

# Halfway Home

## High Concept

A puzzling visual novel game about vulnerability, mental health, and time.

## Credits

Eric Bergman - Sound Designer

Jesse Lozano - Game Designer

John Myres - Game Designer

Christian Sagel - Technical Consultant

Annie Shepard - Artist

# Project Pillars

## Rules

1. Introduce all major elements in intro
2. Ensure player has accomplished something every time they fail
  - a. multiple objectives
3. Reduce repeated content
  - a. Literally do not allow repeat failure
  - b. Give extra options if you have failed (learning from failure)
  - c. Small scales of repetition/ reduction to linked scenario
4. Completion should not take less than 3 loops (4 cycles) for blind play. For players who already know everything, being able to complete the game in only 2 loops should probably be possible.

## Goals:

### Narrative focus

“Cerebral” - the player should engage higher order thinking/emotional thinking

### Focused setting and topics

- No wasted space

# Story

## Theme:

- **Vulnerability**
  - People need a degree of vulnerability to heal and grow as a person, but society neither promotes it, nor rewards it
  - Need to show that this is a systematic ongoing societal issue, and need to be dealt with
- Recovery, Acceptance, Understanding
- Neurodiversity, mental illness
- Surrealism, emotional action. Character's don't need to be reliable narrators
- Friendship, support, support structures
- Sub theme's
  - Affinities (minor theme)
- Identity
  - Their issues are part of who they are, or an obstacle

## Conflicts:

- Time Loop - Internalized that becomes external
- Timothy's Suicide - external
- Eduardo VS Charlotte FIGHT! - external
- Player not being ready to leave - internal
- Eduardo & Isaac's relationship troubles - external
- Charlotte snippy with trissa - external

## Setting:

- Halfway home
  - Non-intrusive health care establishment
- Asylum:
  - Accuracy of patients?
    - Patients != explicit diagnosis list but are characters w/ disorders
    - Avoid pretty much all negative stereotypes
  - Disorders we want to discuss
    - Bipolar
    - Schizophrenia (?)
    - Depression

- Example for a closed loop: The Academy from Katawa Shoujo
- Halfway house type ward
  - If this, the end of loop is when you are supposed to leave the halfway house
- Groundhog Day Loop
  - Surrealist
  - Maybe the player's perception/ maybe real?
  - 1st time Loop:
    - tutorialize and setting establishment does not need to be repeated on further loops
    - Low options/action, to help punctuate the player's state of not being ready
  - Near end of the week check if player is ready for ending, if so shift into game ending section

## Plot

- What does the player know:
- What does the character know:
- What is going on:
  - The pc is due to leave the halfway house at the end of the week, but does not feel ready for it. When the day arrives, the pc instead wakes to the week(?) that had just passed
  - Something (a festival?) acts as a false objective for the player during the 1st week (along with other one-shot narrative strands to establish the setting).
  - Idea: PC just coasting through the first week without a clear purpose or concern about their own readiness to go out into the world. Malaise?

What is the main objective/conflict? Is the conflict internal or external?

Binding Internal conflict: core: how the player feels about going out into the real world

2ndary external conflicts: for the player to resolve along the way

## Plot Beats:

- **Main Plot:**
- 1. Start game, intro day, explaining mechanics & setup
  - a. Wake up at 8am. Introduced to Timothy
  - b. Spends 1 hour going to get pills / introducing map
  - c. Time independent location introduction/all characters
    - 2 phases: first, 2 with charlotte & eduardo, 2nd with everybody else
  - d. Group talk session in rec room

