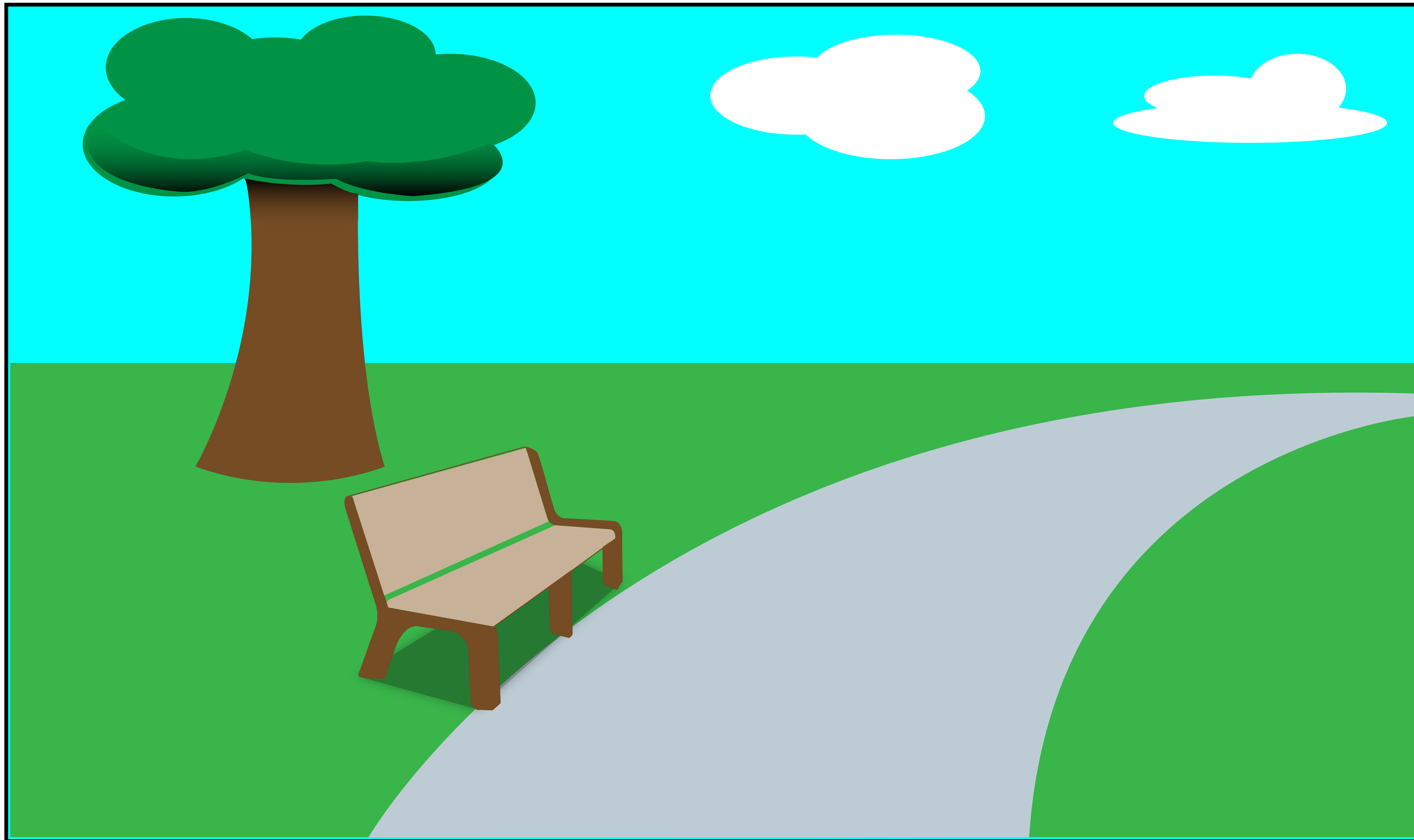


\*The images is an example of the kind of social environments the player experiences. Each environment is meant to ease the player into progressively more intense situations.

Ex: Your close family relatives are visiting. You them and they know you, so there is no need to stress about first impressions.

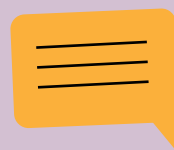


\*The images is an example of the kind of social environments the player experiences. Each environment is meant to ease the player into progressively more intense situations.

Ex: You are walking/running/sitting in the park with new people stopping to rest.

