REPOSITORY: https://github.com/JermNet/WhatStrikesYouRenpy

       This is the repository I've uploaded this game to. "Verification" is a bit vague, but I think this is a good thing to have for it. This is the built version of the game, but, the way Ren'Py works, the default way it's built has all the code still available to look at (it's the .rpy files in the "script" folder). Some of the background images are also altered images of my room, so I hope that's verification enough that I've done this (there will also be images of each code file I've worked on, but I can't get all the code in one image so actually looking at it if you need to is best).

HOW TO LOOK AT CODE:

The code can be looked at with GitHub, or basically any text viewer. I specifically used VSCode with a Ren'Py extension for the syntax highlighting, but that's really only necessary for writing it, so whatever IDE you use should work just fine. I've added all the assets, of course (everything in the "game/audio" and "game/images" folders), but everything in the "game/scripts" folder is all by me. I've also edited in the default "game/script.rpy" file since that's where a Ren'Py game starts, and so it originally only had an example of the start of a game. Everything else is all default stuff you get whenever you start up a new Ren'Py project.

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HOW TO PLAY THE VN:

This build is for Windows and Linux, so if you have either or, you'll be fine. To play it, download/clone the repo. Then enter the "WhatStrikesYou" folder. If you're using Windows, all you have to do is run "WhatStrikesYou.exe". And if you're using Linux, all you have to do is run "WhatStrikesYou.sh".

IMAGES:

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# These are characters, aka the name that appears when this character is speaking. They're global, existing across all script files in this directory and deeper. Params can be in any order, and
# basically and kind of modification to text can be made (italics, color, etc.). Prefixing a param with "what_" changes the character's text when they are speaking instead of their name.

define thinking = Character(what_italic=True, what_color=☐"#800080")
define them = Character(what_italic=True)
define player = Character(what_color=☐"#800080")

# Normal variables basically work that same as python, and can be used with if statements (which are also the same) and such.
default timer = 0
default i = 0
default loop = 10
default loop2 = 4
default found_music = False
default music = False
default code = None

# Can take the game to this line using "jump start".
label start:

    # Goes to the label named "room1", which can be in any script file in this directory or deeper.
    jump room1

    return
```

```
label room1:

    # The scene keywords means we're going to display a background image, meaning that it overwrites sprites and other backgrounds. It looks for pngs and jpgs in the "images" folder, and to call a
    # background to be shown, you write the name after scene, including spaces, but not including file type. Images files must also be all lower case. A transition can be specified using the "with"
    # key word after the file name, and then the built in transition.
    scene room 1 with dissolve
    $ timer += 1

    # Music can be played much in the same way that scenes and sprites can, the biggest difference being that the file does have to be specified, including the path if it's not in the root of the
    # "audio" folder. A fadein/fadeout can be specified after the file name, as well as volume. You can also play "sound" and "voice" with the three together basically serving as 3 different audio
    # channels.
    if not (renpy.music.is_playing('music')):
        play music "cresent moon tsukihime.mp3" fadein 0.5

    "An unusual sight shows itself."

    # Ths is a menu, aka Ren'Py's version of an if statement. It determines what code belongs to what based on the indents and colons, and despite how it looks, they can be nested no problem. The
    # choices are also displayed on the screen near the center, with exact location depending on the number of choices.
    label room1menu:
        scene room 1 with dissolve
        menu:
            "Rotate Right":
                jump room2

            "Rotate Left":
                jump room4

            "Inspect This Area":
                # A colon after a statement indicates doing something a bit more advanced, in this case, a zoom.
                scene room 1 with dissolve:
                    zoom 1.2
                "I'm not sure what could interest you in an area such as this, but I'll still ask..."
                "{b}What Strikes You?{b}"
                menu:
                    "The Oblong Stick":
                        "It's a stick that's... Oblong..."
                        "It's likely used for something, but whatever that something is probably not very important."
                        "The striking factor is shockingly low, in fact."