- e. Go to bed
2. First week, establishing characters & routine
  - a. Day 2 - free day to let player play around with the map system & such
  - b. Day 3 - free day, plus Timothy plot drops.
  - c. Day 4 - Charlotte vs Eduardo. FIGHT!!
  - d. Day 5 - time wasted day
  - e. Day 6 - hallucination/lost time
3. End of first week, tragedy action occurs
  - a. The player wakes up. Ready to leave tomorrow?
  - b. Open choices time. YAY!!!
  - c. Timothy commits suicide (jumps)
    - Different ways of discovering, depending on location choice?
  - d. Fallout. Lethargy. Serious Conversation with Max
  - e. Sleep
4. Loop occurs
  - a. New Day 1:Max is banging on your door. Timothy is alive!
  - b. Can try to physically restrain timothy. Doesn't end the loop
5. Solves Timothy's plot, loop still occurs
6. Player & character learns there's more to learn to loop than that
7. Gotten all 3 other residents to come to terms with self
8. Player character has confronted fears of living, and is truly ready to leave
9. Loop Ends, Game Win

### ● Your Plot

1. **Sleepless** (Day 2, 5AM, Your Room)
2. **Tired... Just Tired...** (Day 5, 1PM- 4PM, Your Room)
3. **Alone in a Dead Man's Room** (Day 7, 5PM, Your Room)
4. **Recover Restart Required** (Day 7, 6PM, Your Room)
5. Are You Ready? (Day 5 , 9-10PM, Your Room)
6. Purple Giraffes (Day Any, any time, Your Room)
  - a. Delusion max requirement

### ● Charlotte's Plot

1. **Introduce charlotte to timothy** (Day 0, Any Time, Study/Gardens)
2. **One on One W/ Charlotte** (Any Day, Any Time, First room w/ Charlotte)
3. Garden Walk (Any Day, Garden, First Time Charlotte is there alone, 2 Hours)
4. Talent vs Training (Any Day, Any Time w/ Charlotte and Trissa, 1 Hour)
5. **Down the Ages** (Any Day, Study, First Time Charlotte is there alone, 1 Hour)
6. Sanctuary (Any Day, Special Location, Time TBD, 1 Hour)
  - a. Week 2+ requirement
7. **A Lesson in Grace** (Day 2-6, Charlotte's Room, Charlotte, 3PM, 2 hours)
  - a. Grace requirement
8. Tea Party (Day 3-7, Charlotte's Room, Charlotte + choice of character?, 3PM, 2 Hours)
9. **Final Scene** - (Day 5-7?, Any Time Charlotte is alone, 1 Hour)

- **Eduardo's Plot**

1. **Introduce eduardo to timothy** (Day 0, Any Time, Art Room/Commons)
2. One on One w/ Eduardo(Any Day, Any Time, first room w/ Eduardo)
3. Attraction (Day 1, Art Room, Eduardo, Isaac, 6PM, 1 Hour)
4. Wandering the late night halls (Day 2, Commons, Eduardo, 2PM, 2 hours)
5. **I'm Needy** ( Day 2, Art Room, Eduardo, Isaac, 2PM, 2 hours)
6. **Long Night Hangout** ( Day 4, *Commons*, Eduardo, Isaac, 11PM-5AM, 7 Hours)
  - a. Compartmentalized, based on fatigue value
  - b. Expression Requirements to complete
7. Drowsy (Day 5, *Kitchen*, Eduardo, 11AM, 1 Hour)
8. **Explosive Relationship** (Day 6, *Commons*, Eduardo, Isaac, Timothy, 4AM, 1 Hour)
9. Cold Sky Hideaway (Day 6, *Garden*, Isaac, 8PM-9PM, 2 Hours)
  - a. Expression requirements
10. **Midnight makeup** (Day 6, Commons, Eduardo, Isaac, 10PM-12AM)

