[GAME NAME]

The story takes place in 2048. Scientists created GMO creatures, which have taken over the world. They use humans for their vital energy.

The first level looks like a retirement home: a bedroom, with few furniture and a bed. The door is lock. The player needs to escape, by moving the main character, [**NAME**].

When he finally escaped the room, he went into level two, the hallways: he need to find his lover, [**NAME**]. It is the first meeting with enemies. Nurses and nursing assistants, who are throwing things at him. There are doors, which can lead to rooms (where the player can find stuffs, like a pass to open a room and get some lives back). Some doors are locked, with indications written on it, like “Treatment in progress; do not disturb”.

The third level is [**NAME**]’s room. She is chained to the bed. The player need to find how to unchain her. When he found out how to set her free, nurses came into the room. They turn themselves into kind of baku, Japanese supernatural beings, eating dreams and nightmares. The player needs to destroy all nurses, before finally set his lover free. He can reuse the pass to go outside the room.

Time for level four! Hallways again, which became more and more scary as we go along. Enemies try to kill both, to stop them from escaping.

If the player succeeds, he is finally out of the laboratory… Until we heard knocks on the door. When [**NAME**] wakes up, we realize that it was just a dream: he never escaped, and nurses are here to puncture his vital energy.