Starting from a backup at the start of all the branching, here we go, Michael

~~Michael’s normal sprite overlaps a bit with the desk in a weird way, like his torso isn’t obscured by it~~ At first I thought it was his torso at the bottom of the sprite but I’ve gotten a better look at it now, and it’s his arms. So, false alarm.

Not going too thoroughly outside of Michael’s dialogue since that’s the only stuff I haven’t tested here

“I have questions for you” \*doesn’t answer, ends the session\*

Oh that’s an important bug. I chose that and didn’t get a break or a second session day 4. Choosing not to answer Michael just sends you home for the day no matter what session you picked for him.

Michael’s insights are actually gonna help me understand the hospital’s staffing situation, so that’s neat. Four psychologists; Sharpe, Hart, Young, Bright. And Bright hasn’t been introduced yet. Do they have something to do with the escaped patients?

Oh yeah, remember asking me about what I thought the patients’ sexualities were? That’s why I wasn’t sure about anyone but Tom’s, because he’s the only non-Sharpe route I’ve seen so far. Especially past week 1.

I’m deliberately suppressing my want to help the other patients because I’m pretty sure I got William and Charlie up to 6 or 7 on my first run, and I’m not sure I’ll be on the same route if I do the same again. Tom was so much easier than Michael, because Tom went up earlier and faster.

Michael’s at 6 as of day 5 week 1, so that’s something

“It’s kind of a long story…it might take a few sessions to explain properly.” He’s becoming my favorite comic relief character. Plus he’s a time wizard.

I still hate him a lot less than James.

“If you want to keep talking every day” he clearly has some kind of seer abilities

A screen shot of a person

Description automatically generated

“Description” instead of “describtion”

Ending day 5 at 9 with Michael, so that’s good. Hopefully this is all I needed to do. No one else is that high.

A screen shot of a person

Description automatically generated

Second Elizabeth encounter. “somethings” should probably be spaced, or just be “something”

Reviewing Charlie’s second session, his psychiatrist has a blue office? Hmmmmm :eyes: Dr. Young foreshadowing

A person standing in front of a monitor

Description automatically generated

This maybe should be “you’re here early…?”

Got confirmed for Michael’s route, so that’s good. Week 2 here we go.

Wait, I got the apathy ending. What the hell?

Tested the “fired” ending just to make sure it works on this route.

Alright, I’m stuck on the apathy ending. I’m going to have to ask about this tomorrow.

Watching Navy run Michael’s route, what dialogue options?

Need to start from day 1 again, missed about 3-4 points on that day alone

A screenshot of a computer

Description automatically generated

Since sentence is all past tense, “liked” instead of “like”

Day 1 week 2 is fully tested

Continuing the test

Week 2 day 2, not much dialogue tree to test, so that’s easy

On week 2 day 3, still not much to report

Dream sequence before day 4, this happened

A close up of a sign

Description automatically generated

This phrasing is clunky. “I could’ve sworn they were long dead” would sound better, but still sounds very formal, even for English.

Tom’s about to catch “these hands”

Day 4, no bugs besides that dream sequence

Onto day 5

A screenshot of a social media post

Description automatically generated

It seems to be having issues with “mom” throughout the entire conversation (this is about the Day 3-4 dream sequence)

A screen shot of a person

Description automatically generated

This is Day 5 week 2, too many “to’s”

A screen shot of a person

Description automatically generated

This D might need to be capitalized. I know Edward talks like that but this is inconsistent for Michael.

A screen shot of a person

Description automatically generated

This looks a little awkward

A picture containing sitting, monitor, indoor

Description automatically generated

Hell yeah, old sprite

A close up of a fence

Description automatically generated

This is gonna have an unintended comedic effect on some people, like me. For reference look up “Talladega nights hands scene”

No bugs here. Ending after the dream sequence, saved on Saturday