

Short Visual Novel: Paprika Nicolas

Synopsis: Starts with Nicolas's loneliness, lying in bed; Ends with him confessing to Gerald, his true love.

By Bridged

Flashback: Prologue

Tag: Prologue

Plot: PlotNotePrologue

n_thought "University days..."

n_thought "So many memories..."

n_thought "So much work..."

n_thought "After high school, I wasn't sure what to do..."

n_thought "I majored in Theriopology..."

n_thought "I didn't know what else to take besides Theriopology..."

n_thought "Among the many faces I saw back then..."

n_thought "I remember seeing Gerald for the first time..."

n_thought "So furtively... A very small instant..."

n_thought "But it was enough to make my heart jump..."

n_thought "He was so confident... So big... So strong..."

n_thought "I wondered what it would be like to be with someone like him..."

n_thought "I sought him out..."

n_thought "I wanted to know him... more..."

n_thought "But I was too shy... too scared..."

n_thought "I learned of his name when I was walking down the hall one day..."

n_thought "He was attending a class..."

teacher "Next up is Gerald with his talk on the molecular structures of proteins."

n_thought "Gerald, then... Such a strong name..."

n_thought "My solution was to slip a note under his dorm door..."

n_thought "So I followed him after class... To his dorm..."

Note "Hi Gerald, I'm Nicolas. I am in Theriopology."

Note "I think you're really cool. Maybe we can hang out sometime?"

Note "Here is my dorm room. -Nicolas"

- Nicolas slips the note under the door

n_thought "I was so nervous..."

n_thought "Not the best way to make a first impression..."

n_thought "Not the next day, but some days later, I heard a knock on my door..."

n_thought "It was Gerald..."

g "Hey!"

- End of Prologue

Chapter 1: Genesis

Synopsis: Our protagonist Elio starts to talk to people, Gerald

Scene 1.1: Rotting In Bed

Tag: Scene1.1 | Rotting In Bed

Plot: PlotNote1.1

Synopsis: Nicolas is in bed then texts friends.

Characters: Char_Nicolas

Point of View: Char_Nicolas

Locations: Location_NicoApt

% Scene: Bedroom, afternoon

% Time: 14:00, Saturday

% BG_SFX: calm ambience, with bird chirps

% Show: Nicolas lying in bed from above

- Nicolas is awake but unmoving.

- Light leaks in. The room is quiet.

% State: Nicolas thinking

n_thought "Yet, here I am..."

n_thought "Looking at the ceiling of my room..."

n_thought "Ruminating... Thinking about nothing..."

n_thought "..."

n_thought "Thinking about how nothing I am..."

n_thought "I don't know what I could be..."

n_thought "..."

n_thought "But... I am not nothing. (!) I am something!"

n_thought "I just... don't know how to... how to say..."

n_thought "How to make myself out there..."

n_thought "..."

n_thought "The only solution I can come up with is... Just to be reckless..."

n_thought "Talk to anyone who looks interesting..."

n_thought "..."

n_thought "I have friends... I don't know if they've moved on..."

n_thought "Well..."

n_thought "I suppose I can just text them... right now..."

n_thought "..."

% State: Nicolas anxious

n_thought "Fuck! What if they moved on!"

n_thought "What if I waited too long???"

n_thought "Still doesn't hurt to try, right?"

n_narrate "(I reach out to grab my phone on the nightstand...)"

n_thought "I don't think Gerald resents me for not talking for a long time."

n_thought "Maybe I should text him first."

- Nicolas sits up on his bed, phone in hand.

Texting Choice

Characters: Char_Nicolas

Point of View: Char_Nicolas

% Show: Phone, friends' contacts on the screen

(MENU) Player chooses from a list of friends' contact list.

- "Big Bull Gerald"
- "Nathan"
- "Chef"

(FIRST CHOICE)

n_thought "Who do I text?"

(CHOOSE AGAIN)

n_thought "Now to figure out who else to text..."

n_thought "Who do I text?"

(NO MORE CHOICES / END CHOICES)

n_thought "Well... I guess that's all for now."

- Then choice of friend and texting selected friend paragraph
- Repeat until every friend is contacted

Texting Gerald

Tag: Scene1.1_TextGerald

Plot: PlotNote1.1Gerald

Short Description: Gerald asks to come to Nicolas's apartment.

Characters: Char_Gerald, Char_Nicolas

Point of View: Char_Nicolas

(SELECTION) Player selects the contact "Big Bull Gerald".

n_thought "Sigh... Gerald... My big bull guy... Erm... Friend?"

n_thought "Has he forgotten me?"

n_thought "I... think I still crush on him..."

n_thought "Well... There's only one way to find out..."

% SFX: phone_typing

n_sms "Hi, I am doing... nothing"

- Nicolas pauses a bit before typing again.

% SFX: phone_typing, phone_typing_backspacing

Nicolas types: "What's up" adding ", Big Bull?" before backspacing

n_thought "No... That's too... uhh..."

n_sms "What's up?"

n_narrate "(Surprisingly, after a little bit, he answers me.)"

n_narrate "(He must not be very busy.)"

% SFX: sms_received

% Show: split screen, Nick left, Gerald right

g_sms "Hey!"

g_sms "Long time no see, my eagle pal }:8"

g_sms "I've been doing great, and you?"

% SFX: phone_typing

n_sms "Uhh... I'm... okay, I guess"

n_sms "I've been doing nothing all day, everyday"

n_sms "I don't know what to do with myself! Help me!"

- Nicolas pauses a bit before typing again.

% SFX: phone_typing

n_thought "I have to tell him... Tell him about my idea"

n_sms "What if I did this crazy idea of just talking to anybody that I see that I find interesting???"

n_sms "But that's just a crazy idea..."

n_sms "There's no way anyone would be willing to talk to me..."

n_sms "Much less become friends with me..."

% SFX: sms_received

g_sms "You've always been kind of crazy to me, no offense [Smiling and blushing emoji] 😊"

g_sms "I'd tell you to just be careful"

g_sms "Tell you what, why don't we meet up tomorrow and talk more about it?"

g_sms "After all, I could use some company and I am not far from you"

% SFX: phone_typing

n_sms "I... don't know..."

n_thought "Meet up later and talk more about it?"

- Mini Section: Gerald Comes To Apt Choice

(MENU) Player chooses if Gerald comes.

