Storyline:

You are an investigator following a case of possible child abduction in San Francisco.

Police leads and your own research brought you to an abandoned prison in the middle of the sea with cold waters and strong currents, what used to be a maximum security federal prison on an island…

Storynode1: You opened your eyes, feeling extremely disoriented about where you were or even what you were doing here… what were you doing on the floor? Did you pass out? Possibly, you thought to yourself as you remember that you were the lead investigator on the case of a possible serial child abduction which led you to this abandoned prison…

Button: Stand up and start exploring

* setNode(Node0)

Node0: As you stabilize your footing and mind, you noticed a box of matches right by your feet. Do you want to take the matchbox?

Button: Take, Leave it

* setNode(1,17)

Node1 (item node): You picked up the matchbox, it looked really old and the smell is stale. You give it a shake and there seems to be 1-2 matches left in it… Walking aimlessly, you came to a stop when you see two doors infront of you… Do you want to enter the left or the right door?

Button: Left, Right

* setNode(2,3)

Storynode2: Something calls you to the left door and as you entered, you find yourself in a ward with a badly stained bed with a rotting stench...There seems to be static sound coming from underneath the bed. You feel strangely compelled to look underneath the bed...'

Button: 'Look underneath the bed'

* SetSurviveNode(7)
* MomoDNode1

Node7 (item node): You picked up a walkie talkie from underneath a bed, which was the source of the static sound. The temperature of the room immediately dropped, you quickly exited the room and start shivering… why is it so cold? Do you want to lit your match to warm yourself with the flame?

Button: Yes, No

* setNode(8,9)

Node8 (item node): You fumbled with the matches and accidentally broke one of the matches. You tried a few more times before you successfully lit up a match… You calmed down… You jolted in shock as you thought you saw a black shadow darted into an unlit area about 30 feet away from you… Do you want to follow the figure?

Button: Yes, No

* setNode(gameNode2, NodeD1)

NodeD1 (storynode): You wondered around the corridor and they started to look the same. Your head starts to spin…your vision fades as your surroundings fades into darkness…

Node9: You wondered around the corridor and they started to look the same. Your head starts to spin… Do you want to use your walkie talkie to call for help?

Button: Yes, No

* setNode(gameNode1, node11)

node11 (itemnode): ‘Hello, is anyone here?’ You repeated your message while holding down on the broadcast button. There doesn’t seem to be any response at all… You noticed a shadowy corner 30 feet away from you, it’s eerily unlit even though there is a florescent tube right above it… Do you want to explore the unlit area?

Button: Yes, No

* setNode(gameNode2, momonode2DNode)

momonode2DNode (storyNode): You wondered around the corridor and they started to look the same. Your head starts to spin…your vision fades as your surroundings fades into darkness…

Node 3 (itemNode): Something calls you to the right door and as you entered, the walkie talkie in your backpocket sounded ‘…bathroom…spotted’… which sent shivers up your spine. You did not remember bringing a walkie talkie with you..where did it come from? You noticed that in the bathroom that you stepped into, there is a gigantic rat on the floor drowning in a pool of what seems like a sticky black fluid. Do you want to inspect the rat?

Button: Yes, No

* setNode(node15,node5)

Node 15 (nodewithmomogen): You inspected the rat and there seems to be a shiny object stuck inside its mouth… You pulled out a silver key that has been forcibly jammed into the rat’s mouth… Do you want to keep the key?

Button: Yes, No

* setNode(momogen, node12)

node12 (storynode): you quickly leave the bathroom as the air got thick without warning and you found it increasingly hard to breathe. You got paranoid as your surroundings got darker… You use your match and managed to start a small flame… You calmed down…

Button: Continue exploring

* setNode(node13)

node13: You stumbled upon a locked door with

escapeNode

gameDeathNode