- **Timothy's Plot**

1. **Day 0 Introduction** (Day Zero, Full Day)
2. **Knock on the Morning Door** (Day 1, Your Room, 8AM)
3. **Welcome Dinner** (Day 1, Kitchen, 8PM)
4. Wake up Call, Slept in (Day 2, Your Room, 11AM-12PM)
5. **Support Structures** (Day 4, Your Room, 6PM-8PM)
6. Can't Sleep; Can't Breathe (Day 7, Your Room, 12AM-6AM)
7. **A Big Happy Family** (Day 7, Kitchen, 12PM)
  - a. Changes based on outcome you are leading to
8. **Timothy's Suicide** (Day 7, 2PM)
  - a. Grace & Expression Requirement to get Rooftop End
    - i. Week 2+ only
9. Authority's Approval (Day 3, Front Desk, 8AM)
10. Unnatural Spot (Day 1, Garden, 2PM)
  - a. Week 2+ requirement
11. No Help Today (Day 6, Front Desk, 7AM)
12. Lacking Coping Mechanisms (Day 6, Your Room, 5PM-7PM)
13. **Play Ball** (Day 2, Garden, 3PM-6PM)
  - a. Week 2+ Requirement
  - b. Expression Requirement to Clear
14. **Contrast** (Day 3, Study, 1PM-2PM)
  - a. Week 2+ Requirement
  - b. Self Awareness Requirement to Clear
15. **It Never Gets better** (Day 6, Commons, 4AM)
  - a. Week 2+ requirement
  - b. Grace Requirement to Clear
16. **Dye Job** (Day 6, Commons, 5AM-6AM)
  - a. Week 2+ Requirement
  - b. Grace Requirement

- c. Expression Requirement
  - d. Self Awareness Requirement
  - e. Item requirement
17. Tied Up (Day 7, Your Room, )
- a. Week 2+
  - b. Item requirement

#### Timothy Ends

1. Suicide/attempted suicide Ending
2. Rope Ending
3. Police Ending
4. Rooftop Ending (half Done)
5. Dyed Ending (self actualized)

#### ● General Scenes

1. A Common Occurrence (Day 1, Commons, Charlotte, Eduardo, Trissa, Isaac, 10AM-11AM )
2. Chaos VS Order (Day 4, *Commons*, Charlotte, Eduardo, Timothy, 10AM-11AM)
3. **Aftermath** (Day 7, Commons, Everybody, 3PM-END)

## Outline

#### The Organization flow:

- Color Denotes importance level
  - Timothy
  - General Other
  - Eduardo
  - Charlotte
  - Minor/Filler
- Styling denotes presumed length
  - **Massive scene**
  - Major scene
  - *Minor scene*

#### Week 1 scenes:

1. Day 0
  - 1.1. **Memory** (your room, inner monologue, 11am-12pm, 1 hour)
  - 1.2. **Newcomer** (kitchen, Timothy, 12-1PM, 1 hour)

