**Enclosed**

Eric

Tanvir

Simeon

Steven

**Legend:**

\* denotes a player’s action

- denotes environment changing, such as a room change, or a scene change

% denotes an Anomaly activating

“ denotes player talking to himself. This is all internal dialogue.

‘ denotes player talking to others

**Progression Path:**

-Black screen with text-

“The university calls this meatloaf, but I’d say it’s closer to @&$% and the broccoli is akin to tree branches. Why is the food here so terrible? … sigh. Maybe I’ll just go home.”

-room loads-

\*Player tries to interact with anything other than the door leading out\*

“I just want to go home…”

\*Player tires to interact with door and it’s locked\*

“What the…? Why would the door to the school be locked? Maybe Mr. Douglas knows.”

-Bustling switches to ambience-

\*Player talks to teacher\*

‘Mr. Douglas, why is the front door locked?’

Teacher does not respond. “Why isn’t he talking?”

‘Mr. Douglas?’

Option to touch the teacher’s arm appears (or it just is scripted and happens).

\*Player touches teacher’s arm\*

%Anomaly (teacher turns into a guard, pushes you, you take damage) ‘STEP BACK, 13765’%

“Oh god. Oh god. Okay. Ummm ummm ummm. Maybe the window. It’s the first floor, so I won’t get hurt. Window, window, window.”

\*Player moves to window and touches it\*

%Second Anomaly (window turns to bars), player is taking sanity damage until they move away%

“Bars? Ugh…. my head hurts. Wait, what was that on the floor?”

\*Player picks up CD\*

“A CD? Wait… I remember seeing a CD player on one of the tables.”

\*Player uses CD on CD Player\*

**<CD Player (audio)>**

Police: ‘DROP THE KNIFE! DROP THE KNIFE!`

Unknown Voice (is the character): ‘You don’t know what happened. You don’t know what happened at all…’

Police: ‘DROP THE &%$@ING KNIFE!’

\*sounds of metal dropping\*

Unknown Voice: ‘You didn’t see it. You will never understand…’

\*sounds of running and equipment moving\*

Police: ‘GET DOWN ON THE GROUND! GET DOWN! STOP RESISTING’

Unknown Voice: ‘You can’t understand.’

**<end CD player>**

“Huh? That person… he sounded like me… But I’ve never even had a ticket before. ”

This event triggers a new classmate/prisoner appearing. He should look different than the others in some way.

\*Touch new prisoner\*

%Anomaly (singular chase triggers) Paper/Writing appears on wall behind the prisoner, but you have to run away because it is behind him.%

“What was that (paper/writing)?” *Note: He still says this even if he dies during the chase, but after the death/respawn messages, so the player realizes it was there if they didn’t notice. Death here does not reset the progress.*

\*Player reads paper/writing\*

Either the writing can be on the wall, on a piece of paper, or the character just explains what it is. Easiest way is to just explain what it is.

“Hmm? This is an arrest report… it says the person was arrested at 2:36 AM and that he had a weapon when he was arrested… wait… it… it has my name on it… but I’ve never been arrested. Maybe someone with the same name…”

The poster on the wall changes. If there is no poster, then part of the wall just changes colour or texture in some way. We wanted a poster to be there that changes though.

Character does not mention this. This change of the poster has to be noticed by the player.

\*Player touches poster\*

“Huh? This poster has changed…”

%Anomaly happens. Poster disappears and a hole appears. If the hole isn’t possible, the character will mention that a hole appeared instead.

“There’s a key in here… I wonder if it opens the front door. I guess I should prepare for the worst.”

\*Player takes key\*

%Anomaly starts. Multiple-person chase starts and the player has to make it to the door. If the player dies, the key resets and the character says a custom message upon respawning, “Ugh… my body feels like it’s been crushed between two walls. I’m aching all over… I think I lost the key. Maybe those things put it back.”%

\*Player makes it to the door\*

-Player is now in a bedroom-

“… the school door let to my bedroom? I… I don’t understand… So… tired… what… yawn... what was I saying?”

\*Player touches bed.

%Anomaly. Room turns into a jail cell. This only happens for the player not the character. So the character is still in the delusion world, while the player sees a cell. This needs to be communicated by what he says in the next line. Therefore, this next line is subject to drastic change if desired.%

“… nothing like your own bed after a long day… so comfy… so warm.”

-Black Screen With END on it-

**Miscellaneous text:**

\*Player dies\*

\*Player spawns\*

“I… so much pain… where… how am I back here? Something’s different…”