

# Trapped

*A short story by 2BSN Students*

Florence is in the living-room with her two children Sacha and Nick and her husband. As usual they are arguing. Today, the argument is about Sacha's use of her phone. Florence, her mum, is 40 years old. She always seems too nervous and so strict. Jack, Florence's husband, is 45 years old. He's generous and kind. Sacha, the 18 years old daughter, is a poser, and Nick, only 2 years younger, is intelligent and shy.

They live in a smart home, and just after the argument, as Nick wants to open the door; he realizes the smart door lock is on. The windows are locked too. Sacha tries to go out by the garage but it's also impossible to open. All the exits are blocked. Nick's father seems scared, his mother starts crying, Sacha is shouting: «we are stuck », she says. Nick's face is blank.

The whole family is worried and they gather in the living room. The father receives a message on his phone by the Artificial Intelligence of the house, it says: « Your house is now closed, follow the steps to get out ».

And the escape game of the family begins.

The next message on the phone says "Find the first piece of clue in a basket". Florence says "the only basket is in the laundry room". They all go together and find a piece of paper, it says "go to the room where the family reunites". "It must be the kitchen!" declares Sacha.

As they arrive in the kitchen, Florence's phone rings.

The message says: "go to Sacha's bedroom". When the family arrives in the bedroom, they find a piece of paper on the desk with the message: "you can now open the door leading to the garage". As they arrive in the garage, they receive a notification which gives a piece of clue , it says « the true pleasure of arguing is

reconciliation, go back to the front door » . The family goes to the door and they don't understand this piece of clue. They search at the entrance of the house and don't find anything. The phone rings again and there is a notification with the last piece of clue « the last thing to do is to look at yourself and you will find the key word to unlock the door». The family members look at each other, completely lost.

After a while, Nick shouts the word, they type « FAMILY » on the keyboard and hooray! The house unlocks.

The door has just opened. Florence, Jack, Sacha and Nick are very happy. They are all really relieved. Nick asks his family, “Have you enjoyed my escape game?” They are all shocked. Sacha looks stunned but says, « I was sure it was you ». The parents think that was nice to be together, but « playing with the house can cause technical problems », declares Florence. So the parents ask him why he did that. Nick replies, “I was tired of your arguments, so I wanted to prove you we could solve the problem together, without screams”. “Well, next time you feel something like that, tell us directly” says Jack softly and Florence adds “I guess communication is not our strongest point, we need to improve that!”. Nick nods and smiles. Sacha declares that it was a good idea because they had to work together and that in the end, it was fun, and “I understand, I will try to stop shouting for nothing” she says. “I will give you back your phone but, you need to reduce the social network” declares Florence. Sacha apologizes for her earlier behavior. Since this day the family has stopped the arguments, and Nick has found a weekend job in automation.