The following abstract has been taken from the Narrative Game Design Project titled 'Specimen 14'. Find the Web link to the full Project Description, here:
[Project Specimen 14](#)

Backdrop
The player is stuck in a series of rooms called Memory Spaces and the only one talking to him is the Narrator. The Narrator refers to the player as '14' and the player needs to interact with objects in the various Memory Spaces in order for him to figure out what's going on and find a way out. The words 'Rooms' and 'Memory Spaces' will be used interchangeably.

Memory Space 14
Episode 1

Premise:
Game Initiation

Characters:
14 (Player)
Narrator
21 (Another specimen)
Dumbass (Narrator's Minion)

Sound Description
Moving machinery and Cargos, Metal chain clanging, Large Gears moving, Heavy Stone Objects dragged along the wall/floor.

Activate Camera

Activate Mouse Control

Scene Description:
The Room is a closed space with only intractable object close to its centre. The object is simple hovering in mid-air. It resembles a Rubik's cube with no colours. Some sort of sparks is constantly being emitted by it.

The visuals are blurred for the first 10 seconds.

Narrator (to 21)
"But guess what? Fuck you! I told you not to touch the Core"

Sound Description
Rapid typing followed by Swivelling chair sliding backwards, Exhaust fan starts running (like the sound upon switching on a computer).

When 10 seconds have passed after initiation, the scene begins to come into focus.

Narrator (to Dumbass)
(Clears his throat)
"Well, this is a drag; to hell with the protocols. Dumbass, skip the opening sequence"

Narrator (to 14)
"Hello… Blah… Blah… Blah... You are 14. We are playing a game. Your mission; Do not touch the Core… the only thing in your sight right now.
NOT YOU 21, YOU ALREADY FUCKED UP! DUMBASS! Put 21 on hold.
(Deep breath)
As for you 14, do as told for 8 hours, and you win
Tadaaa"

Activate Keyboard control

Choice (Not explicitly shown to the Player):
1. Don't interact with the Core and wait for 8 hours.
2. Interact with the Core

Choice 1:
Player waits for 8 hours without interacting with the Core.

Narrator
"CONGRATULATIONS. You are the stupidest and the most boring specimen I've ever seen. You get to be my new dumbass"

Display Game-Over Screen and Credits Roll

Choice 2:
Player interacts with the Core.

Blinding white light begins to emanate from the Core and fades out the scene.
Landing screen of 'Specimen 14' displayed to begin the game.