A scene:

1. Fade to scene's bg from black and bring in UI elements

2. Launch first event

3. Progress through all events for the scene on player input (or timed event?)

4. Hide UI elements and fade to black, wait 1-2 seconds

5. Close scene and load next

1:

A. Immediately move black overlay on top of all elements in the scene, fade to full alpha in 2 seconds.

i. In \_ready(), move a screen-size black rectangle (can Godot generate a filled rect?) to top left and size of window.

ii. In \_ready(), start a Timer from 2 seconds down. Set alpha of black rectangle to normalized ratio of time left to alpha min->max.

B. Slide UI elements in: date/time from top, portrait from bottom.

2:

A. On player "accept" input, slide in dialogue box from right.

B. If relevant, fade in sprites related to the scene.

3:

A. Begin reading off first text passage letter by letter to end of passage.

i. Set name of speaker (blank for narration) and portrait.

ii. On player input, skip to end of passage immediately.

B. On player input, clear text, move to next passage if available, and repeat from C until done.

i. If relevant, change state of sprites here.

a. Sprites can be moved, faded, or animated.

4:

A. Slide UI elements off screen.

i. Slide dialogue box off to the right.

ii. Slide date/time off top.

iii. Slide portrait box off bottom.

B. Set timer for 2 seconds and begin.

i. Set alpha of black rectangle to normalized ratio of time left to alpha max->min.

5:

A. Clear all scene elements.

B. Switch to the next scene.