- 1.3. **Introducing Charlotte** (study/garden, Charlotte, Trissa, Timothy, 10AM-7PM, 2 hour)
- 1.4. **Introducing Eduardo** (Art room/Commons, Eduardo, Isaac, Timothy, 10AM-7PM, 2 hour)
- 1.5. **Room Function** (every available room, Timothy, 10AM-7PM, 1 hour)
- 1.6. **Getting your meds** (Front desk, Timothy, 9AM, 1 hour)
- 1.7. **Dinner** (*Kitchen*, Everybody, 8PM, 1 hour)
- 1.8. **Off to bed** (Your Room, Timothy, 9PM, 1 hour)
2. Day 1
  - 2.1. **Knock on the morning door** (*Your Room*, timothy, Max, 8AM, 1 Hour)
  - 2.2. **Commons w/ Charlotte** (Commons, Charlotte, 8AM, 1 hour)
  - 2.3. **Breakfast w/ Trissa** (*Kitchen*, Trissa, 8AM, 1 hour)
  - 2.4. **Examining the Entry** (*Front Desk*, timothy, 9AM, 1 hour)
  - 2.5. **Breakfast w/ Eduardo**(*Kitchen*, Eduardo, 9AM, 1 hour)
  - 2.6. **Commons w/ the girls** (*Commons*, Charlotte, Trissa, 9AM, 1 hour)
  - 2.7. **A Quiet Breakfast** (*Kitchen*, Timothy, Eduardo, 10AM, 1 Hour)
  - 2.8. **A Common Occurrence** ( *Commons*, Charlotte, Trissa, Eduardo, 10AM, 1 Hour)
  - 2.9. **An Even More Common Occurrence** (*Commons*, Charlotte, Trissa, Eduardo, Isaac, 11AM, 1 Hour)
  - 2.10. **Like a Glove** (*Study*, Timothy, 11AM, 1 Hour)
  - 2.11. **Socializing** (*Commons*, Timothy, Eduardo, Isaac, 12PM, 1 Hour)
  - 2.12. **Lunch w/ the Girls & Max** (*Kitchen*, Max, Charlotte, Trissa, 12PM, 1 Hour)
  - 2.13. **Commons w/ the Boys & Max** (*Commons*, Max, Eduardo, Isaac, 1PM, 1 Hour)
  - 2.14. **Studying w/ Charlotte** (*Study*, Charlotte, 1PM-2PM, 1 hour)
  - 2.15. **Garden Tour** (*Garden*, Trissa, Timothy, 1PM, 1 hour)
  - 2.16. **Unnatural Spot** (*Garden*, Timothy, 2PM, 1 Hour)
  - 2.17. **Commons w/ Trissa** (*Commons*, Trissa, 2PM-7PM, 1 hour)
  - 2.18. **Duo hits the city** (*Store*, Eduardo, Isaac, 2PM-3PM, 2 Hours)
  - 2.19. **A Creative's Place** (*Art Room*, Timothy, 3PM, 1 Hour)
  - 2.20. **A Late Lunch** (*Kitchen*, Timothy, 4PM, 1 Hour)
  - 2.21. **Hitting the town, solo** (*Store*, Eduardo, 4PM-5PM, 2 Hours)
  - 2.22. **Natural Habitat** (*Art Room*, Isaac, 4PM-5PM, 2 Hours)
  - 2.23. **Afternoon Walk w/ Charlotte** (*Garden*, Charlotte, 5PM-6PM, 2 hours)
  - 2.24. **Decompression** (*Your Room*, Timothy, 5PM-7PM, 3 Hours)
  - 2.25. **Attraction** (*Art Room*, Eduardo, Isaac, 6PM, 1 Hour)
  - 2.26. **Better Late Than Never** (*Front Desk*, Max, 6PM - 7PM, 1 hour)
  - 2.27. **Kitchen Prep, and Snacks** (*Kitchen*, Charlotte, Eduardo, Isaac, 7PM, 1 Hour)
  - 2.28. **Welcome Dinner** (*Kitchen*, Everybody, 8PM, 1 hour)
  - 2.29. **Off to bed** (*Your Room*, Timothy, 9PM, 1 hour)
  - 2.30. **Fooling Around** (*Commons*, Eduardo, Isaac, 9PM-11PM, 3 Hours)
3. Day 2
  - 3.1. **Sleepless** (*Your Room*, Yourself, 5AM, 1 hour)
  - 3.2. **Breakfast with charlotte** (*Kitchen*, charlotte, 6AM, 1 hour)



