Starting my William run but I doubt I’ll finish it tonight. At least I can make progress towards his Week 4.

A person standing in front of a computer screen

Description automatically generated

Replaying Michael’s bit on Monday week 1, his meter doesn’t show but every other one did out of 4

Oh, there’s a chance to make him go up before his meter shows, okay

Going Tom, then Michael, then Charlie, then Tom again for second patients each day.

A picture containing indoor, wall, monitor, sitting

Description automatically generated

“Existence” instead of “existance”

A picture containing person

Description automatically generated

Friday week 1 “consdier”

A screen shot of a computer

Description automatically generated

Monday week 2 “suceeded”

A picture containing indoor

Description automatically generated

Tuesday week 2, I think immunity doesn’t fit here with medicine. Immunity is to poison as resistance is to medicine.

My one complaint about Thursday week 2’s dream sequence is that William claims he had the same dream just based on the moon phase and nothing else.

Finally, week 3 Monday with William. I’ll break here and wait until tomorrow at least to keep going

Page 4 save 1 is where I continue from

A screen shot of a child

Description automatically generated

Tuesday week 3, “unfortunate” instead of “unfourtunate”

A screen shot of a child

Description automatically generated

Same day, this could be phrased better

A screen shot of a child

Description automatically generated

Also this one. “He can’t do anything to for you in return?”

A screen shot of a computer

Description automatically generated

Wednesday week 3, he sounds a little country so it’s fine, but the phrasing is weird

This is important; something’s mentioned about a bad dream between Monday and Tuesday but there’s no animation or scene for it. Is that supposed to happen?

Friday week 3 dream sequence; you can pick up the lighter infinite times

This isn’t entirely necessary but I feel like this dream sequence could use an inventory screen

The letter’s a bit hard to read but I can read it well enough

MC sure has big pockets

Second room on the right kicks you back to the hallway unlike all the other rooms, which let you look at each option before leaving

I might actually be stuck here, at the point with the fabric. I’ll come back to it later. Ending on page 4 save 4

Oh, nevermind. The fabric is in my inventory. So back to my previous statement, an inventory screen would be nice.

I’m gonna check the room numbers again and see if that’s the right code. Wait, but the offices?

5 (or 4), 3, 4 (nope, not it)

Patient rooms solution? 3, 15, 18,

Storage room infinitely picks up newspapers, screwdriver, and hammer

Going back to the first room, smashing the window prompt is happening again?

Code is 463 in this build?

Terrible dream save will be saved on page 5 save 5

William’s week 4 is fully tested, as far as I can tell