(OPTION) Agree to meet up.

n_sms "Sure! That sounds good"

g_sms "Great! I'll see you tomorrow then, big bird"

(OPTION) Unsure...

n_sms "Uhh... Maybe???"

g_sms "What do you mean maybe???"

g_sms "Come on, it'll be alright! Just say yes!"

g_sms "I promise I won't bite };8"

(Go back to yes/no choice, remove maybe option.)

(AFTER CHOICE)

% SFX: sms_received

g_sms "Anything is better than you just rotting in bed all day, right?"

g_sms "Well, that's it for now"

g_sms "Unless you have anything else to add?"

% SFX: phone_typing

- Nicolas thinks for a moment.

n_thought "Should I tell him how I feel?"

Nicolas types: "I think I'm in love with you..." before backspacing.

Nicolas types: "I have a cr..." before backspacing it all.

n_thought "No no no no... Can't say that... Not yet..."

(NATHAN NOT TEXTED BEFORE)

n_sms "All good on my end... See you tomorrow."

(NATHAN TEXTED BEFORE)

n_sms "Actually, Nathan said hi, btw."

n_sms "We could visit his shop..."

% SFX: sms_received

g_sms "Oh, nice!"

g_sms "He's a great guy."

g_sms "Sounds like a plan!"

(NATHAN FORK END)

% SFX: sms_received

g_sms "Last thing..."

g_sms "Instead of just rotting in bed, just walk around, okay? See you tomorrow"

g_sms "Cya then, big bird!"

n_thought "He's right..."

n_thought "I guess..."

n_thought "Gerald will be here tomorrow."

(go to choose friends choice.)

Texting Nathan

Tag: Scene1.1_TextNathan

Plot: PlotNote1.1Nathan

Short Description: Nathan is glad to have company.

Characters: Char_Nathan, Char_Nicolas

Point of View: Char_Nicolas

(SELECTION) Player selects the contact "Nathan".

n_thought "Nathan... Nathan?"

n_thought "I forgot who that is..."

% **SFX:** phone_typing

n_sms "Hey, Nathan. How are you?"

n_sms "Are you busy?"

% **Show:** split screen, Nick left, Nathan right

n_narrate "(After a few seconds...)"

% **SFX:** sms_received

nat_sms "Hey, Nicolas!"

nat_sms "I'm doing well, thanks for asking, cutie pie [winking emoji] 😊"

nat_sms "The store has been keeping me busy, but it's going great."

nat_sms "How about you? It's nice to hear from you."

n_thought "Oh, the clerk guy. Nice friend, actually."

n_thought "I remember now, he was really helpful when I visited the shop last time. And friendly."

n_thought "So much so that I saved his contact."

n_thought "..."

n_thought "Is he too old for me...?"

n_thought "Wh... what am I even thinking about...?"

n_thought "What about Gerald...?"

n_thought "Just... talk to him like a normal person..."

% **SFX:** phone_typing

n_sms "I'm... okay, I guess"

n_sms "Just been feeling a bit lost lately"

n_sms "Decided to reach out to some friends"

n_sms "Including you... if you don't mind"

n_narrate "(He seems polite, not bothered that I reached out.)"

% **SFX:** sms_received

nat_sms "Of course, I don't mind at all!"

nat_sms "Being a clerk can get a bit boring sometimes."

nat_sms "If you're ever in the area, feel free to stop by the shop."

nat_sms "I'd be happy to see you."

nat_sms "I wonder what Gerald is up to these days, though."

(GERALD NOT TEXTED BEFORE)

% **SFX:** phone_typing

n_sms "Thanks, Nathan. I might just do that."

n_sms "Do you have any idea?"

% **SFX:** sms_received

nat_sms "Not sure, haven't heard from him in a while."

nat_sms "But if you see him, tell him I said hi!"

% **SFX:** phone_typing

n_sms "Will do. Take care, Nathan."

% **SFX:** sms_received

nat_sms "You too, Nicolas! Talk to you later."

(GERALD TEXTED BEFORE)

% **SFX:** phone_typing

n_sms "Actually, he just doing fine. We texted earlier."

n_sms "Just being his usual self."

% **SFX:** sms_received

nat_sms "That's good to hear!"
 nat_sms "Tell him I said hi!"
 nat_sms "Well, again, if you ever want to hang out, just let me know. I'll be in the shop."

% SFX: phone_typing
 n_sms "Thanks, Nathan. I might just do that."
 n_sms "Take care!"

% SFX: sms_received
 nat_sms "You too, Nicolas! Talk to you later."

- Nicolas switches to texting Gerald.

% SFX: phone_typing
 n_sms "Actually, Nathan said hi, btw."
 n_sms "We could visit his shop..."

% SFX: sms_received
 g_sms "Oh, nice!"
 g_sms "He's a great guy."
 g_sms "Sounds like a plan!"

(GERALD FORK END)

n_thought "Hmm... Nathan seems nice."

(go to choose friends choice.)

Texting "Chef"

Tag: Scene1.1_TextChef

Plot: PlotNote1.1Chef

Short Description: Nicolas texts Anthony, who is busy.

Characters: Char_Nicolas, Char_Anthony

Point of View: Char_Nicolas

(SELECTION) Player selects the contact "Chef".

n_thought "'Chef'... Who is that again?"
 n_thought "I can't quite remember..."
 n_thought "Oh, well... I'll just text them and see."

% SFX: phone_typing
 n_sms "Hey, Chef. It's Nicolas."
 n_sms "Just wanted to see how you're doing."

n_thought "..."
 n_narrate "(After a while, no response came.)"
 n_thought "Hmm... Maybe I got the wrong number?"
 n_thought "Or maybe they're just busy..."
 n_thought "Oh well..."

(go to choose friends choice.)

Mom Calls

Tag: Scene1.1_MomCalls

Plot: PlotNote1.1Mom

Short Description: Mom calls

Characters: Char_Nicolas, Char_Mom1_Linda, Char_Mom2_Yasmine

Point of View: Char_Nicolas

% SFX: phone_ringing
 n_thought "..."

n_thought "Oh, it's my mom calling."

