A brief panic arrests you. You must get out of this town. There is no staying here, but how will you possibly cross that gap? There must be an escape. There is a hatch to head back down the lighthouse staircase.

Room 37:

Room Name: Street in front of beach and super-market

Main message: You stand in the street facing a wide beach to the west, where access stairs can be found. A supermarket is behind you beyond its abandoned parking lot to the east. The road steepens to a lighthouse to the north. To the south, the road continues along the beach and then bends to what looks like an old mental hospital.

Room 38:

Room Name: Supermarket

Main Message: Most of the shelves are toppled with rotten food and liquids strewn across the floor, while the shelves that are still standing seem to have been mostly emptied and ransacked.

First-Time Message: The chaos of the supermarket indicates struggle and desperation at some point in time. Most of the shelves are toppled with rotten food and liquids strewn across the floor, while the shelves that are still standing seem to have been mostly emptied and ransacked. Shopping carts lay on their sides and dispersed throughout the building. There are several shelves possibly worth searching.

Look: It seems someone dropped their car keys in whatever panic ensued. There's little chance you'll ever come across the car it belongs to, but it could be worth taking.

Room 39:

Room Name: Beach, Entrance

Main message: There does not seem to be anything in your immediate surrounding that catches your attention, but as you squint, you can see a small beached boat to the south. The road is back to the east.

First-Time message: You trudge through the sand onto the beach. The ocean mist rests on your brow, bringing a welcome sensation of refreshment. You hear the rush of the waves lapping on wet sand. The expanse of the beach seems to extend for quite a way. "HELP" is written into the sand in massive letters, but no one is near. There does not seem to be anything in your immediate surrounding that catches your attention, but as you squint, you can see a small beached boat to the south. A way out? Regardless, it could have something useful. The road is back to the east.

Room 40:

Room Name: Beach, Boat

Main message: You climb onto the deck of the boat and enter from the back. Only a sturdy baseball bat seems to be present.

First-Time Message: You climb onto the deck of the small trawler-type boat. From the few moments you have spent here, it is obvious she isn't seaworthy. There's no fuel, a motor is missing, and there's a yawning hole reaching the boat's underbelly in the starboard side. You enter from the back. Only a sturdy baseball bat seems to be present. Your hopes are dashed as your chances of leaving this place seem to only get slimmer. You may exit out of the boat to go back to the beach.

Room 41:

Room Name: Street in front of beach, southwest corner of map

Main message: You stand in the street that continues along the beach northward to a supermarket and another section of the beach. An access walkway leads to the beach to the west, and the asylum resides to the east.

Room 42:

Room Name: Street in front of parking garage

Main message: You stand in the street in front of a parking garage. You can travel north to a restaurant, or south to the asylum.

First-Time Message: You enter the parking garage with the shuffle of each footstep eerily echoing farther than you might like. Some cars have been burned, and some seem to suffer only less catastrophic damage with slashed tires and the like, while a few seem untouched. There is just the one floor, but you could exit the same way you came in.

Look:

Most cars don't seem to house anything valuable, but in one car, a bundle of rope sits on the passenger's seat.

If player does not have car key:

Uses weapon on window: You cover your face and smash the window with your weapon. The rope is now unobstructed.

If player has car key and uses it on car: The door unlocks and you open it.

Possible feature: The player can drive the car as a new mode of transportation which protects from random attacks.

Room 43:

Room Name: Street in front of the asylum

Main message: You stand in the street in front of the iron gate of the old asylum. The architecture is impressive, and the building is quite long, giving it a foreboding presence. Most of the windows are boarded up. Its entrance is to the south. There is an intersection nearby; going north would lead you to a parking garage, and east would bring you to an office building and hospital.

Room 44:

Room Name (Office Bldg 1, Room 1, Lobby):

Main Message:

You are in the main lobby of a large office building. There is a security guard standing behind his desk, facing south and west. He is still giggling in fits. To the north you can to the back of the lobby.

Item Message:

Room 45:

Room Name (Office Bldg 1, Room 2 Back Lobby):

Main Message:

You are in front of both the elevators and the stairs. A quick check show that the door to stairs has been locked and the elevators of course are out. There's nothing further here. You can go south back to the main lobby.

Item Message:

Room 46:

Room Name (Office Bldg 2, Room 1 Lobby):

Main Message:

You stand in what is left of an office building lobby. You can enter maybe 10 feet before you come to where the ceiling collapsed onto the floor, blocking the elevators and stairs behind. There is red liquid dripping from above. You may exit the building to the south.

