Overview

Know someone made big mistake.

Know people have died.

Player knows it's them.

Start

Worthy

Unsure

Unworthy

Act 1

Act 2

Act 3

End

Slaapkamer
Hal

Keuken
Kastje slaapkamer

WC/douche
Kastjes keuken
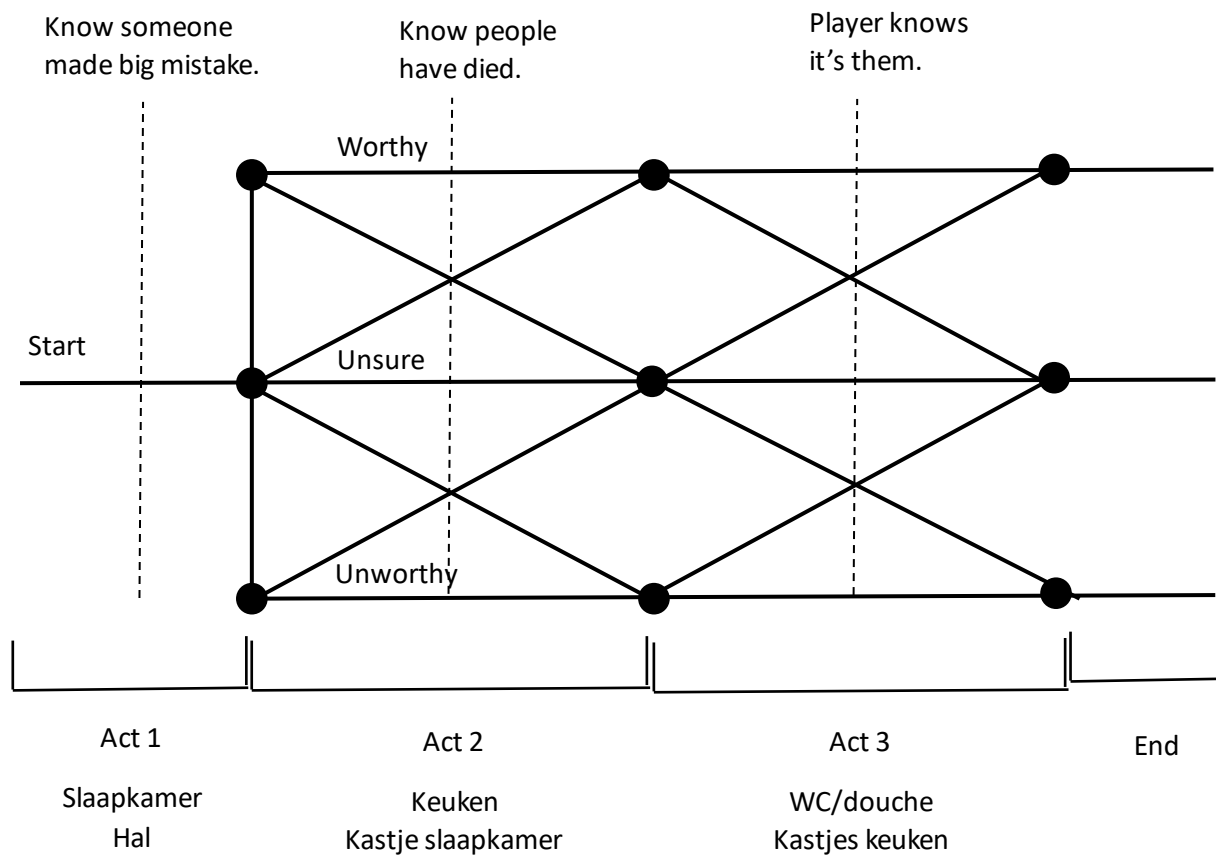
Videos/ audio logs

1. Intro/interview   V
2. Week gaat goed, geen rare dingen gezien. Mensen zijn tad sus.   A
3. Nieuwe project baas, rumors   V
4. Langere werktijden, belangrijk project   A
5. Zorgen over staat van welzijn   A
6. Baas is sus   A
7. Disaster begint   A
8. Disaster developped, weet niet of kan stoppen   A
9. Disaster hoogtepunt "if anyone sees this."   V
10.   Dood, standard message from company   A

2.

How am I doing? I'm eh.. fine I guess, nothing too weird has
been going on as of lately. In this first week I've mainly
been settling into my new work spot. Although I have to say, I
expected to get a bit more room, seeing the size of the
company. But no matter. I guess, or at least I hope, it's
because I'm new. Maybe when you work your way up, you can get
a more spacious workplace.
My colleagues seem nice enough. Not much time for chatting, so
there's that. But when I do catch a glimpse of a conversation,
all I seem to hear about is this new boss that's supposedly
coming in in a few days or so. Not sure what to think about
them though, been hearing mixed signals.