% **Show:** split screen, Nick left, Mom right, Yasmine in background as she interjects sometimes
n_narrate "(I answer the call.)"

momL "Hi, sweetheart! Just wanted to check in and see how you're doing."

momY "Hey Nicolas!"

n "Hey, Mom. I'm doing as well as I can be."

momL "I'm glad to hear that. Have you thought more about your plans? Anything exciting coming up?"

momL "How are you feeling these days?"

momL "Not too bummed out by you being fired, I hope?"

n "Well, I reached out to friends. Gerald is going to my place tomorrow. So, I guess."

momL "That's wonderful!"

momL "You've starting to get out of this rut, it seems."

momL "I'm proud of you, Nicolas."

momL "Keep taking those small steps."

momY "Yeah, don't give up ever, Nicolas!"

n "Thanks, Mom. It means a lot."

momL "Gerald is a good friend. I'm sure you'll have a great time catching up."

n "I hope so. It's been a while."

momL "Just remember to be yourself. You've got a lot to offer."

n "I'll try my best."

momY "Hey maybe you two can get together?"

momY "I've read this in astrology columns. You seem to have good compatibility, because-

- Linda cuts Yasmine off

momL "Yasmine, dear, we should give Nicolas some space."

momL "Let's not push too hard."

momY "Oh, right. Sorry, Nicolas."

n "It's okay, Mom."

n "Mummy, thanks for your enthusiasm."

momL "Anytime, sweetheart. I'm always here for you."

n "I appreciate that. I'll talk to you two later, okay?"

momL "Of course. Take care, Nicolas. Love you!"

momY "Love you, Nicolas!"

n "Love you too. Bye!"

% **SFX:** phone_hangup

n_thought "Phew... Mom's always so caring."

n_thought "I should probably call her more often."

n_thought "What did Mom see in Yasmine that made her like her so much?"

n_thought "Could this parallel with Gerald and me be something more...?"

n_thought "Nah, probably just wishful thinking."

- Nicolas continues his light activities around his apartment after the call.

Texting Finished

Characters: Char_Nicolas

Point of View: Char_Nicolas

n_thought "Weird... I only have those contacts saved on my phone..."

n_thought "..."

n_thought "I wasn't very outgoing back then..."

n_thought "Maybe that's why I don't have many friends..."

n "sigh..."

n_narrate "(I look out the window as I put down my phone.)"
 n_thought "There's all people who all got it figured out..."
 n_thought "And I don't... What am I?"
 n_narrate "(I stand up and walk around.)"
 - Nicolas's mom phones him as he does light activities around his apartment.

Scene 1.2: Bull Barges In

Tag: Scene1.2 | Bull Barges In

Plot: PlotNote1.2

(CHOICE) Player agreed for Gerald to come.

Synopsis: Gerald the bull is here.

Characters: Char_Gerald, Char_Nicolas

Point of View: Char_Nicolas

Locations: Location_NicoApt

% Scene: Bedroom, morning

% Time: 11:00, Sunday

% BG_SFX: calm ambience

% SFX: door_knock

g "Hey, Nicolas!"

n_narrate "(He hugs me, embraces me ever so tightly)"

n_narrate "(His burly frame presses against mine, and I can feel his warmth.)"

n_narrate "(His warm breath tickles my ear as he speaks.)"

n_narrate "(I can't help but notice how attractive he has become since we last met.)"

n_thought "OMG... When did he get so... hot?"

g "Long time no see, huh?"

n "Yeah, I've been avoiding you. Scared of what you think of me."

n "Yeah..."

n_thought "I'm such a coward..."

g "Nicolas, you don't have to be scared of me. I'm your friend."

g "I'm just happy you reached out."

g "Tell me what's on your mind."

g "What's with this crazy idea of yours?"

- Gerald sits down on the couch, patting the seat next to him.

- Nicolas hesitates for a moment before sitting down beside him.

n "Well... I've been feeling kinda lost lately."

n "I don't have a job... I was literally fired!"

n "I don't have any purpose..."

n "So I thought... maybe I should just try talking to people I find interesting."

n "See if I can make new friends..."

g "That's actually a pretty good idea."

g "I know a few people who might be interested in meeting you."

g "Nathan, for one. You mentioned him, right?"

n "Yeah, Nathan seems nice."

g "Let's head to his shop later, then."

n "Sure, that sounds good."

n "Erm... Yeah..."

n_thought "I can't believe I'm actually hanging out with Gerald..."

n_thought "My hand would be inching to touch his... but I guess I'm too cautious for now..."

n_thought "Maybe... just maybe... this could be the start of something new."
 g "Nick? You okay? You seem a bit... distracted?"
 n "Oh, yeah... Sorry. Just... thinking."
 g "No worries. Take your time."
 n "Thanks, Gerald. I appreciate it."

Flashback: Gerald Helps Nicolas Study

Tag: FlashbackStudy

Plot: PlotNoteFlashStudy

Timeline: Time_StudentYears

Short Description: Flashback to late nights studying with Gerald during university.

- Before the flashback begins:

n_thought "He's helping now... Just like he helped back then..."

- Flashback begins:

n_narrate "(It's late at night in our university dorm room. Books and papers are scattered across the desk.)"
 n_narrate "(Gerald is sitting next to me, patiently explaining a difficult concept.)"

n_thought "Affection..."

g "Desire wants something from someone. Affection is... staying, even when you don't."

g "If you only stay because you want something, that's not affection. Affection's what's left when wanting quiets down."

g "That's all I know about it."

n_narrate "(Gerald smiles reassuringly as I finally grasp the concept.)"

n "That's... actually really helpful, Gerald. Thank you so much."

n_thought "Did he just... smile at me?"

n_thought "Why did he smile like that?"

n_thought "Was that..."

n_thought "... Affection?"

- Flashback ends:

n_thought "I stayed silent for too long... and yet he keeps helping."

n_thought "Does he want me?"

n_thought "Was I ready?"

n_narrate "(I just pause, reflecting on the memory.)"

g "You coming, Nicolas?"

n "... Yeah, just a sec."

n_narrate "(I sigh deeply, then stand up, ready to go meet Nathan with Gerald.)"

n_thought "Am I ready?"

Scene 1.3: Street

Tag: Scene1.3 | Street

Plot: PlotNote1.3

Synopsis: Nicolas is out on the street

Characters: Char_Nicolas, Char_Gerald

Point of View: Char_Nicolas

Locations: Location_NicoAptStreet

n_thought "Ok, now, what do we do?"

Comment: TODO???

Chapter 2: More

Synopsis: _

Scene 2.1

Tag: Scene 2.1

Synopsis: _

Comment: TODO???

Chapter ? 1: Gerald...

Synopsis: Nicolas realizes his growing feelings for Gerald during the previous chapters... Not yet confessed.

Scene ?: Gay Club

Tag: Paragraph_GayClub_At_Club

Short Description: Nicolas and Gerald are at the Gay Club.