- 3.3. *Morning Walk* (Garden, Self, 6AM, 1 hour)
- 3.4. *Morning Walk w/ Charlotte* (Garden, Charlotte, 7AM, 1 hour)
- 3.5. *Breakfast w/ Trissa* (Kitchen, Trissa, 8AM, 1 hour)
- 3.6. *Grabbing Meds* (Front Desk, Max, 7-11AM, 1 hour)
- 3.7. *Commons w/ Charlotte* (Commons, Charlotte, 8AM, 1 hour)
- 3.8. *Commons w/ the girls* (Commons, Charlotte, Trissa, 9AM, 1 hour)
- 3.9. *Quiet in the Art Room* (Art Room, Isaac, 11AM-1PM, 1 hour)
- 3.10. *Commons w/ Eduardo* (Commons, Eduardo, 1PM, 1 hour)
- 3.11. *Lunch with the Girls* (Kitchen, Charlotte, Trissa, 12PM, 1 hour)
- 3.12. *Wake up call, slept in* (Your Room, Timothy, Max, 11AM-12PM, 2 hours)
- 3.13. *Anxious Lunch* (Kitchen, Timothy, Max, 1PM, 1 hour)
- 3.14. *Studying w/ Charlotte* (Study, Charlotte, 1PM, 1 hour)
- 3.15. *Common Commotions* (Commons, Eduardo, Charlotte, Trissa, 10AM-11AM, 2 hours)
- 3.16. *I'm Needy* (Art Room, Eduardo, Isaac, 2PM, 2 hours)
- 3.17. *Guard Duty* (Commons, Max, 2PM, 1 hour)
- 3.18. *Commons w/ the boys & Max* (Commons, Eduardo, Isaac, Max, 3PM-5PM, 3 hour)
- 3.19. *Out & about w/ Trissa* (Store, Trissa, 1PM-4PM, 4 hours)
- 3.20. *She's Scary* (Study, Charlotte, Timothy, 2PM, 2 hours)
- 3.21. *Quiet Garden hideaway* (Garden, Timothy, 3PM-4PM, 1 hour)
- 3.22. *Apologetic assumptions* (Garden, Timothy, Charlotte, 5-6PM, 2 hours)
- 3.23. *Dinner w/ the boys* (kitchen, Eduardo, Isaac, 6PM, 1 hour)
- 3.24. *Dinner w/ the girls* (kitchen, Charlotte, Trissa, 8PM, 1 hour)
- 3.25. *Making a meal* (Kitchen, Charlotte, Timothy, 7PM, 2 hours)
- 3.26. *Studying w/ Trissa* (Study, Trissa, 5-7PM, 1 hour)
- 3.27. *Front Desk w/ Max* (Front Desk, Max, 6-7PM, 2 hour)
- 3.28. *Commons w/ the boys* (Commons, Eduardo, Isaac, 7PM, 1 hour)
- 3.29. *Good night Max* (Front Desk, Max, Timothy, 8PM, 1 hour)
- 3.30. *Commons w/ Eduardo* (Commons, Eduardo, 7PM-9PM, 3 hours)
- 3.31. *How was your Day* (Your Room, Timothy, 9PM, 1 hour)
- 3.32. *Hanging out with Eduardo* (Commons, Eduardo, 11AM - 1AM, 3 hours)
4. Day 3
  - 4.1. *Hanging out with Eduardo* (Commons, Eduardo, 11AM - 1AM, 3 hours)
  - 4.2. *Breakfast with charlotte* (Kitchen, charlotte, 6AM, 1 hour)
  - 4.3. *Morning Walk w/ Charlotte* (Garden, Charlotte, 7AM, 1 hour)
  - 4.4. *Grabbing Meds* (Front Desk, Max, 7AM OR 9AM, 1 hour)
  - 4.5. *Authority's approval* (Front Desk, Timothy & Max, 8AM, 1 hour)
  - 4.6. *Commons w/ Charlotte* (Commons, Charlotte, 8AM, 1 hour)
  - 4.7. *Breakfast w/ Trissa* (Kitchen, Trissa, 8AM, 1 hour)
  - 4.8. *Breakfast w/ Timothy* (Kitchen, Timothy, 9AM, 1 hour)
  - 4.9. *Commons w/ the girls* (Commons, Charlotte, Trissa, 9AM, 1 hour)
  - 4.10. *Trip to Town w/ Charlotte* (Store, Charlotte, 10AM - 11AM, 2 hours)

