

# Storyboard

1. Getting to Know the Town (1st Quest)
  - 1.1. Meet with a few of the townsfolk
    - 1.1.1. Speak with the Mayor
    - 1.1.2. Speak with the Robber
    - 1.1.3. Speak with the Railroad Worker
  - 1.2. Go back home and sleep
2. Choices, Choices, Choices! (2nd Quest)
  - 2.1. Speak with either the Mayor, Robber, or the Railroad Worker to side with them
  - 2.2. GoTo their questline

## Mayor Questline

Background: He is out to use you for his own gain. Potentially use something involving his ties to owning a monopoly on the local lumber and railroad companies. He would be in favor of supporting bills that help companies that he owns or has invested in. He should show that he is in favor of high tariffs to protect the “American Worker.” He might also show town pride in how he tries to help his people to keep their town afloat.

1. A New Connection with the Workers (1st Mayor Quest)
  - 1.1. Speak with the Mayor
  - 1.2. Speak with the Railroad Worker
  - 1.3. Report back to the Mayor with your findings
  - 1.4. Go back home to sleep
2. The Best Part of Waking Up is Pay-Cuts in your Cup! (2nd Mayor Quest)
  - 2.1. Speak with the Mayor about his plans
  - 2.2. Report the “good” news to the workers
  - 2.3. Report back to the Mayor that the workers have proceeded to go on strike
  - 2.4. Go back home to sleep
3. Ohhh, the Horror! (3rd Mayor Quest)
  - 3.1. Go into town and see what has happened
  - 3.2. Head into the Mayor’s office
  - 3.3. Stop the violent protesters and save the Mayor
4. The Town of Total Control (4th Mayor Quest)
  - 4.1. Go into town
  - 4.2. Cutscene showing the new town that you’ve created

## Robber Questline

Background: He was once a worker until the day he was fired. He believes that it is the Mayor's fault, and he will stop at nothing to get back at him, even if it means killings him. A split could be added in here where you have the choice of either sparing the Mayor if he promises to make the town better and stop being corrupt, or you could kill him dead on the spot and you become the new Mayor.

1. The Start of Something Terrible (1st Robber Quest)
  - 1.1. Speak with the Robber
  - 1.2. Gather intel for the plan
  - 1.3. Report back to the Robber
  - 1.4. Go back home to sleep
2. Finish What You've Started (2nd Robber Quest)
  - 2.1. Meet with the Robber at the Mayor's office
  - 2.2. Either: Kill the Mayor (3.1) or Spare the Mayor (3.2)
3. (3rd Robber Quest)
  - 3.1. The End of Someone Terrible
    - 3.1.1. Take over the town with the Robber
    - 3.1.2. Cutscene showing the new town that you've created
  - 3.2. The Start of Something Great
    - 3.2.1. Become the new Mayor
    - 3.2.2. Cutscene showing the new town that you've created

## Railroad Worker Questline

Background: He is a simple man living a simple life. He despises the Mayor because he has created a system that essentially screws over the working man like himself. He did, however, protest in a strike against the company (similar to the Great Railroad Strike, just not as extreme). He should be the one to talk about the average person's homelife, and he would also talk about what his wife does in the workforce (she would be the embodiment of the role of women during this time).

1. A Family in Need (1st Railroad Worker Quest)
  - 1.1. Speak with the Railroad Worker
  - 1.2. Got to the Mayor's office and speak with him
  - 1.3. Report the news to the Railroad Worker
  - 1.4. Go back home to sleep
2. Gotta do What You Gotta Do (2nd Railroad Worker Quest)
  - 2.1. Meet with the Railroad Worker at the Mayor's office
  - 2.2. Convince the Mayor to fix the town and pay the workers more
  - 2.3. Talk with the Railroad Worker at his home
  - 2.4. Go back home to sleep
3. The People Always Win (3rd Railroad Worker Quest)
  - 3.1. Head into town
  - 3.2. Cutscene showing the new town that you've created