Characters: Char_Nicolas, Char_Gerald, Char_Fergus_Owner

Point of View: Char_Nicolas

Locations: Location_GayBarClub

- Before Entering

n_narrate "(The lights pulse to the beat of the musics of the many clubs of the district around us. The air is thick with the scent of sweat, alcohol, and anticipation.)"

n "Are you sure this is okay?"

g "Of course! This is just the kind of place we need to be right now."

g "Look all around us, many places for people like us to be themselves."

n "I guess you're right. It's just... a bit overwhelming."

n "..."

n "How... how can red light districts even exist?"

n "I mean, isn't there ongoing debates on exploitation and human trafficking?"

n "I've thought of going to such places before. I've searched online, but it just seemed... bleak."

g "I get what you mean. But you don't have to worry about that here."

g "This place is about freedom and acceptance. People come here to express themselves without judgment."

n "I see. I guess I just need to let go of my preconceived notions."

g "Exactly! Now, let's meet some new people and have fun!"

n_narrate "(We walked a bit further on the street, the neon lights reflecting off the wet pavement.)"

g "'The Beary Chub Club' This one seems nice."

n "I guess so. Let's check it out."

- Entering The Club

n_narrate "(We enter the club, the bass from the music vibrating through the floor.)"

guy1 "Hey there stunning duo!"

n "Oh! Hi..."

Notes: Plot

Overview: Paprika - Nicolas

By Brided

Synopsis: Starts with Nicolas's loneliness, lying in bed; Ends with him confessing to Gerald, his true love.

"I realized... After all these years... That it was you that I loved all along..."

- Nicolas

In N chapters (TBD)

6 ?

Description

This story follows Nicolas, a lonely and aimless young anthropomorphic bird, as he attempts to reconnect with friends and find purpose in his life.

Through a series of interactions with his acquaintances, including Nathan and Gerald, Nicolas goes on a journey of self-discovery, friendship, and ultimately love.

Chapters

- Chapter 1: First Steps In Meeting People, Nathan

Short Description: Nicolas starts reaching out to friends, starting with Nathan and Gerald.

- Scene 1.1: Rotting In Bed - draft

- Scene 1.2: Gerald Comes To Apt - draft

- Scene 1.3: On The Street - To be started

- Scene 1.4: Nathan's Shop - To be started

- Scene 1.5: Dinner With Gerald (Connection Grows) - To be started

- Gerald stays over night (bonding, sleepover)? Or later day?

-Chapter 2: Searching For Work, Job Hunt

Short Description: Nicolas looks for jobs, with help from Gerald, Nathan maybe.

- Scene 2.1: Thinking Of Jobs

<!-- No, what??? This is stupid!-->

- Chapter 3: Exploring New Connections, Anthony

Short Description: Anthony texted yesterday, Nicolas visits Anthony's restaurant.

- Gerald stays over night (definitive)

- Chapter ? 1: Gerald...

Short Description: Nicolas realizes his growing feelings for Gerald during the previous chapters... Not yet confessed.

- Scene ??: Gay Bar Club Visit

- Chapter N-1: Confession And Beyond

Short Description: Nicolas confesses to Gerald, leading to a new chapter in their relationship.

- Chapter N: Epilogue - A New Chapter

Short Description: Nicolas and Gerald embark on a new chapter together, exploring their relationship and future.

Intermissions

Intermissions between chapters are all short flashbacks to Nicolas's past.

- Prologue: Thinking of Gerald (University Days)

Short Description: Flashback to university days, where Nicolas first developed a crush on Gerald.

- Then Chapter 1
- Intermission: Late Nights Studying (University Days)
- Paragraph_Gerald_Helps_Study

Short Description: Flashback to late nights studying with Gerald during university.

- Inserted into Chapter 1 (when they go out to meet Nathan)
- Intermission: Texting Procrastination (Office Work Days)

Short Description: Flashback to Nicolas wanting to reconnect but being anxious about texting Gerald, due to being too long ago, procrastinating instead until night... or not.

- Then Chapter 2
- Intermission: Trying To Connect (Office Work Days)

Short Description: Flashback to Nicolas trying to connect with another office coworker, Anthony, and having some success, actually.

- Then Chapter 3
- Intermission: Job Loss Reflection (Unemployment Days)

Short Description: Flashback to the moment Nicolas lost his job, reflecting on his feelings of inadequacy and loneliness.

- Then Chapter 4
- Intermission: Rock Bottom Reflection (Unemployment Days)

Short Description: Flashback to Nicolas hitting rock bottom during his unemployment days, contemplating his life choices and future.

- Then Chapter 5
- Intermission: Decision (Unemployment Days)

Short Description: First Scene of Chapter 1, Nicolas deciding to text friends after a long period of isolation.

- Then Chapter Confession And Beyond

Plot Overview

Tag: PlotOverview

Short Description: Some guy doesn't know what to do...

Synopsis: Starts with Nicolas's loneliness, lying in bed; Ends with

Chapter 1: Genesis

Entry State

- Nicolas lying in bed, isolated, indecisive, no plans.

Core Questions:

- Is there a reason to get up and engage with others?
- Is the outside world safe enough to approach?
- Are familiar people reliable enough to answer?

Primary Actions:

- Reaches out to contacts.

- Steps outside for limited exposure.
- Engages in brief, low-risk interactions.
- Observes reactions without commitment.

Outcome Sets:

- Encouragement → cautious hope.
- Indifference → reinforced doubt.
- Silence → withdrawal impulse.
- Real-world contact → anxiety + proof of reachability.

Exit State (Aggregated):

- Nicolas has partial confirmation, no clarity.
- Engagement feels possible but unstable.
- Social contact exists, but remains provisional.

Tension Level:

- None → Sustained Rising

Scenes Included:

Story: Scene1.1

Story: Scene1.2

Story: Scene1.3

Chapter 2: I am more than you

Entry State**Entry State****Core Questions:****Primary Actions:****Outcome Sets:****Exit State (Aggregated):****Tension Level:****Scenes Included:**

Comment: TODO???

Plot Brainstorm

Tag: PlotNoteBrainstorm

Plot: PlotOverview

Entry State: Nicolas lying in bed, isolated, indecisive, no plans.

Trigger: He has the crazy idea of just going out there.

Trigger: A friend pushes him to do stuff.