Item Message:

Room 47:

Room Name (Office Bldg 2, Room 1 Lobby):

Main Message:

You stand in what is left of an office building lobby. You can enter maybe 10 feet before you come to where the ceiling collapsed onto the floor, blocking the elevators and stairs behind. There is red liquid dripping from above. You may exit the building to the south.

Item Message:

To be further developed:

Hospital: You walk in and see four rooms.

First-Time Message:

The first room you encounter is a lobby where friends and families of patients are sleeping to pass the time or staring at nothing at all. Not a single person has flowers, cards or home brought food. At the door are dispensers for rubber gloves, hand sanitizer and soap. These items only reinforce my fear of germs, they are so ubiquitous here that cleaning is mandatory every time a doorway is passed, or a patient is touched.

The second room to the right of the lobby is an emergency room in which you see a person undergoing a heart transplant. Doctors and nurses both in matte black scrubs surrounded his hospital bed, attaching IV's, heart monitors and oxygen tanks to him. Suddenly, you see ruby red blood gush up into the air out of the heart as countless incisions are made in the patient's heart with several and various tools.

The third room adjacent to the emergency room is a morgue with 30 decomposing cadavers some clothed and covered and some uncovered. The room smells like rotten corpse mixed with a fermented alcohol stench due to the sanitary spray used to sanitize the room. The morgue also has blood stands with dried up blood drips and monitors.

The fourth room next to the morgue is a pharmacy in which the walls are simply cream, not peeling or dirty, just cream. There is no decoration at all except a limp curtain that separates one bed from the other three. It was perhaps once the kind of green that reminds people of springtime and hope, but it's faded so much that the hue is insipid. The room has an undertone of bleach and the floor is simply grey. There are stands for intravenous drips and monitors.

Church: The church has 2 rooms.

First-Time Message

Before walking in, you notice the church itself is stone grey from the outside with a decayed white cross on top of its building. Appears to be very tiny and cheap, with plastic stained windows instead of glass. When you walk in you see a parish priest who's very short and almost seems as if he's grown old with the church. You don't see him walk but rather move to different areas in a lightning speed. There's quiet air tintured with the scent of incense, smell of old cigarette smoke, candles and the more solidly Anglican smell of musty prayer books, metal polish and flowers. The brightly lit passage with a floor of encaustic tiles and its white-painted walls ran the whole west end of the church. With a shiny tiled floor, it was practically a knockoff of a Victorian Chapel.

In its yard there's a cemetery and the boughs of the cemetery twist like contorted bones, writhing in a silent scream. You sense that the cemetery is cool and there is dew on the grass. Ahead the path glistens like white quartz, yet ice crystals on weary concrete is all it is. Beneath the path lie the cold

stones, each marking a dwelling place in which no-one is home. You are never bothered by the howl of the wind until you must traverse this place, then it's all you can hear.

Road 1 in front of Hospital: As you step outside of the hospital, you see a subway station. It's 12 o'clock in the noon and the platform is only occupied by fast-moving people who seem to be in a hurry. The station is brown above, grey below and has a tunnel of black. The air is just as stale and surprisingly the litter remains, only now it is as stationary as the old train that sits with its doors open. I consider taking a peek in there but after a few steps forwards I detect a familiar smell, urine maybe, human definitely. That's not good. I don't play nice with others, not anymore. Without a conscious thought my hand already holds a sharp blade. No-one could tell I'm present not unless they pause and stop for a moment and have a light. Looking at me from in there they wouldn't even know I'm not one of them. Then a dark head appears around the corner blinking into the beam, but only two feet from the ground. I almost yell at them to get off their knees, but it's a kid. I step outside of the station using the back exit and in front of me is a big blue corporate building titled "L-I-F-E" where I'm left feeling sketched out again.

Road 1 in front of Church: You see a forest that appears to be a forest but very dark to the point where it's hard to even tell it's a forest. You wander into the forest only to tread your feet. You hear the cracking twigs and leaves under your feet. A smell of timidness hovers in the air with no clue of what is ahead. It makes you clutch your fists tightly, as you keep moving forward. Voices are coming near and as you walk into the forest, you find a family of oak trees chatting together. All of a sudden, everything goes silent and suddenly there is a voice from the ground. It is an old acorn laying down with its crumbled body and lichen decorating its skin. It murmurs, "Hello, dear!!" and gives a smile. Though there are lots of lively acorns hung on the trees, the one with the scars of wisdom shows courteousness of welcoming whoever enters the forest. You realize you've embarked on this adventure with no destination, only curiosity of what's ahead and in your surroundings. When you make it to the end of the forest, you see a mysterious dull office building covered in smoke that reaches the skyline. The two don't connect but ahead of you lies a mystery you'll never know of unless you enter the building.

--Still need asylum