3.

- denial.

- anger.

- bargaining.

- depression.

- acceptance

(the boss walks in, tapping fingers on desk)
Right, well. This is my first, official day as the new
assigned boss of… (onderbreekt naar de player voice over, boss
blijft stil doorpraten)
What? No that can't be, I can't have caused… NO! This is
obviously a deep fake or something, this isn't me! But how…
can I be certain; I don't even remember. Yeah, that's right,
they must've put this here for a reason. But what if, that is
really me, and I… Oh gods…

4.

Update.. eh week 4 of my employment here. Working on a pretty
big project right now, lots of over hours spent here. I'm not
supposed to talk about the project itself though, which is
weird cause these logs will stay internal anyways.
I haven't seen the new boss in person yet, talked to them on
the phone for about a minute or so, but that's about it.

5.

This is Terry Danes, employee nr 8402. *sigh* I'm eh.. not
doing too great. I think I've slept about 8 hours this.. week.
The boss keeps reassuring us that if we manage to finish this
project on time, we'll be handsomely rewarded. Well, I highly
doubt that. Especially when it's kind of insinuated that if we

don't, we'll all be laid off. I really can't afford to lose this job.

6.

This week, everyone from my department sat in a big meeting with the boss themselves. Coming into it, we really didn't know what to expect. What kind of boss organizes a meeting with their mechanics? Then came the flood.
They bombarded us with all we have done wrong in their eyes, often contradicting themselves with previous statements that they'd made. They needed this project to succeed, so everything had to be made bigger, better, more efficient. Some of my colleagues tried chipping in that that level of efficiency would just not be possible. At least not without any risks. The last thing they said before storming off was: "If you won't fix it, I'll find someone who can."

7.

Rumbling in the background
Something's happening. Something's changed. (away from mic) What are the stats on the exhilarator? … 6.4?! It shouldn't even be allowed to go over 2! (to mic) I guess the boss found someone who could quote, fix their problem. Probably someone without the guts to tell them it was a bad idea.

8.

More rumbling, sirens going off
(heavy breathing, running, broekzak gesprek) Fuck, fuck, fuck, fuck! Please, let this work. … Okay… that should… *more rumbling* (from distance) What are you doing?! Get out of there!
I have to try to fix this don't I?
(from distance) Get out, you're going… (*to get yourself killed*)

9.

Dear gods, why didn't I listen to them? I was never going to be able to fix their mistake in time. According to the readings, the exhilarator is about 46 now. Didn't think it would even last this long. By the time it gets to 50… Well, that'll be it. And I'm stuck here. Even if the exits weren't blocked by the previous explosions, I'd still be stuck. There's at least 200kg of steel and concrete pressed on my legs right now. The pressure of it is keeping my body stable at the moment, but if removed, I'd bleed to death in minutes.

I've seen enough medical shows to know that at least.
You know what the worst thing is? They'll probably get away with it. And if anyone ever sees this, please take care of my cat, will you? (stare into camera, then turn off)

10.

Employee #8402, also known as Mr. Danes has unfortunately passed away whilst on the clock. His untimely death was likely caused by his own negligence, and not at all due to a mistake of the company itself.
We send you our deepest condolences as well as his last paycheck consisting of $235,-. Unfortunately, due to company policies, any and all family members are not able to review the logbook of Mr. Danes.

And again, our deepest condolences.

The choice.

You're about to judge the actions of the boss. Your choice will decide if they are worthy of redemption, or not.

This will have real life consequences

Computer code

Hd05Dy12

<u>Area indexes</u>

0: Bedroom only, cryptex & kastje1 not active

   - na eerste filmpje

1: cryptex active

   - na slapen + cryptex

2: + Hallway, shower not active

   - Na choice 1, sleutel

3: Kastje1 active

   - Na wires2

4: + keuken, kastje2 not active

   - Na choice 2, sleutel

5: douche active

   - Na puzzle douche

6: kastje 2 active

   - Na laatste filmpje

7: Bedroom pillow only

Act1:

Solve paper puzzle, unlock computer

- 1

Player solves cryptex, gets access to hallway.

- 2

Find colour code under balk

- 8

Solve wires game

- 6

Go to bed

The choice

Act2:

Back at computer, already unlocked. Sleutel kastje

- 7

Nog een wires game, moeilijker. Sleutel naar keuken
Op de muur, colour code

- 10

Cryptex

- 4

Go to bed
The choice

Act3:

Back at computer, already unlocked. Sleutel douche

- 9

Tile puzzle (reskin paper puzzle), sleutel kastje

- 5

Moeilijkste wires game

- 3

Immediately gets locked out of computer, can only go to bed.
Go to bed

The choice

To do:

- Zet kamers op + navigatie
- Paper puzzle + reskin
- Wires x3
- Cryptex x2
- Kleur codes in kunnen vullen
- Filmpjes af kunnen spelen
- Beslissen welke video of audio log worden
- Scripts uitschrijven
- Opnemen/ editen
- Plaatjes appartement editen
- The choice consequenties (escape, die, loop)
- Main menu
- Shit aan elkaar naaien
- Stukjes tekst als interacten met objecten

ACT1

Player wakes up in a room, gasps awake. A camera watches them from a desk.

