Week 1 ends, and I start from before the dream sequence

Dream sequence and tutorial loaded like they should

So in day sequence, Julia, Julia, Sue, Exploration, then day 5 is?

Exploration. Looks like it has to be reloaded until Dr. Young shows up in day 5.

A flat screen tv sitting in a dark room

Description automatically generated

Looks like it was meant to be “I saw it… in a dream”

Music during Tom’s day 2 event had a weird cut off when it looped

I think I’m hearing door closing sounds at odd times. Like “kachick.” It’s not really a bad thing, because even seemingly at random and in menus it fits the mood. I just wanted to ask about them.

Day 3, here we go

A screen shot of a computer

Description automatically generated

Day 3, I spent the whole break in my office. So no Sue that day.

The skip button makes me uncomfortable to use, because I can’t tell it’s a toggle. But Tom’s day 3 makes me more uncomfortable. So I tested all three options then went with dialogue choice 1 for my playthrough. They all work. At this point my rank with him is 16.

A screen shot of a child

Description automatically generated

“comitted” to “committed”

A person standing in front of a computer screen

Description automatically generated

“wth” to “with”

I’m not sure what the “auto” button does

Up to 17 with Tom. I’ll try to get the exploration out of the way for Friday.

As I suspected, the map event had to be out of the way first. Now I can try for Dr. Young the next day.

Okay, I saw the “man and woman arguing and then kid” dream event completely out of context the first time, now it makes sense

Oh, THIS is the event I thought would make for a great teaser. Now I know it’s a week 2 thing, so week 2 teaser maybe?

A screen shot of a child

Description automatically generated

This phrasing is a little awkward. Maybe instead “you seem to enjoy what you’re doing”

No dialogue choices had problems. Or ticked him up. Still at 17. Gonna try for the Dr. Young event.

Saving and reloading to the prompt offering an exploration event, I reloaded several times getting almost no duplicates on events. Still haven’t seen the Dr. Young one yet. At some point I might have to move on.

However, choosing exploration then hitting “Back” and repeating over and over again, it seems it picks the variable and sticks with it until you reload the save. I did this 15-20 times and got the same event every time.

It took what felt like 30-40 times to get Dr. Young’s event.

A person standing in front of a screen

Description automatically generated

I missed this “beetween” on the last bug report, but here it is.

Wait, I might’ve just spotted a new bug that skipped to the weekend

No, I double checked the guide and I did everything right. Dr. Young was supposed to be on Friday, so Saturday/Sunday flew by, Monday started and gave me the text boxes declaring that it’s week 3. We’re good.

Week 3 begins

A screen shot of a person

Description automatically generated

Maybe “vague at best?” But that might just be my opinion on the phrasing

A screen shot of a person

Description automatically generated

This sentence is awkward to read/parse. Maybe “You know, last time I saw the second, he called you a coward last Tuesday for not telling me what your mother did.”

Break time, wk 3 day 1. Dr. Young today and tomorrow, then exploration or Sue, since I missed Sue last week for how traumatic Tom’s session was.

For Wednesday I’ll save to page 2 for the start and end.

Tuesday here we go

A picture containing indoor, monitor, wall

Description automatically generated

“Because” instead of “becuase”

Day 2 break 2, Young again.

Wednesday I’ll save at the start then the end, Page 2 slots 5 and 6

A picture containing monitor, indoor, wall

Description automatically generated

More x2 is too many

So no Sue social event on Wednesday, as you can guess. Instead I get violence

A personal qualm I have with that scene is I think a group like that would cause damage to a person enough to warrant an ambulance, and an emergency room visit at the very least. But that might require restructuring the story entirely \*shrug\*

A screen shot of a person

Description automatically generated

It would be better to say “who those patients were”

About to save at the “end” of Wednesday, page 2 slot 6

I’m thinking about asking for a way to lock gamesaves for testing purposes, so I won’t overwrite them on accident. It might be too much though. Or maybe a way to label them myself instead of the game assigning a timestamp.

Finally, Tom’s route Build B is done. Sometime today or tomorrow I’ll start working on Michael’s.

I tried to test every single dialogue tree that I could, to include several break events (social and exploration). I had to double check and ask what spending breaks in the office did, and they recover sanity. I only did this once, and the game didn’t inform me on its own about that information. I’m not sure if it’s in a tutorial somewhere, but it may help to have a box that tells you that’s what happened after you spend your break there. (I could also have just blinded it and missed it).