Story Board: Despoina – Adventure Game

# Chapter 1

Player must learn about the surroundings, discovering clues to help understand where he is and what has happened. Player must find a way to exit the sealed medical wing. Gathering clues, and utilizes along the way.

1. Player awakens in medical room with amnesia, not knowing where, or who, you are, or how you arrived where you are.
2. Player finds a dying doctor, injured by an unknown foe. Doctor drops a key card item upon dying.
3. Clues around the medical wing offices and bays indicate massive struggle and destruction; with an ominous feeling of something lurking in the dark. However, no creature or person shows themselves yet.
4. Player learns, through peering out a port window that he is on a starship stationed in orbit around an unknown planet.