

The flea

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Beginning cutscene

The boy wakes up on a bed in a dark, moist room. Bags of rubbish completely cover the floor, no way to maneuver through it. What's even worse is the boy notices something moving amongst the rubbish. The boy looks visibly distressed by the situation he has woken up too and after a moment of crying, he collects himself and looks for a possible way out. He notices the bedroom door has a crack from the pressure. Another glance around the room, he also notices a katana hanging off the wall, and his first goal is to get the sword to break the door. Cutscene ends.

Point and click style gameplay that has the player realize that there is a sequence of spots in the room you need to click to reach the end of the game. One wrong click can send you back to the beginning.

(The bedroom has a calendar with the date June 2009)

The boy breaks the door and pokes his head into the hallway to assess what his next course of action will be. He looks down at the hall and notices the hall is gigantic like it was built for goliath himself. The hall starts to spiral into a never-ending void, and the sinking feeling of hopelessness washes over him. There is nowhere to go in that direction, so the next cause of action is to jump onto a safe platform in the room adjacent to the room he came from. Enter the kitchen.

The kitchen is huge as well; the boy realizes it's the entire house that's like this, but this room is revolting, and the boy covers his nose to avoid the smell.

The room is covered in mold, and a swarm of flies frantically swirls around the room. In the distance, the boy notices a large boy amongst the rubbish on the floor; he is barely moving like he has given up. He stuffs his face with the surrounding rubbish and when the player attempts to approach, the cupboard door begins to shake, like something behind it is trying to get out.

The boy “quickly, something is coming!”

No response; the large boy doesn't even acknowledge his existence and carries on stuffing his face. The cupboard door cracks, only giving the boy a second to hide. Outburst a giant ant head snapping its jaws; it notices the large boy and quickly lunges at him, clamping down on his head, the large boy is thrashed about, knocking items over and leaving a dent in the wall just before bringing the large boy back into the cupboard where he awaits a unnerving end. The player will now have to make it too in the fridge and find a way to knock it in the direction of the dent in the wall, whilst avoiding the cupboard doors whilst they shake.

(The kitchen has a Calander with the date 2014)

Cracking through the wall, the boy falls straight into the rubbish on the floor, arrow keys will then display on the screen with text telling players too run, followed by rubbish starting to rustle from behind heading straight to the boy. After this brief chase the boy climbs up what seems to be a sofa leg. As the boy reaches the top he notices two large men, one of them is glued to the T.V screen with a pizza slice in his hand, whilst the other is infatuated with a mirror in the corner of the room, he seems to be holding his stomach whilst looking disgusted by his face. In the mirror you can see both men and when the player trys to cross the sofa you see the boy come into sight in the mirror, the corner man notices and you only have a few seconds to get back out of sight. The player must now find a way to distract the man in the mirror without interrupting the T.V man's show. After doing so the player will notice there is a

bit of rope hanging from the ceiling, jumping on it will lead the above hatch too fall and the arrow keys will display once again to quickly climb as both men have noticed your presence.

(The front room has a Calander with the date 2023)

When you get to the top, you find yourself on the roof, the surrounding area is a void of mist, and the sound of something stomping is approaching. Fear is seen on the boys, and he gives up, until he notices a plank hanging over the edge of the house. The boy slowly walks to the plank while the stomps get louder. He walks onto the plank, stops as he takes a deep breath, and then he jumps.

Ending 1 (miss a Calander), he falls down as the camera slowly pans out.

Ending 2 (collect all Calander), he jumps up, the jump sends him way above the clouds, and he gets out of the mist. The sun is beautiful and the camera pans in on the boys crying smile.