Chapter 1 notes

Tag: PlotNoteCh1Genesis

Prologue

Tag: PlotNotePrologue

Story: Prologue

Scene 1.1: Rotting In Bed

Tag: PlotNote1.1

Story: Scene1.1

Synopsis: Nicolas is in bed then texts friends.

Entry State:

- Nicolas lying in bed, isolated, indecisive, no plans

Trigger:

- He has the crazy idea of just going out there, talk to people

Change / Decision:

- Starts to think, text friends/contacts to gauge their reaction

Exit State:

- Texted friends, mixed reactions
- Gerald is coming to Nicolas's place tomorrow
- Nicolas does a bit of light activity around his apartment
- Nicolas's mom calls him

Tension Level:

- None → Rising

Notes:

- First introduction; sets emotional baseline for Nicolas.

Texting Gerald

Tag: PlotNote1.1Gerald

Story: Scene1.1_TextGerald

- Nicolas decides to text his friend Gerald to see how he's doing.
- Nicolas tells Gerald about his crazy idea of just talking to people he finds interesting.
- Gerald responds positively and suggests they meet up the next day.

Texting Nathan

Tag: PlotNote1.1Nathan

Story: Scene1.1_TextNathan

- Nicolas realizes he has forgot who "Nathan" is.
- He texts Nathan to ask how he's been doing, ask if busy.
- Nathan replies he is doing well, store is doing great.
- Nathan responds politely, doesn't mind Nicolas reaching out
- Suggest passing by his shop, happy to see Nicolas if he wants.

Texting "Chef"

Tag: PlotNote1.1Chef

Story: Scene1.1_TextChef

- Nicolas sees "Chef" contact.
- Wonders who it is.
- Decides to text them.
- Nothing? might be wrong number (actually Anthony too busy to reply)
- If selected, and not met tomorrow, Anthony texts back later.

Mom

Tag: PlotNote1.1Mom

Story: Scene1.1_MomCalls

- As Nicolas is doing light activity, his phone rings.
- It's his mom calling to check in on him.
- Nicolas answers the call and talk with his mom.
- Mom asks about his well-being, his plans.
- Mom expresses concern for Nicolas's isolation and his dismissal from his previous job, an unfortunate situation.
- Mom encourages Nicolas to stay positive and keep trying to find his path.
- Nicolas says he'll meet friends, including Gerald, to help with his loneliness.
- Mom says she's proud of him for reaching out to friends.
- Mom says Gerald is a good friend, hopes they can support each other.
- Other Mom, Yasmine, overhears about Gerald. Talks about how he could be good for Nicolas, soulmates even.
- Mom tells Yasmine to give Nicolas space, not pushy, astrology wise.
- Nicolas thanks his mom for calling and for her support.
- Nicolas also thanks Yasmine for her enthusiasm despite the awkwardness.
- They end the call on a positive note, with Nicolas feeling a bit more supported.
- They say they'll talk again soon and hang up.

Scene 1.2

Tag: PlotNote1.2

Story: Scene1.2

Synopsis: Gerald is here, conversation

Entry State:

- Nicolas out of bed, emotionally conflicted.
- Some basic needs met; lingering indecision from Scene 1.1.
- Crush on Gerald is still present, unspoken.

Trigger:

- Gerald arrives at Nicolas's place, following up on prior "yes" from texting or agreement.

Change / Decision:

- Nicolas must navigate his long-standing crush.
- Chooses whether to:
 - Speak openly or remain silent.
 - Accept proximity / gestures of comfort.
 - Test boundaries emotionally while managing anxiety.
- Interaction tone varies depending on Scene 1.1 texting outcomes:
 - Encouragement → warmer, more relaxed bonding.
 - Indifference / silence → awkward, tense, tentative bonding.
- Gerald will be accompanying, in any outcomes

Exit State:

- Gerald is present; provides calm support.
- Nicolas experiences both anxiety and tentative closeness.
- Emotional stakes rise due to lingering crush, but no resolution.
- Social contact confirmed, but outcomes remain ambiguous.

Tension Level:

- Rising → sustained
- External: mild social exposure.
- Internal: crush + self-restraint tension.

Notes:

- Scene focuses on **emotional navigation** and subtle bonding.
- Deep conflict avoided; interaction is exploratory.
- Scene reflects consequences of Scene 1.1 choices without locking the outcome.
- Can set micro-flags for:
 - Emotional warmth
 - Distance / hesitation

- Crush tension

Flashback Study

Tag: PlotNoteFlashStudy

Story: FlashbackStudy

- Flashback to late nights studying with Gerald during university.

Scene 1.3

Tag: PlotNote1.3

Story: Scene1.3

Synopsis: Nicolas and Gerald are out on the street

Entry State:

- Nicolas gets out of his apartment and is on the street
- Gerald is present

Trigger:

Change / Decision:

Exit State:

Tension Level:

Notes:

Comment: TODO???

Chapter 2 notes

Tag: PlotNoteCh2More

Comment: TODO???

Chapter ? notes

Scene ??

Synopsis: Gay Bar Cruising

Tag:

Story:

Characters: Char_Nicolas, Char_Gerald

Locations: Location_GayBarClub

Entry State:

- Nicolas wanted to experience a new kind of social setting: more spicy, lively.
- Gerald is excited to show Nicolas a fun time.
- Nicolas and Gerald are walking through the Red Light District.
- Nicolas is nervous but curious about the experience.

Trigger:

- Gerald suggests they check out the gay bar club to have some fun and meet new people.

Change / Decision:

- Nicolas decides to step out of his comfort zone and enjoy the night with Gerald.

Exit State:

- Nicolas's affection for Gerald deepens as he enjoys the night out with him.

Tension Level:

- Moderate → Low

Notes:

- This scene serves to develop Nicolas's character as he begins to explore new social settings and experiences.
- It also strengthens the bond between Nicolas and Gerald as they share this experience together.

Before Entering

- Nicolas and Gerald are walking down the red light district, looking at the various establishments.
- They settle for this Gay Bar Club that they both find interesting.

Inside the Club

- At the ground level: bar area, seating, music, people dancing.
- Nicolas is a bit overwhelmed but excited.
- They get drinks and find a spot to sit and observe the scene.
- Nicolas starts to relax and enjoy the atmosphere.

During

- Gerald encourages Nicolas to mingle and meet new people.
- Nicolas looks at other people in the club, finds some interesting and attractive characters.
- In the end, Nicolas feels none of them match up to Gerald, who is clearly his main interest.