## Characters known Relaxation Tips

Emily Watson  
Tom Sawya  
Nick P. Chipa  
Kevin Mylow (BF)



Maintain Eye contact to let the person know you are listening

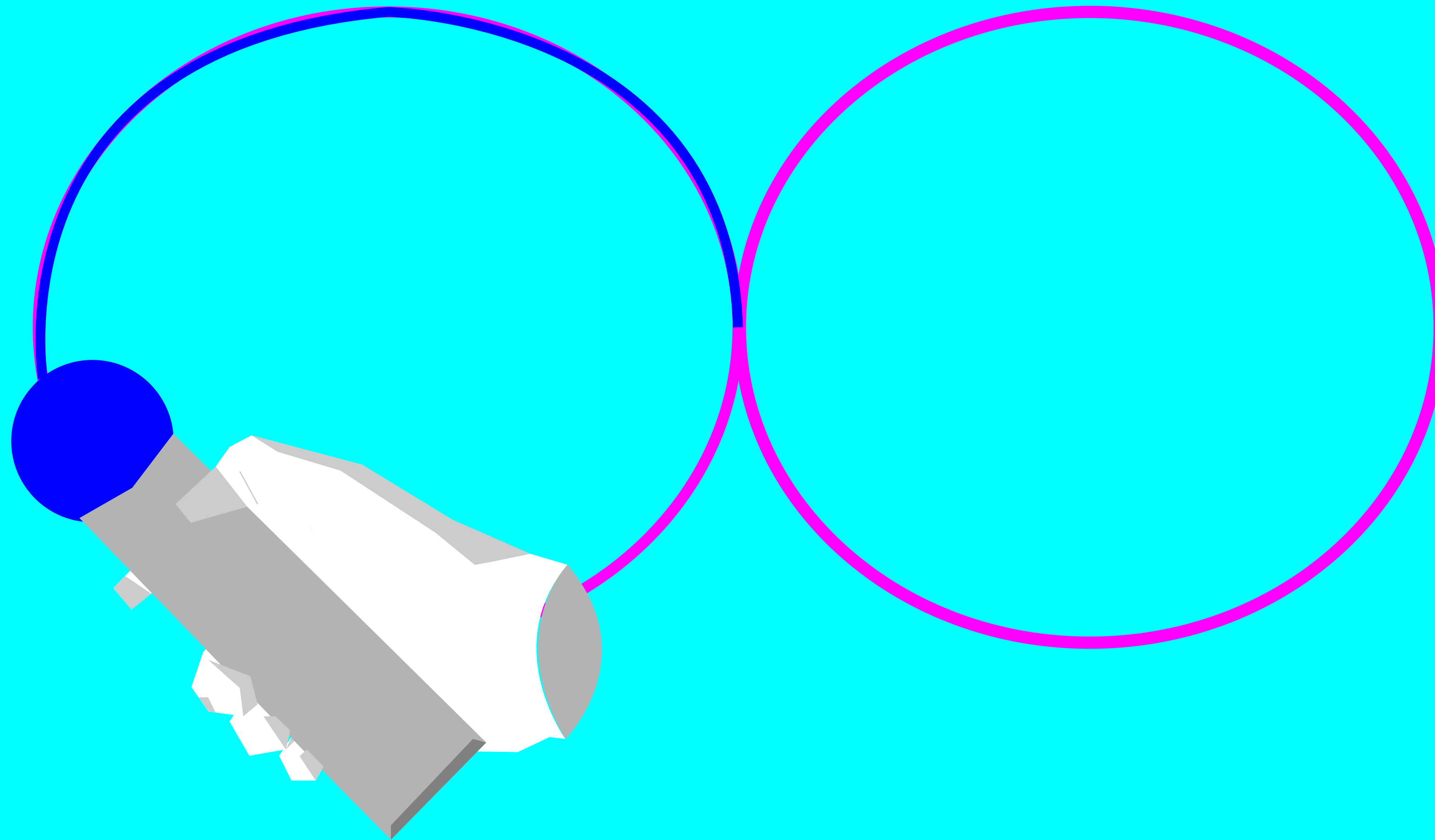


\*The image is a rough draft of the HUD (Heads Up Display). A player can access a menu containing information such as people they have met, relaxation methods, or tips on social interaction. A Player can call or text an NPC to chat with or request to hang out. They can also refresh themselves on the NPC's known info from conversations or interactions.

Ex: You have a best friend, who's contact info is in your phone. You know they like action movies, enjoy telling wise-cracks and has a prosthetic leg.

Ex: You are resting in the park when a jogger stops to rest with you. You decide to comment on the nice weather, and they respond by telling you it has been the best looking weather all week. You can assume they are outside often and can continue the conversation to gain more info.

