Player Character -

* Dog
* Small-ish dog?
* Black Lab is easiest for pictures (Ralph)

Owner -

* 40s-50s
* Gay
* Was in early 20s during AIDS epidemic of 1970s, past is finally catching up to him.
* Previously had life partner, passed away very recently as of start of game.

Larger Storyboard -

* Section 1 - Diagnosis
  + First day of first section begins as Owner returns from partner’s funeral (wearing a suit). Kneels down in front of dog, tells him he’s a good boy, goes to bathroom and cries.
  + Later days of level are more about learning routine and doing ‘dog stuff’ - getting the paper, being fed, playing with toys, watching the owner’s routine.
  + End of first section - Owner has violent coughing fit, drops food while feeding the dog.
  + Stretch Goal - Playing outside (fetch)
* Section 2 - Decline
  + First day of second section opens with Owner walking with a cane. Has trouble lifting the food bag so now he just places it on the ground for the dog to eat out of. Has to take 3 different medications at 3 different times. Remembers order on the first day, forgets one or two the next day. Can’t remember by the end. Dog has to remind him by putting the right color toy on the bathroom floor.
  + Section 2 closes with the Owner falling and not being able to stand up. Dog can get attention by barking at the door until someone notices or pressing the Owner’s life alert if the playing notices it.
  + Stretch Goal - Playing fetch with owner inside or from a seated position
* Section 3 - Death
  + Section 3 opens with the Owner in a wheelchair. He can’t really move around much so the dog pushes him in the wheelchair. Dog has to pull out kibble bag to feed himself, house is in disarray. Dog pushes Owner into bathroom at right times and gives the right hints for meds, but the Owner refuses to take them. Dog pushes him to the table for dinner, man leans over to pet him weakly, tells him he’s such a good boy, and then dies.

Interactables-

* Dog Toys - One red, one blue, one green
* Kibble Bag - Only interactable in parts 2 and 3. Just for eating in part 2, then moving and eating in part 3.
* Newspaper
* Wheelchair - pushable or pullable depending on what we decide
* Pictures (zoom for closer look and play voice line)
* Ball for fetch
* Stick
* Living Room Seats (for jumping on and looking at photos)
* Hiking Backpack
* Jacket
* Playbill

Pictures-

* Owner and family (parents or siblings with younger owner)
* Owner and younger friends
* Something to do with 70s New York
* Puppy Picture
* Grown Dog Picture
* Owner with Partner (maybe a hike, possibly with dog)
* Owner with Partner (nice romantic shot)

Environmental Objects

* Hiking Backpack (matches from picture)
* Bike Helmet (matches from picture)
* Jacket (matches jacket from picture)
* Bike (matches picture)
* Some item (or items) having to do with Partner