- 4.11. *Commons w/ the girls* (Commons, Trissa, Charlotte, 9AM, 1 hours)
- 4.12. *Breakfast w/ the boys* (Kitchen, Eduardo, Isaac 10AM, 1 hour)
- 4.13. *Good Examples* (Commons, Timothy, Max, Trissa, 10AM, 1 hour)
- 4.14. *The Quad* (Commons, Eduardo, Timothy, Max, Trissa, 11AM, 1 hour)
- 4.15. *Ozymandias* (Art Room, Isaac, 11AM - 1PM, 2 hours)
- 4.16. *Laid Back* (Commons, Eduardo, Max, 12PM, 1 hour)
- 4.17. *Lunch Rush* (Kitchen, Charlotte, Timothy, Trissa, 12PM, 1 hour)
- 4.18. *Lunch w/ Max* (Kitchen, Max, 1PM, 1 hour)
- 4.19. *Contrast* (Study, Charlotte, Timothy, 1PM - 2PM, 2 hours)
- 4.20. *Forward Momentum* (Garden, Trissa, 1PM - 2PM, 2 hours)
- 4.21. *No Eyes, No Love* (Commons, Eduardo, 1PM, 1 hour)
- 4.22. *Pastelles* (Art Room, Eduardo, Isaac, 2PM, 1 hour)
- 4.23. *Sounds of the World* (Commons, Max, 2PM - 5PM, 2 hours)
- 4.24. *A Lesson in Grace* (Charlotte's Room, Charlotte, 3PM, 2 hours)
- 4.25. *Adventuring Party* (Store, Eduardo, Isaac, 3PM- 4PM, 2 hours)
- 4.26. *Deep Breaths* (Garden, Timothy, 3PM - 4PM, 1 hour)
- 4.27. *Color Theory* (Art Room, Trissa, 3PM - 4PM, 2 hours)
- 4.28. *Tireless* (Store, Eduardo, 5PM, 1 hour)
- 4.29. *Alone Together* (Garden, Charlotte, Timothy, 5PM 1 hour)
- 4.30. *History* (Study, Trissa, 5PM - 7PM, 2 hours)
- 4.31. *The Golden Hour* (Garden, Charlotte, 6PM, 1 hour)
- 4.32. *Context* (Commons, Timothy, 6PM - 8PM, 2 hours)
- 4.33. *Better Late Than Never* (Front Desk, Max, 6PM - 7PM, 1 hour)
- 4.34. *Cooking for One* (Kitchen, Charlotte, 7PM)
- 4.35. *Seasoning* (Kitchen, Charlotte, Trissa, 8PM)
- 4.36. *Small World* (Front Desk, Eduardo, Isaac, Max, 8PM, 1 hour)
- 4.37. *Dinner Party* (Kitchen, Eduardo, Timothy, Isaac, 9PM, 1 hour)
- 4.38. *Adjustments* (Your Room, Timothy, 10PM, 1 hour)
5. Day 4
  - 5.1. *Breakfast with charlotte* (Kitchen, charlotte, 6AM, 1 hour)
  - 5.2. *Sunrise Glimmer* (Art Room, Isaac, 6-8AM, 1 hour)
  - 5.3. *Morning Walk w/ Charlotte* (Garden, Charlotte, 7AM, 1 hour)
  - 5.4. *Grabbing Meds* (Front Desk, Max, 7-9AM, 1 hour)
  - 5.5. *Commons w/ Charlotte* (Commons, Charlotte, 8AM, 1 hour)
  - 5.6. *Breakfast with perfection* (Kitchen, Timothy, Trissa, 8AM, 1 hour)
  - 5.7. *A simple Critique* (Art Room, Isaac, Trissa, 9AM, 1 hour)
  - 5.8. *Bubbling Brew* (Kitchen, Eduardo, 9AM, 1 hour)
  - 5.9. *Chaos VS Order* (Commons, Charlotte, Eduardo, Timothy, 10AM-11AM)
  - 5.10. *Scolding Lecture* (Front Desk, Eduardo, Isaac, Max, 12PM, 1 hour)
  - 5.11. *Breaking Lesson* (Kitchen, Trissa, Charlotte, 12PM, 1 hour)
  - 5.12. *Quest Given* (Commons, Max, 1PM, 1 hour)
  - 5.13. *Hunt for Timothy* (various places, Self, 2-5PM, 4 hours)
  - 5.14. *The most obvious place* (Your Room, Timothy, 6PM, 1 hour)