Player: Wha? Where-

Player catches their breath as they look around, stopping to look at the camera.
While they walk up, they say:

P: Is that a...? Who's recording me? Is this thing live steaming?

Player picks up the camera and points it at their face for a brief moment, before turning it around.
The perspective changes to a 2D viewpoint of the room and can now be interacted with.

P: What is going on?

Interactables:

- Laptop
- Clothing drawers
    o Jar on top
    o Drawers
- Window

[Laptop]

P: Yes! With any luck this thing's connected to the internet. Now let's see.

(Turn on)

A log in page appears on screen. The player is able to fill in the password if they know it.

P: And... It's locked. Hopefully the person who owns this laptop is as forgetful as I am right now.

(leave)

P: Nah, I'll check this later.

[Clothing drawers]

P: Maybe they hid the code here somewhere?

(Check items on top)

P: There's a lot of… things here.

    (lamp)

    P: Nothing.

    (Statue)

    P: Nothing.

    (Cubes)

    P: Hmm.

        (Take)

        P: These might come in handy

        (Leave)

        P: Better leave those.

    (Jar)

    P: Interesting… shape.

        (Inspect further)

        P: This thing's filled with paper notes of some kind.

            (Take notes)

            P: Let's see if I can make anything of this.

            (Leave notes)

P: Seems like random scraps.

(leave)

P: I don't want to touch that.

(Leave)

P: It's just some junk.

(Check drawers)

P: Shirts, pants, towels, underwear, nothing out of the ordinary, I guess.

(Check under clothes)

P: Nothing, nothing, nothing! Dammit. Now It's just a mess.

(leave)

(leave)

P: I don't think anyone would've left anything useful here.

[Window]

P: Let's see if I can manage to open this thing.

(try to open)

P: Dammit, I'm too small to reach.

(Grab chair)

P: What the hell? It's bolted to the floor?

(Leave)

(leave)

P: It's no use.

Can be in inventory:

- Cubes
- Paper notes
- Laptop (have code)

[Cubes]

These cubes sit in the inventory of the player and can sometimes display certain words.
==tbd== *To help the player? To convey certain emotions? To hint at what's really going on?*

[Paper notes]

Once the paper notes are in the players inventory, a small minigame starts. The notes appear on a screen. They appear to form some sort of puzzle that the player will have to solve. Once the puzzle is solved, an image is revealed that shows a string of numbers and letters. It's the code to the computer. The player can check the photo at any time in their inventory.

[Laptop]

The login page appears again.

(login)

P: Let's see if this works.

    (code false)

    P: Shit

    (code correct)

    P: Yes! Alright, let's see.

(Leave)

If the player has filled in the code correctly, the computer will unlock and there will be a library of videos on the screen. Only one of them is accessible at the moment. If the player clicks on any of the other locked videos, a prompt will appear where they will have to fill in a colour code to unlock the video. When the first video is clicked, it will play.

First video

Worker: Do I just talk to this thing?

Interviewer: Yes, this will be a logbook of the sorts. It's our way of seeing how everyone is and their progress, without having to personally check up on them.

W: (jokingly) You're not really for personal connections, eh?

I: (seriously) Just tell how you're doing and what you've been working on. Try to keep it short. (pause) I will be taking my leave now.

Interviewer leaves the room before the worker has a chance to say anything.

W: Right so… Eh hi, I guess. (pause) Wow, this is awkward. I have no idea who, if anyone, is going to watch this. But eh,

yeah. Right, so I just started here. I'm feeling quite
optimistic about this place. *yawn* Sorry about that. Although
they have a few weird rules here and there, I think I'm going
to do well here. It seems like an interesting company to be
working for.

The worker stares at the camera for a bit.

W: (softly, to themselves) Okay, how do I turn this off?
yawn God, I really wish I could've stayed in **bed** just a bit
longer.

The worker turns off the camera.

<u>New interactables:</u>

  - Bed
  - Cryptex (after sleep)

[Bed]

*Player lays in bed, time passes (hear clock ticking). When the
player wakes up, there is a Cryptex on the bed.*

[Cryptex]

P: How did this get here? Was there someone here?

(pick up)

(leave)

*Once the Cryptex is in the players inventory, a minigame
starts. (like the SOD cryptex minigame)*
*Once the Cryptex is opened, a key as well as a colour code to
the second video will appear in the players inventory.*