                    "The Misused Canister":
                        "The world cannot comprehend such irony..."
                        "Is what I would say if using misusing canisters to contain rubbish was an uncommon practice."
                        "Seriously though, you'll get rats if you don't empty that thing."
                        "I hate rats."
                        "Rats."
                        "Raaaaats..."
                        "Mice are much better."
                        "They're skiddish, so worse case they just steal some of your cheese."
                        "People don't keep rats as pets for a reason."
```

```renpy
label room2:

    scene room 2 with dissolve
    $ timer += 1
    "A disturbing sight shows itself."

    label room2menu:
        scene room 2 with dissolve
        menu:
            "Rotate Right":
                jump room3

            "Rotate Left":
                jump room1

            "Inspect This Area":
                scene room 2 with dissolve:
                    zoom 1.2
                "You want to inspect {i}this{/i} area?"
                thinking "..."
                "But they're staring at me..."
                thinking "..."
                "...Fine, but I only ask you this because I absolutely have to."
                "{b}What Strikes You?{/b}"
                menu:
                    "The Bobbed Sponge":
                        "Ugh, why would you pick that one?"
                        thinking "..."
                        "No, I don't like cartoons. Thank you for asking."
                        "In fact, I don't like fiction in general."
                        "Why watch something false when there's something much more interesting and much more real before my very eyes?"
                        thinking "..."
                        "Oh yes, there's you as well, I suppose."
                        "Moving on, was there any point in looking at that vile creature in more detail?"
                        "No?"
                        "No."
                        "Good."
                    "The Obtuse Mushroom":
                        "I do hope the irony of you calling anything obtuse is not lost on you, because it certainly isn't on me."
                        "...Though, I do see where you're coming from..."
                        "I'm not even sure how you came up with a mushroom, I'm only getting the \"obtuse\" part."
                        "It's very clearly a creature of some sort..."
                        "And its lacking of appendages is quite saddening."
                        thinking "..."
                        "Oh, right, you wanted to look at the creature."
                        "If you're looking for a good cry, then go on ahead."
                        thinking "..."
                        "...Quite sad indeed."
                    "The Spiked Sphere":
```

```renpy
label room3:

    scene room 3 with dissolve
    $ timer += 1
    if timer >= 10 and music:
        jump endings
"A fearful sight shows itself."

label room3menu:
    scene room 3 with dissolve
    menu:
        "Rotate Right":
            jump room4

        "Rotate Left":
            jump room2

        "Inspect This Area":
            scene room 3 with dissolve:
                zoom 1.2
            "There's nothing really here to inspect to be quite honest."
            "Nothing of interest anyway."
            "If you ask me, it seems like you're grasping at straws."
            "Though, I really would be remiss to not do my duty of asking that question..."
            "{b}What Strikes You?{/b}"
            menu:
                "The Concept Of Love":
                    "Are you quite alright?"
                    "It is quite the striking thing, I must admit."
                    "I'm just curious as to why you're thinking that now of all times."
                    "Though, perhaps it's a question best left unanswered."
                    "I'm sure you have you reasons, but you ought to share them with someone very special."
                    "That's how I feel about the matter, anyway."
                    "I wouldn't be surprised at all if you thought differently."
                    thinking "..."
                    "Hmm, you think the same thing?"
                    "Colour me surprised."

                "The Voice Speaking":
                    "Me?"
                    "You're talking about me, right?"
                    thinking "..."
                    "Yes, there us no one else to talk to, true..."
                    "Sorry, I'm just quite shocked you would ask."
                    "Really, what do you even want to know?"
                    "I'll answer anything..."
                    "Within reason, of course."
                    menu:
                        "Ask Something Meaningful":
```

```renpy
label room4:

    scene room 4 with dissolve
    $ timer += 1
    "A nice sight shows itself."

label room4menu:
    scene room 4 with dissolve
    menu:
        "Rotate Right":
            jump room1

