

# On the Job- Silent World

The player walks through the door of a small house, where they enter right outside the kitchen. Right by the door is a place where someone can store their coat and shoes, with spaces where there should be shoes and coats. There is a gentle and warm light filling the whole house, and you hear the low sounds of the TV in the living room, as if someone was watching recently. The prompt to “Try to Watch TV” appears in the view of the player. The player proceeds where there is a TV showing scenes from a forest fire, but the audio is muted. The living room has a coffee table and a couch right behind it. On the table is a mug half full of coffee and if the player picks it up and smells it, they can smell the scent of a warm coffee emanating from it. The table also has some magazines from various sellers, and among them are a few wedding magazines marked with sticky notes. The player can smell the magazine and get that “glossy paper” smell that all new magazines smell like. On the mantle, the player sees various pictures of a couple, but the images can't be seen clearly; only rough images showing two people who are very close are in the frames. To proceed to the next area, the player must turn off the TV.

Once the TV is turned off, the player is able to hear the low static coming from the kitchen. The player gets the prompt to “Try to Eat Something” in their view, and they'll proceed to the kitchen. The light stays warm and inviting, as if the player is surrounded by warmth. The player will discover what sounded like static was actually the sound of someone talking through the radio, but the signal was weak. The player is able to fiddle with the knobs to make the signal stronger and hear the news. Should the player listen, they'll hear different headlines, but the one that should stand out is one about a giant forest fire that had ravaged the area. The player should continue to explore the kitchen, seeing different fruits in the fruit bowl. If picked up and smelled, the player will get a combination of different fruity smells similar to a fruit salad. It would be easy to pick out fruit as the player continues to smell, until it is put down. The last location of

importance in the kitchen would be the stove-top area. On the counter, you see a box of pancake mix half open next to a red plastic bowl with some eggs and butter set aside. If the bowl is picked up, the player will smell the pancake batter. On the stove, the player sees a pan with a half cooked pancake on it, but the stove wasn't turned on. If the player picks up the pan, the smell of the batter from the bowl can be smelled again. The player can mess with the knobs on the stove, but no flame will come up.

The player can continue to explore the kitchen until they turn off the radio, at which point there will be a prompt in their view that says "Try to Relax" At this point, the player will hear a door open down the hall in the house leading away from the main living area. The player can now proceed deeper into the house down the hallway into one more room at the very end. As they walk down the hallway, warm light will start to fade. The player will walk down the hallway and notice a bunch of pictures hanging on the wall to their left. Among them are pictures of the same couple from the mantle in different settings. There are a few other pictures that show a third smaller person in the picture posing with them. These pictures have various scenes of the three people. Among them are a camping trip where the three figures are roasting marshmallows, two figures making a snowman on a snow day, and a group picture taken at the fire department. Should the player pick up the snow day picture, the smell of hot cocoa can be smelled, and if the fire department picture is picked up, the back says "First day!" As the player reaches the end of the hallway, the last door before the open one has what seems to be kids drawings hanging on the door.

Once the player enters the final room, the room has a light blue paint to it. The bed sits on the far wall with two bedside tables on either side. The room is littered with unused candles of different colors and sizes. Among them, the most important one is a purple one that smells of lavender on the bedside table to the right, and a white candle with brown swirls that smells like hot cocoa. The bedside table with the lavender candle has one last picture that has been put face down. Should the player interact with it, it shows a scene of only two people at night where

one figure is kneeling down next to the other person. If the player picks it up, it reads "For the love of my life" on the back with a heart underneath. On the bed are two bags, one big one and one small one, from a clothing store.

Right as the player interacts with the bags, the cellphone from the bedside table dings and will continue to ding until the player picks it up. When the player picks it up, it shows a series of texts from a person with just a heart emoji as their name. They say that they are done with work, headed home soon, and that they love the player. The player can scroll up and see other messages sent from the phone. They see messages like "Please be safe" and "Don't do anything crazy" and other messages of the sort sent at different times throughout the entire day. The player then gets a prompt to respond with either "I love you" or "I miss you." The player makes their choice, the view fades to black as the other person starts to type, and the experience ends.