- 5.15. **Report for the Day** (*Front Desk*, Timothy, Max, 7PM, 2 hours)
- 5.16. **A Quiet Meal** (*Kitchen*, Timothy, Isaac, 9PM, 1 hour)
- 5.17. **A Sweet Dessert** (*Kitchen*, Eduardo, Isaac, 10PM, 1 hour)
- 5.18. **A Question of Fear** (*Your Room*, Timothy, 10-11PM, 1 hour)
- 5.19. **Lethargic Reprieve** (*Your Room*, Self, 9-12PM, 1 hour)
- 6. Day 5
  - 6.1. **Uuuugh...slept in** (*Your Room*, Self, 10AM, 1 Hour)
  - 6.2. **Same** (*Kitchen*, Eduardo, 11AM, 1 Hour)
  - 6.3. **Commons w/ Charlotte** (*Commons*, Charlotte, 11AM, 1 hour)
  - 6.4. **Grabbing Meds** (*Front Desk*, Max, 11AM, 1 hour)
  - 6.5. **Copernicus** (*Study*, Timothy, 11AM, 1 hour)
  - 6.6. **Artistic Expression** (*Art Room*, Trissa, 11AM, 1 Hour)
  - 6.7. **Lunch Ringing** (*Kitchen*, Everybody, 12PM, 1 hour)
  - 6.8. **Studying w/ Charlotte** (*Study*, Charlotte, 1PM, 1 hour)
  - 6.9. **Garden w/ Timothy** (*Garden*, Timothy, 1PM, 1 hour)
  - 6.10. **Commons w/ Max** (*Commons*, Max, 1PM, 1 Hour)
  - 6.11. **Tired....just tired...** (*Your Room*, Self, 1PM- 4PM, 8 Hours)
  - 6.12. **Art Room w/ Isaac** (*Art Room*, Isaac, 2PM, 1 hour)
  - 6.13. **Commons w/ Trissa** (*Commons*, Trissa, 2PM, 1 hour)
  - 6.14. **You Ok?** (*Front Desk*, Max, 3PM, 1 hour)
- 7. Day 6
  - 7.1. **Absently Up** (*Your Room*, Self, 5AM, 1 hours)
  - 7.2.
- 8. Day 7
  - 8.1. **Breakfast with charlotte** (*Kitchen*, charlotte, 6AM, 1 hour)
  - 8.2. **Morning Walk w/ Charlotte** (*Garden*, Charlotte, 7AM, 1 hour)
  - 8.3. **Grabbing Meds/Last day, ya ready?** (*Front Desk*, Max, 7-11AM, 1 hour)
  - 8.4. **Commons w/ Charlotte** (*Commons*, Charlotte, 8AM-9AM, 1 hour)
  - 8.5. **Last Breakfast** (*Kitchen*, Trissa, Timothy, 8AM, 1 hour)
  - 8.6. **Sheepish bookworm** (*Study*, Timothy, 9AM, 1 hour)
  - 8.7. **Final Outing** (*Store*, Trissa, 9AM-11AM, 2 hours)
  - 8.8. **Ghost** (*Commons*, Charlotte, Timothy 10AM, 1 hour)
  - 8.9. **Quiet in the Commons today** (*Commons*, Charlotte, 11AM, 1 hour)
  - 8.10. **Reflections** (*Garden*, Timothy, 11AM, 1 hour)
  - 8.11. **A Big Happy Family** (*Kitchen*, Everybody but Timothy, 12PM, 1 hour)
  - 8.12. **False Choice** (Anywhere, 1PM)
  - 8.13. **Timothy's Suicide** (Everywhere, Everybody, 2PM, )
  - 8.14. **Aftermath** (*Commons*, Everybody - Timothy, 3PM - 4PM)
  - 8.15. **Alone, in a dead man's room** (*Your Room*, Self, 5PM, 1 hour)
  - 8.16. **Recovery Restart Required** (Self)

