Park game text:

Scene 1:

Directed towards another person that comes into the park at the same time the player does

Stranger: Hello how are you?

Other person: I’m fine

Stranger: You sure? You look tired

Other person: Yes I’m fine

Other person walks away

Player thoughts: I wonder why he didn’t ask me how I was doing

Scene 2:

F stranger: Why so gloomy?

M stranger: Excuse me?

F stranger: It’s a bright and sunny day why are you wearing that frown?

M stranger: It’s none of your business

M stranger starts walking away

F stranger: You should smile more you wouldn’t want to sadden someone’s day

Player thought: As if she knew what that guy is going through

Scene 3:

(Change to child near ice cream area)

Ice cream vendor: Hello there would you like some ice cream?

Child: No thanks I’m not hungry

Ice cream vendor: I’m sure it’ll cheer you up

Child: Why do you think I’m upset?

Ice cream vendor: I just saw you fall down and scrape your knee doesn’t it hurt?

Child: No but some kids made fun of me for falling

Ice cream vendor: I see well don’t tell anyone but have this on me

Hands Ice cream to child

Child: Thanks mister!

Child walks away

Player thought: If only more people tried to help others feel better

Scene 4:

Player walks by a couple

F: I had a horrible day in class today!

M: What happened?

F: I had to do a presentation today and I just froze while presenting!

M: Did the professor say anything?

F: To take a breather and then keep going that there’s no need to be nervous

M: That’s pretty cool of him you shouldn’t worry about what happened

F: I guess so

Player thought: If only more people were like that although they still wouldn’t understand how my body just tenses up and how it gets harder to breathe

Scene 5:

Player walks by a person that is walking their dog

Stranger: Alright buddy need to take a break?

Stranger and dog stop near the player

Stranger: I don’t know what I would do without you buddy

Stranger gets closer to dog

Player thought: I need to a dog he’ll always listen and never judge

Scene 6:

Stranger walks by near player towards bench

Random lady near a bench: Hey there mind sitting with me for a minute? (Asked to the stranger)

Stranger: Sure what is it?

Lady: Just need someone to talk to

Stranger: Alright then what is it you need to talk about?

Lady:

(unfinished)

Scene 7:

(Children’s party)

Mother of child and other children: Happy birthday!

Child: Thanks everyone this is the best day ever!

Children disperse

(unfinished)

Scene 8:

Maybe something near construction area

(pending)

Scene 9:

Towards the end of the park

Old man: Those are some nice flowers you got there

Player: Oh thank you

Old man: Who are they for?

Player: For me actually

Old man: Why for you?

Player: They make me feel better of what is going on in my life

Old man: What do you mean?

Player: Just had a rough day all people have those

Old man: I get the feeling that it wasn’t a typical rough day was it?

Player: No how would you know though?

Old man: Intuition

Player: I don’t feel like anyone cares

Old man: Why didn’t you tell anyone?

Player: No one asked

Possible ending messages:

“Win” state message: Player character to player: Thanks for taking the time to help me collect these flowers. You can help anyone by just taking the time to listen to them or just being there for them

“Lose” state message: Player character to player: I’m sorry for bothering with my hobby I’ll just go away now

Facts: (Decide whether to put it one or both ending messages)

Anxiety disorders are the **most common mental illness in the U.S.**, affecting 40 million adults in the United States age 18 and older. It's not uncommon for someone with an anxiety disorder to also suffer from depression or vice versa. Nearly one-half of those diagnosed with depression are also diagnosed with an anxiety disorder.