

OPENING CUTSCENE

EXT. RUINED CITY - DAY

Vines and rust cover the ground of a long-abandoned civilization. Cars lay wasted along the street and skyscrapers have buckled under their long period of isolation. For once in this once-grand city's life, all is quiet besides the call of birds.

Suddenly, a small spacecraft comes racing to ground. Several cars are tossed aside like toys in the path of its wreckage. Asphalt is torn and the spacecraft comes to a grinding halt.

A small ALIEN emerges from the smoking spacecraft, and it immediately pulls out a small metal device. The device flares to life and it begins to scan the surroundings.

The alien walks off-screen. Fade to black.

ALIEN

When I got here, it was the first
thing I noticed.

Fade in. The alien approaches the only untouched building in the entire city. It lies directly next to a long highway that's been seemingly cleared for new traffic. Cars are pushed to the side of the road for miles, but the area around the one building remains clear.

Look up at the dead neon sign of the building; "COFFEE AT THE END OF THE ROAD," the alien stands in the foreground, looking up at the sign.

ALIEN (CONT'D)

Humans love their coffee.

INT. COFFEE SHOP - DAY

The alien enters, the chimes of the door bell sound off. While the outside of the building is untouched, the interior appears as if it was ransacked by a tornado.

ALIEN

Hmm... this could work.

A small notebook icon appears at the side of the screen, accompanied by a button prompt.

GO TO FIRST DAY
GAMEPLAY