Notes: Characters

Character: Nicolas

Tag: Char_Nicolas

Short Description: Our indecisive protagonist.

Profile Summary

-- Main character, POV character --

Name: Nicolas

Gender: Male, He/Him

Species: Eagle

Age: Young adult

Orientation: Gay

Role: Protagonist

Description

Nicolas is a young anthropomorphic crowned eagle with green and golden feathers and hazelnut eyes. He typically dresses in a checkered flannel shirt and denim jeans, reflecting his casual and laid-back personality. Despite his friendly demeanor, Nicolas struggles with social interactions, often finding it difficult to express himself clearly. He has a knack for speaking well but lacks the confidence to navigate conversations effectively. Nicolas is currently unemployed and spends much of his time contemplating his future and personal relationships, including a past crush on his friend Gerald.

Identity

Full name: Nicolas Davis

Nicknames / Aliases: Nick, Nickle

Gender / Pronouns: Male, He/Him

Species / Race: Crowned Eagle, Anthropomorphic

Age / Birthday: 27 years old

Orientation: Gay

Occupation / Role: Protagonist

Job: Unemployed

Appearance

Height / Build: 1.72m, Average

Eye Color: Hazelnut eyes

Feather colors: Green and Golden

Beak color: Orange

Typical Clothing / Style: Checkered flannel, denim jeans

Personality

Core Traits: ain't shy, just doesn't know how to interact with people. Has lots to say, no idea how to handle and structure them. Paprika.

Strengths / Skills: Good speaker, ironically.

Weaknesses / Flaws: Socially awkward, indecisive, overthinks interactions.

Background

Family / Relationships: Got a crush on Gerald in the past, reason why he is a friend with him now.

History: Gerald and Nicolas went to the same University where Gerald would often see Nicolas around, helping him out for various things: study, social events, and projects. They did not interact much after a bit of time.

This is partly because Nicolas had a crush on Gerald but never acted on it, leading to some distance between them.

After years of theriopology education just to land at an office job he hated, he got fired due to downsizing. Has been unemployed since then, struggling to find purpose and direction in life.

Education: Theriopology degree, University graduate

Therioplogy: study of animal behavior and social structures, anthropology of this world.

Custom: Concept_Therioplogy

Motivations & Goals

Short-term Goals: Find a job

Long-term Goals: Find purpose in life, Gerald's affection

Internal Conflicts / Dilemmas: How to express himself better, overcoming social anxiety

External Conflicts / Obstacles: Unemployment, navigating relationships

Relationships

Gerald: Friend, Unrequited crush.

Nathan: Acquaintance, forgotten about.

Reactions

- Storybeat_TextSomeone: Nervous but eager to communicate.
- Storybeat_CallInsteadText: A bit taken aback, surprised by immediacy.

Character: Gerald

Tag: Char_Gerald

Short Description: Bull guy friend

Profile Summary

-- Accompanying character, supportive friend, love interest --

Name: Gerald

Gender: Male, He/Him

Species: Bull

Age: Young adult

Orientation: Bi

Role: Protagonist, Sidekick, Love interest

Description

Gerald is a large, friendly Adaptaur bull with a warm and inviting presence. His white and brown fur, combined with his stocky-chubby build, gives him a comforting appearance that matches his soft-spoken and encouraging personality. Gerald works as a fishmonger, a job that suits his patient and attentive nature. He has a natural ability to uplift those around him, making people feel valued and understood.

Nicolas did not interact much with Gerald after a bit of time, but they remained friends. Gerald is not aware of Nicolas's past crush on him, but he is always willing to treat Nicolas with kindness and respect, fostering a supportive friendship no

matter what.

He will accompany Nicolas in various situations, often providing a calming influence and gentle encouragement. Gerald's soft-spoken demeanor sometimes makes it challenging for him to assert himself, but his genuine care for others shines through in his interactions.

Identity

Full name: Gerald Moore

Nicknames / Aliases: Gerry

Gender / Pronouns: Male, He/Him

Species / Race: Adaptaur bull, Anthropomorphic

Age / Birthday: 27 years old

Orientation: Bisexual

Occupation / Role: Protagonist, Sidekick, Love interest

Job: Fishmonger, unlike Nicolas, Gerald chose something tangible after university.

Contact name: Big Bull Gerald

Appearance

Height / Build: 1.84m, Stocky-Chubby

Eye Color: Brown

Fur: White and Brown-DarkGreen, short coat

Muzzle color: Orangey-Pink

Distinguishing Features: Big, soft and warm

Typical Clothing / Style: Overalls

Personality

Core Traits: Soft but encouraging

Strengths / Skills: Naturally uplifting and attentive, Gerald has a way of bringing out the best in others without ever making them feel small.

Doesn't hold grudges towards Nicolas for not interacting or remaining distant. However, he becomes happier when Nicolas does connect with him. Internally, he too wonders about Nicolas's feelings towards him.

Weaknesses / Flaws: Can be a bit too soft-spoken, sometimes struggling to assert himself in situations that require a firmer stance.

Background

Family / Relationships: Friends with Nicolas, unknowingly reciprocal of love interest.

History / Past: Gerald and Nicolas went to the same University where Gerald would often see Nicolas around, helping him out for various things: study, social events, and projects. They did not interact much after a bit of time.

Education: Chemistry degree, University graduate

Relationships

Nicolas: Friend, love interest (unaware)

Nathan: Friend

Character: Mom 1 Linda

Tag: Char_Mom1_Linda

Short Description: Caring and concerned mother of Nicolas.

Profile Summary

-- Supporting character --

Name: Linda
Gender: Female, She/Her
Species: Eagle
Age: Middle-aged adult
Orientation: Bisexual
Role: Supporting character

Identity

Full name: Linda Davis
Nicknames / Aliases: Mom, Mama Linda
Gender / Pronouns: Female, She/Her
Species / Race: Eagle, Anthropomorphic
Age / Birthday: 24 years old at time of Nicolas's birth = approx. 46 years old
Orientation: Bisexual
Occupation / Role: Supporting character
Job: Nurse
Contact name: Mom

Appearance

Height / Build: 1.68m, Average
Eye Color: Hazel
Feather colors: Brown-Green and White
Beak color: Yellow
Typical Clothing / Style: Casual, comfortable clothing suitable for a nurse.

