**Scene 1 - What’s going on?**

* David’s Bedroom
  + Mini Cinematic
    - David waking up in his bed
    - Cut straight to the first scene of david standing in his room
  + Architect’s drafting table - Unfinished Graphic Novel on it
    - Page Flipping
  + Record Player
    - Clickable record Pile in room
    - 3 Records to choose from to insert into Player
  + Cat
    - Movement pattern
    - Clickable - show portrait with collar (DRE Code 4-18-5)
  + Post-it Notes
    - Cat = Mail
* Inventory System
  + Press ‘I’ to open
  + Small window with individual icon slots

**Scene 2 - What’s going on?**

* Apartment Complex
  + Mailbox Area
    - David’s Mailbox: Labeled “D. Decarmen”
    - Left, Right, Left; 3 number combination
    - Junk Mail - Add to Inv.
    - Rejection letter - Add to Inv.
    - Postcard - Add to Inv.
    - Mysterious package - Add to Inv.
      * Application for employment
  + Other Tenant’s Door
    - Non-Interactable

**Scene 1: Back again**

* Clickable/Openable Closet
  + Tandy Computer/Clickable
    - Add to Inventory
  + Other artifacts in closet?
  + Place Tandy on Desk
  + Insert Floppy into Tandy
    - Prompt; Start Application
    - If answers are not all correct; Prompt Restart
    - If answers are all correct, “Prompt phone number: 867-5309

**Scene 2: Back again**

* Other Tenant’s Door
  + Clickable
  + Phone
    - Dial Phone Number from keyboard
    - NumInput/Menu System (1-7)