-YOU are a just some dude
-who finds an old computer
-oh no its haunted???? Cursed???? Does it matter?????\

REVAMPING IT

- Option One: Re writing OG Echo story
    - Making it a bit longer so it doesn't end as abruptly
    - Give branched paths which would lead to one of 2 ends
    - Not too much branching, just enough to make the player feel like their choices matter
- Option Two: Player is asked what year it is
    - One year is maybe just after the accident
        - This would probably be Echo's story in base game with some tweaks
    - One year is far after it

General Ideas

- Computer is cursed
    - the more you tell it about yourself the more it can influence your life
        - Could be good or bad
        - Good: player gets a better life :)
        - Bad: player will probably die
    - Is lonely and wants a friend
        - Probably not good at all
        - If you tell it too much the pc will never want you to leave
        - Haha forever friends bc player is dead or stuck in pc or something :)
- Computer is haunted and you learn about how to help or destroy it
    - Could lead toward multiple endings if we give player that option
    - If we help it it could just be "I have this unfinished business" that the player learns about and game could end with the player going to help
        - Ambiguous ending
    - If destroy, then could be similar to other but insead of learning why pc is pc more just learning about weakness of pc
        - Meaning likeeeeee pc can only do X when given Y so if you take away Y pc is still "haunted" but can't do anything
- Computer is some real smart AI
    - Imagine sCP-079
        - Wants to be connected to internet to learn it all
            - Could be good or bad

- Connecting ai to internet is usually never good :(

Introduction // Tutorial

Going under the big assumption that player character can talk to themself at least in the beginning for ***plot*** and ****tutorial******

Player finds some old computer while cleaning out their house. There's no keyboard, but there is a mouse near it. Out of curiosity, they plug it in to see if it works. It does! The only words on the screen are "Hello World." Clicking around doesn't seem to do anything, but clicking the text changes the screen text.

Can maybe go something like this:

Player: Oh an old pc. This thing's a dinosaur… I wonder if it still works?

Screen turns on, showing only the words "Hello World"

Player: Huh, never seen that opening screen. Wonder what OS this runs.

Player clicks around and nothing happens. They somehow click the text. Text on screen changes to "Is someone there? I am [computer placeholder name]. I can't hear or see anymore.

Player: Is this some game that was left running? I guess I can play…

Player can type "I am someone" or "[computer] is someone?" or "someone there?" which I assume would all bring up the same this while this is still "tutorial-y."

Next few screens would depend on which route yall want to give to pc

General Game Progression

Pc asks many questions about who the player is, starting off very innocent(?) until they get very probing.