

**CUTSCENE BEGINS**

INT. THERAPIST OFFICE - MAIN MENU - NIGHT

A blurred animation plays on loop behind the main menu interface. You can tell it is an office setting based on the desk, light, and other office decorations. The DOCTOR sits in a chair behind the desk in front of the camera and writes something in his book.

The player presses play and the screen blinks.

The black screen blinks open to a clearer animation of the doctor writing in his book. But the cutscene begins.

The doctor puts down his pencil and looks up at [PLAYER].

**Note: PLAYER and KALEM are the same, as the camera will be first person as if it is KALEM'S eyes.**

DOCTOR HUGHES

Mr. Wright. It's been a while since we last spoke. After you stopped showing up to your follow-up appointments, I thought you had some sort of breakthrough.

The doctor smiles and leans forward.

DOCTOR HUGHES

So tell me, why are you here today?

KALEM (PLAYER)

(Frustrated)

I don't know. I thought I was okay, but I can't sleep. I can't function.

DOCTOR HUGHES

How are the hallucinations? Are they still an issue?

Doctor Hughes begins to take notes.

KALEM (PLAYER)

Yeah. The medications haven't helped. In fact, I think they have gotten worse. At first, they were just strange shadows in the corners of my eyes, but recently they started to take actual shapes. They look like... *them*.

DOCTOR HUGHES nods knowingly of who he is talking about.

KALEM (PLAYER)

It's as if their ghosts are stalking me. Like they're blaming me for what happened that day.

DOCTOR HUGHES

I see. And what about your insomnia?

The doctor writes as Kalem is speaking. Randomly looking up and looking back down at his note sheet.

KALEM (PLAYER)

The hallucinations keep me from getting any healthy amount of sleep. I have nightmares when I rest and visions when I'm awake. That day just plays on repeat in my mind over and over.

KALEM (PLAYER)

(Frustrated)

So no... I haven't gotten any better. Seeing several psychiatrists certainly hasn't helped...

DOCTOR HUGHES

So, why did you come back?

KALEM (PLAYER)

Well... I remember you mentioning some sort of procedure.

KALEM (PLAYER)

(Confused)

Something that has to do with the brain and removing the imbalanced chemicals?

The doctor leans back in his seat and nods his head.

KALEM (PLAYER)

Am I correct?

The doctor gives a knowing smirk.

DOCTOR HUGHES

You are. It's a quick and harmless procedure that involves a visualization of your own brain. A

sort of meditation, if you will. Is this something you take interest in?

The camera moves up and down to simulate a nod.

DOCTOR HUGHES

Alright then. If you give me just a moment, I can set up the equipment and get started right, away.

Kalem looks down at his lap and blinks.

Kalem opens his eyes. Looks up from his lap. There is an empty chair in front of him. He looks down at his left wrist and it is strapped to a chair. He looks over at his right wrist as Dr. Hughes is tightening the strap to his wrist. Kalem looks up and sees a device that has tubes leading towards his head. He sees more tubes leading to somewhere else and they're moving in front of him. He looks down in front of himself and sees the tubes are connected to Dr. Hughes's head.

Dr. Hughes walks over and takes a seat. The doctor's arms are not strapped.

DOCTOR HUGHES

Don't be alarmed. The straps are just a precaution. With a procedure such as this, the body can have physical reactions in the real world. This is just to keep you safe.

Once you are inside, I will guide you to your goal. I will help you stay grounded in reality and not get lost within the chambers of your own mind.

Now, close your eyes...

Cue Title Card

**CUTSCENE ENDS**

INT. MIND - HALLWAY 1

**GAMEPLAY BEGINS**

Kalem opens his eyes to a low poly world. A hallway lays out before them. Picture frames line both sides.

As the PLAYER walks down the hall, dialogue text boxes

appear.

DOCTOR HUGHES

You are now inside your mind. Here, you will be able to physically destroy all of the imbalanced chemicals that cause your suffering.

DOCTOR HUGHES

I will be your guiding voice. As our brains are intertwined.

DOCTOR HUGHES

I can see everything you are doing, but I am not able to interact with anything.

DOCTOR HUGHES

Once you have gotten rid of all the imbalanced chemicals you will wake up feeling like a new person.

Once the player reaches the end of the hall, there will be a weapon on a table to pick up. Approaching it triggers more dialogue boxes.

DOCTOR HUGHES

Take that weapon. It can't harm you, as its sole purpose is to only eliminate the negative imbalances and nothing else.

DOCTOR HUGHES

First, let's begin in your Right Brain.

The right door unlocks and the player exits through.

GAMEPLAY ENDS

INT. MIND - RIGHT BRAIN

The player walks into the first room of the right brain. The camera pans around for the player to get a good view of the interior of the level.

The camera pauses, letting a doctor dialogue box pop up.

DOCTOR HUGHES

This is your Right Brain. The source of the mind's creativity, imagination,