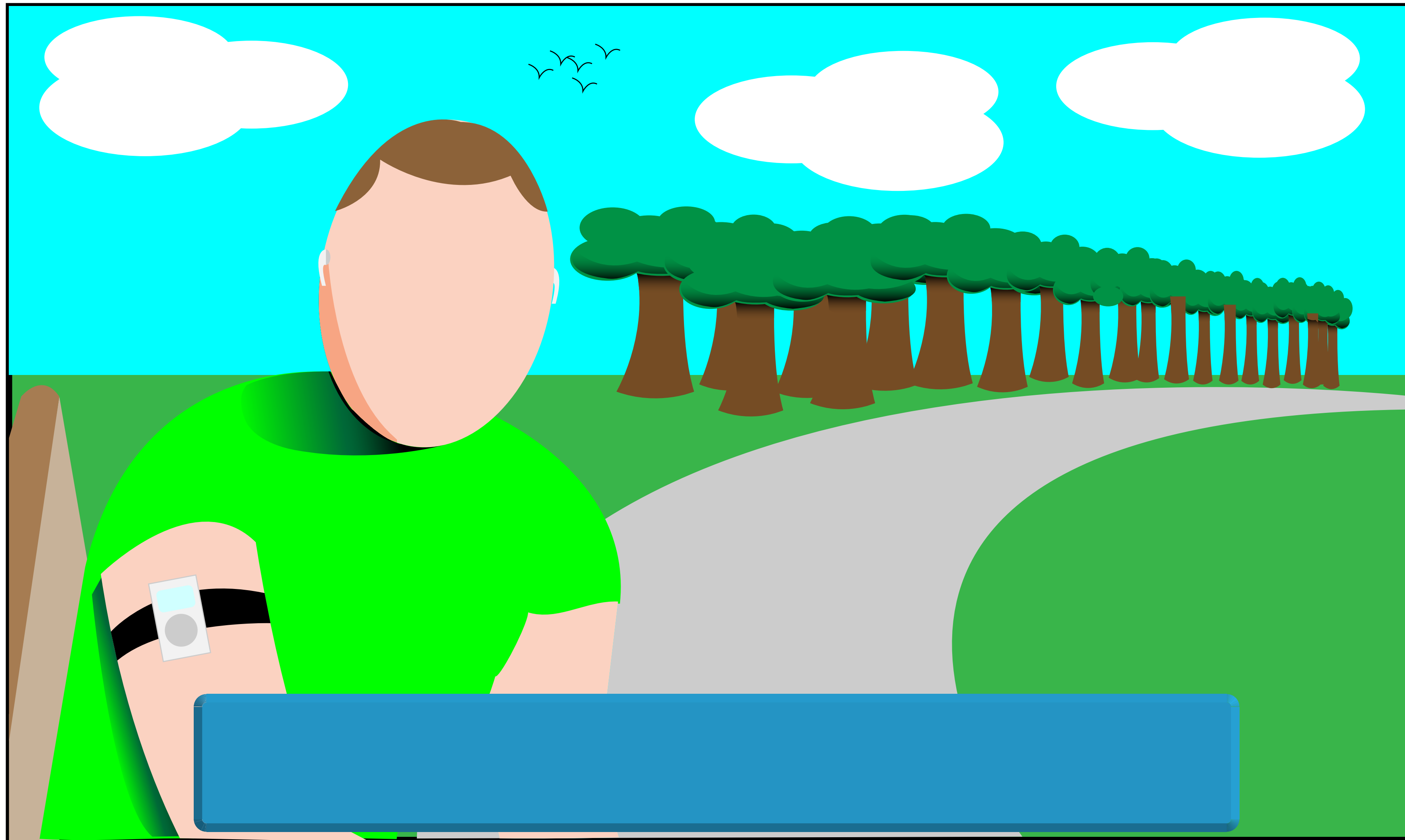
Trace the shape repeated with the controller.  
\*This helps the two sides of your brain connect to help you collect your thoughts and concentrate. Take as much time as you need



\*This is an example of one of the relaxation exercises available to players.



\*This is the user's phone, which they can use to communicate with NPC's or play mini-games when they are waiting like most people do in public spaces.



This is what a conversation would look like to the player. (Note: the text box would not appear in game, because the goal is to have the player feel like they are in a conversation, not a game.)

The NPC would talk to the player and then the player is expected to respond as they would in a real conversation. In this case, they would reply with a greeting and then perhaps extend their hand to the NPC, who could shake it.