Personality

Core Traits: Caring, concerned, nurturing, supportive
Strengths / Skills: Good listener, empathetic, patient
Weaknesses / Flaws: Can be overprotective, worries easily

Background

Family / Relationships: Mother of Nicolas Davis, divorced from Nicolas's father. Remarried to a kind-hearted female fox named Yasmine.
History: Linda has always been a caring and supportive mother to Nicolas. She works as a nurse, which has instilled in her a strong sense of empathy and concern for others. She often worries about Nicolas's well-being, especially given his recent struggles with unemployment and social isolation.
Education: Nursing degree

Relationships

Yasmine: Wife
Nicolas: Son
Divorced Husband: Ex-husband of Linda

Character: Nicolas's Other Mom, Yasmine

Tag: Char_Mom2_Yasmine

Short Description: Supportive and loving stepmother of Nicolas.

Profile Summary

-- Supporting character --

Name: Yasmine

Gender: Female, She/Her

Species: Fox

Age: Middle-aged adult

Orientation: Bisexual

Role: Supporting character

Description

Yasmine is a caring and supportive anthropomorphic fox with reddish-orange fur and a white underbelly. She typically dresses in sporty and casual attire, often seen in athletic wear.

Yasmine is the stepmother of Nicolas and is married to Linda, Nicolas's biological mother. She works in politics and as an athletics coach, which reflects her energetic and outgoing personality.

Yasmine is known for her nurturing nature and her ability to connect with people, making her a positive influence in Nicolas's life, especially during his struggles with unemployment and social isolation.

She's a tad bit talkative and can sometimes be overly optimistic, but her heart is always in the right place. She is also interested in astrology as a hobby, a bit much at times, often sharing insights with Nicolas and Linda.

Identity

Full name: Yasmine Smith

Nicknames / Aliases: Mom Yasmine, Mummy

Gender / Pronouns: Female, She/Her

Species / Race: Fox, Anthropomorphic

Age / Birthday: 43 years old

Orientation: Bisexual

Occupation / Role: Supporting character

Job: Politics / Athletics Coach

Contact name: Other Mom

Appearance

Height / Build: 1.65m, Athletic

Eye Color: Green

Fur colors: Reddish-orange with white underbelly

Typical Clothing / Style: Sporty and casual attire, often seen in athletic wear.

Personality

Core Traits: nurturing, careful

Strengths / Skills: Supportive, good communicator, empathetic

Weaknesses / Flaws: Talkative, can be over-involved, sometimes overly optimistic

Background

Family / Relationships: Stepmother of Nicolas Davis, married to Linda Davis.

History: Yasmine is a caring and supportive stepmother to Nicolas. She works in politics and as an athletics coach, which reflects her energetic and outgoing personality. Yasmine is known for her nurturing nature and her ability to connect with people, making her a positive influence in Nicolas's life, especially during his struggles with unemployment and social isolation.

Education: Masters in Political Science

Also: Dabbles in a bit of astrology as a hobby.

Relationships

Linda: Wife

Nicolas: Stepson

Character: Nathan

Tag: Char_Nathan

Short Description: Nathan

Profile Summary

Name: Nathan

Gender: Male, He/Him

Species: Pangolin

Age: 42 years old

Orientation: Gay

Role: Deuteragonist - Protagonist

Description

Nathan is a middle-aged anthropomorphic pangolin with a calm and collected demeanor. He has brown scales and warm brown eyes that reflect his thoughtful nature. Nathan typically dresses in orange clothing, which complements his earthy tones. He works as a store clerk, a job that allows him to interact with various customers and maintain a steady routine.

Identity

Full name: Nathan Banks

Nicknames / Aliases: Nate

Gender / Pronouns: Male, He/Him

Species / Race: Pangolin, Anthropomorphic

Age / Birthday: 42 years old

Orientation: Gay

Occupation / Role: Deuteragonist - Protagonist

Job: Store clerk

Contact name: Nathan

Appearance

Height / Build: 1.75m, Average

Eye Color: Brown

Typical Clothing / Style: Orange

Personality

Core Traits: Calm, collected, thoughtful

Strengths / Skills: Patient, good listener, reliable

Weaknesses / Flaws: Can be overly cautious, sometimes reserved

Background

Family / Relationships: Single, has a few close friends, including Nicolas, Gerald.

Relationships

Nicolas: Acquaintance

Gerald: Friend

Character: Anthony

Tag: Char_Anthony

Short Description: Anthony

Profile Summary

Name: Anthony

Gender: Male, He/Him

Species: Komodo dragon

Age: Adult

Orientation: Omni

Role: Secondary character

Description

Anthony is a burly anthropomorphic komodo dragon with dark olive scales adorned with black-ultramarine patterns. He has a scar over his left eye, adding to his intimidating appearance. Despite his gruff demeanor, Anthony is a friendly and passionate chef who takes great pride in his culinary skills. He often wears a chef's uniform while working but prefers casual wear when off-duty. Anthony's confidence in the kitchen is matched by his dedication to mentoring others, including his close friend Gerald.

Identity

Full name: Anthony Aldridge

Nicknames / Aliases: Tony

Gender / Pronouns: Male, He/Him

Species / Race: Komodo dragon, Anthropomorphic

Age / Birthday: 35 years old

Orientation: Omnisexual

Occupation / Role: Secondary character

Job: Chef

Contact name: "Chef"

Appearance

Height / Build: 1.90m, Muscular, became burly over time

Eye Color: Yellow

Scale color: Dark olive with black-ultramarine patterns

Muzzle color: Light olive

Distinguishing Features: Scar over left eye, burly build

Typical Clothing / Style: Chef's uniform, casual wear

Personality

Core Traits: Confident, passionate about cooking, friendly despite intimidating appearance and grumpy demeanor. Likes to cook, reason for becoming a chef.

Strengths / Skills: Excellent chef, skilled in various cuisines, good mentor.

Weaknesses / Flaws: Can be gruff and intimidating, sometimes struggles to express softer emotions.

Background

Fitness: Was a rather fit and muscular komodo dragon in his youth, but over time has become burly due being busy with work and life.

Family / Relationships: Has a close-knit group of friends and colleagues, but no known family. Close friends with Gerald.

History: Was a coworker with Nathan at an office job, but left to pursue his passion for cooking. Worked his way up from a line cook to a head chef at a popular restaurant. contact name in Nicolas's phone is "Chef" because when Nicolas was working with Anthony at the office job, he only knew him as "that chef guy" due to Anthony always bringing food to share with coworkers.

- Often visits The Beary Chub Club, owned by Fergus, where he enjoys the lively atmosphere.

