

Student Name : *Mr Wright*

Working Title for Game : *Heinlein Station*

What genre will this be? Possible ideas: fantasy / real world / **sci-fi** / horror / other

Backstory *You're marooned on a space station after missing the shuttle home.*

What is the goal of the game? Common plots: Collect all the treasures / Escape / Kill a boss / Destroy a dangerous thing / Sneak into someplace and steal something

The player needs to get rescued using the radio in the Command Center.

What steps / puzzles does the player need to figure out to accomplish the end goal?
(If you're stuck, ask us for help. We can give you some puzzle ideas)

The player needs to call for help using the radio, which is broken when the game starts. To fix and use the radio, the player needs to...

Find the space suit and put it on

Activate the airlock to go outside (without dying)

Explore the Science Center:

Find the authorization code for the radio (it's written in sharpie on the waistband of the captain's underwear, located in the drier)

Find the salt (It is described as a white cube of NaCl)

Get the comm board for the radio

Return to the Command Center

There will be a giant space slug in the hallway blocking the turbo lift

Throw the salt at the slug to kill it

Put the comm board in the S-100 slot in the panel (in the command center)

Use the radio (this prompts the player for the authorization code)

Enter the authorization code (this triggers the victory message)