        "Rotate Left":
            jump room3

        "Inspect This Area":
            scene room 4 with dissolve:
                zoom 1.2
            "This is your favourite place, isn't it?"
            "You don't even need to answer, I know it's the case."
            "Don't be shy about it either, just let me ask that one question..."
            "{b}What Strikes You?{/b}"
            menu:
                "Your Cassette Player":
                    "It's quite the technical marvel, I must admit."
                    "...Despite being more than few decades behind the times."
                    "Though, I ought not say things like that."
                    thinking "..."
                    if found_music == True:
                        if good_music == False and bad_music == False:
                            "What are you doing?"
                            thinking "..."
                            "Oh, I see, that \"clicky button\" did serve a purpose after all."
                            "My apologies for my earlier rudeness."
                            "...Though, I do have to ask why you removed the key aspect of functionality of something you cherish so much..."
                            "No, never mind, I know that look. You don't want to talk about it, do you?"
                            thinking "..."
                            "Yes, you're right. I am quite a fan of your music."
                            "Do you have it fixed now?"
                            thinking "..."
                            "Perfect."
                            "What music are you going to play?"
                            menu:
                                "Something pleasant":
                                    stop music fadeout 0.5
                                    $ renpy.pause(0.5, hard=True)
                                    play music "captivate tsukihime.mp3" fadein 0.5
                                    $ renpy.pause(1.5, hard=True)
                                    "Yes, this is quite pleasant, isn't it?"
```

```renpy
label endings:

    "...There's no more stalling, is there?"
    "We're going back outdoors now, right?"
    thinking "..."
    "..."
    "Must we?"
    "No, that's a stupid question."
    "I know that look, and I know that means we must."
    "..."
    "I won't be coming with you this time."
    thinking "..."
    "I can't tell you why."
    "Will you go in spite of that?"
    menu:
        "No":
            jump forever

        "Yes":
            "I see..."
            "Hesitation is the the enemy of growth, right?"
            "I'm sure I've said that before, but even if I haven't, I'm proud that you've adhered to it..."
            "Even knowing what that means for me."
            thinking "..."
            "If I tell you, you won't be able to do what you must."
            "I'm sorry..."
            thinking "..."
            "It won't hurt, but only if you listen to my advice."
            "Even if you don't remember anything else, remember this:"
            "Don't look back."
            thinking "..."
            "No, I can't tell you what it means..."
            "But you'll understand, you're smart like that."
            "Goodbye."
            thinking "..."
            "Quite right, goodbyes are often permanent..."
            "See you."
            thinking "..."
            $ renpy.pause(1.5, hard=True)
            scene house 1 with dissolve
            $ renpy.pause(1.5, hard=True)
            scene house 2 with dissolve
            $ renpy.pause(1.5, hard=True)
            while i < loop2:
                $ i += 1
                $ renpy.pause(1.5, hard=True)
                scene walk 1 with dissolve
                "Something makes you"
                menu:
```

```renpy
label forever:
    "It pleases greatly that we can roam this place forevermore."
    stop music fadeout 3.0
    scene black with Dissolve(3.0)
    $ renpy.pause(3.0, hard=True)
    "Bad Ending: The World Will Remain The Same Forevermore"
    jump credits

    return
```

```renpy
label hesitation:
    stop music fadeout 0.5
    $ renpy.pause(1.5, hard=True)
    scene house 3 with dissolve
    $ renpy.pause(1.5, hard=True)
    scene house 1 with dissolve
    $ renpy.pause(1.5, hard=True)
    scene room 3 with dissolve
    $ renpy.pause(1.5, hard=True)
    scene room 2 with dissolve
    $ renpy.pause(1.5, hard=True)
    scene room 1 with dissolve
    $ renpy.pause(1.5, hard=True)
    scene room 4 with dissolve
    $ renpy.pause(1.5, hard=True)
    scene room 3 with dissolve
    $ renpy.pause(1.5, hard=True)
    scene black with Dissolve(3.0)
    $ renpy.pause(3.0, hard=True)
    "Bad Ending: Hesitation Is The Enemy Of Growth"
    jump credits

    return
```

```renpy
label credits:

    "Story By: Jeremy W."
    "Art By: Real Life"
    "Music By: Toshiyuki O'mori"
    "Made For: A school project, but also..."
    "For Fun :)"
    "Thank You For Playing."
    scene black with Dissolve(3.0)
    stop music fadeout 3.0
    $ renpy.pause(3.0, hard=True)

    return
```