Relationships

Nicolas: Customer, acquaintance, ex-coworker.

Gerald: Customer, close friend.

Character: Fergus

Tag: Char_Fergus_Owner

Short Description: Fergus the owner of The Beary Chub Club

Profile Summary

Name: Fergus

Gender: Male, He/Him

Species: Dog

Age: Adult, middle-aged

Orientation: Gay

Role: Tertiary character

Short Description

Sexy fat man.

Fergus is a middle-aged anthropomorphic boxer dog with a rounded, chubby build. He has amber eyes and typically sports a fish-on-a-hook earring on his right ear, which adds to his distinctive look.

Fergus often wears shirts with bust pockets and chinos pants, reflecting his practical yet approachable style.

As the owner of The Beary Chub Club, a popular gay bar in the city's Red Light District, Fergus is known for his grumpy demeanor and pouting resting face. Despite his seemingly unapproachable exterior, he cares deeply about his patrons and the success of his establishment.

Identity

Full name: Fergus Joel Austin

Nicknames / Aliases: Ferg

Gender / Pronouns: Male, He/Him

Species / Race: Dog, Boxer~ mutt, Anthropomorphic

Age / Birthday: 48 years old

Orientation: Gay

Occupation / Role: Tertiary character

Job: Gay bar club owner of The Beary Chub Club

Appearance

Height / Build: 1.85m, rounded, chubby

Eye Color: Amber

Distinguishing Features: pouting resting face, grumpy demeanor

Typical Clothing / Style: Shirt with bust pockets, Chinos, fish-on-a-hook earring (Right ear)

Personality

Core Traits: Grumpy, distant, caring deep down.

Strengths / Skills: Good business sense, good at reading people.

Weaknesses / Flaws: Can come off as unapproachable, gruff demeanor.

Background

Origin / Short History: Grew up in a small town, moved to the city to pursue better opportunities. Started working in the nightlife industry and eventually saved enough to open his own gay bar club.

Key Life Events: Opened The Beary Chub Club five years ago, which has become one of the most popular spots in the Red Light District.

Family / Relationships: Single, no known family. Keeps personal life private.

Education: High school diploma, learned business through experience.

Notes: Not a boxer (sports) fan.

Relationships

Anthony: Regular customer, acquaintance.

Notes: Locations

Great Location: City

Tag: Location_City

Short Description: The city

Description

The city is a bustling urban area with a mix of modern and historic architecture. It is home to a diverse population and offers a variety of amenities, including shops, restaurants, entertainment venues, and residential areas. The city is known for its vibrant nightlife, cultural events, and business opportunities.

Sub-locations:

Locations: Location_NathanShop
Locations: Location_NicoApt
Locations: Location_NicoAptStreet
Locations: Location_GayBarClub
Locations: Location_RedLightDistrict
Locations: Location_OilRig

Nicolas's Apartment

Tag: Location_NicoApt

Short Description: Apartment of Nicolas.

Location Summary

Apartment where Nicolas lives. He rents it alone in a modest building. It is a small but comfortable space, reflecting his simple lifestyle.

Connected to:

Locations: Location_NicoAptStreet

Greater Location:

Locations: Location_NicoAptStreet
Locations: Location_City

Nicolas's Street

Tag: Location_NicoAptStreet

Short Description: Street where Nicolas's apartment is

Location Summary

Street where Nicolas's apartment is located. A quiet residential area with a few small shops and cafes nearby.

Connected to:

Locations: Location_NicoApt

Greater Location:

Locations: Location_City

Gay Bar Club

Tag: Location_GayBarClub

Short Description: The gay bar club

Location Summary

Gay bar and club located in the city's Red Light District. A lively and colorful place known for its welcoming atmosphere, vibrant decor, and energetic music. It attracts a diverse crowd looking to unwind and have a good time.

- One ground level with a bar area, and seating.
- One underground level with private booths, VIP areas, another bar, another dance floor, and a stage for performances.

Name: The Beary Chub Club (Play off of "The Very Chubby Club")

Owner:

Characters: Char_Fergus_Owner

Connected to:

Locations: Location_RedLightDistrict

Greater Location:

Locations: Location_RedLightDistrict

Locations: Location_City

Red Light District

Tag: Location_RedLightDistrict

Short Description: The Red Light District

Location Summary

The Red Light District is a bustling area of the city known for its nightlife, entertainment venues, and vibrant atmosphere. It is home to various bars, clubs, and adult entertainment establishments, attracting a diverse crowd of locals and tourists alike.

Connected to:

Locations: Location_GayBarClub

Greater Location:

Locations: Location_City

Location: Nathan's Shop

Tag: Location_NathanShop

Short Description: Nathan's Shop

Location Summary

Nathan's Shop is a cozy, well-organized store located in a rather quiet part of town, still gets quite a lot of foot traffic from customers.

Connected to:

Comment: TODO???

Greater Location:

Locations: [Location_City](#)

Oil Rig

Tag: [Location_OilRig](#)

Short Description: An offshore oil rig

Location Summary

An offshore oil rig located in the middle of the ocean, used for drilling and extracting oil from beneath the seabed. The rig is a large, complex structure with multiple levels, including living quarters for the crew, a control room, and various machinery and equipment necessary for oil extraction.

Owner:

Characters: [Char_Fergus_Owner](#)

Connected to:

Locations: [Location_City](#)

Greater Location:

Locations: [Location_City](#)

Notes: World Concepts

Theriopology

Tag: Concept_Theriopology

Short Description: Study of animal behavior and social structures, anthropology of this world.

- "Humanity" in this world is "Personhood"
- "Anthropology" in this world is "Theriopology"

Definition

Theriopology: an academic discipline focused on population behaviour, social structures, and cultural practices of anthropomorphic animals in this world.

Personhood: term encompassing all the population of anthropomorphic species in this world

Notes: Timeline

Year: Student Years

Tag: Time_StudentYears

Short Description: The years when Nicolas was a student. Roughly 2017 to 2021.

Description

The years when Nicolas attended university and met Gerald. This period is significant as it marks the beginning of Nicolas's feelings for Gerald and the foundation of their relationship.

Year: 2026

Tag: Time_Year_2026

Short Description: The year 2026.

Description

The year the story takes place in. A near-future setting with slight technological advancements compared to the early 2020s.

Year was chosen because it is now when it is being written, and it allows for a familiar yet slightly advanced world for the characters to inhabit.