## The general week:

### 9. Day 1

- 9.1. **Knock on the morning door** (*Your Room*, timothy, Max, 8AM, 1 Hour)
- 9.2. **Commons w/ Charlotte** (*Commons*, Charlotte, 8AM, 1 hour)
- 9.3. **Breakfast w/ Trissa** (*Kitchen*, Trissa, 8AM, 1 hour)
- 9.4. **Examining the Entry** (*Front Desk*, timothy, 9AM, 1 hour)
- 9.5. **Breakfast w/ Eduardo** (*Kitchen*, Eduardo, 9AM, 1 hour)
- 9.6. **Commons w/ the girls** (*Commons*, Charlotte, Trissa, 9AM, 1 hour)
- 9.7. **A Quiet Breakfast** (*Kitchen*, Timothy, Eduardo, 10AM, 1 Hour)
- 9.8. **A Common Occurrence** (*Commons*, Charlotte, Trissa, Eduardo, 10AM, 1 Hour)
- 9.9. **An Even More Common Occurrence** (*Commons*, Charlotte, Trissa, Eduardo, Isaac, 11AM, 1 Hour)
- 9.10. **Like a Glove** (*Study*, Timothy, 11AM, 1 Hour)
- 9.11. **Socializing** (*Commons*, Timothy, Eduardo, Isaac, 12PM, 1 Hour)
- 9.12. **Lunch w/ the Girls & Max** (*Kitchen*, Max, Charlotte, Trissa, 12PM, 1 Hour)
- 9.13. **Commons w/ the Boys & Max** (*Commons*, Max, Eduardo, Isaac, 1PM, 1 Hour)
- 9.14. **Studying w/ Charlotte** (*Study*, Charlotte, 1PM-2PM, 1 hour)
- 9.15. **Garden Tour** (*Garden*, Trissa, Timothy, 1PM, 1 hour)
- 9.16. **Unnatural Spot** (*Garden*, Timothy, 2PM, 1 Hour)
- 9.17. **Commons w/ Trissa** (*Commons*, Trissa, 2PM-7PM, 1 hour)
- 9.18. **Duo hits the city** (*Store*, Eduardo, Isaac, 2PM-3PM, 2 Hours)
- 9.19. **A Creative's Place** (*Art Room*, Timothy, 3PM, 1 Hour)
- 9.20. **A Late Lunch** (*Kitchen*, Timothy, 4PM, 1 Hour)
- 9.21. **Hitting the town, solo** (*Store*, Eduardo, 4PM-5PM, 2 Hours)
- 9.22. **Natural Habitat** (*Art Room*, Isaac, 4PM-5PM, 2 Hours)
- 9.23. **Afternoon Walk w/ Charlotte** (*Garden*, Charlotte, 5PM-6PM, 2 hours)
- 9.24. **Decompression** (*Your Room*, Timothy, 5PM-7PM, 3 Hours)
- 9.25. **Attraction** (*Art Room*, Eduardo, Isaac, 6PM, 1 Hour)
- 9.26. **Better Late Than Never** (*Front Desk*, Max, 6PM - 7PM, 1 hour)
- 9.27. **Kitchen Prep, and Snacks** (*Kitchen*, Charlotte, Eduardo, Isaac, 7PM, 1 Hour)
- 9.28. **Welcome Dinner** (*Kitchen*, Everybody, 8PM, 1 hour)
- 9.29. **Off to bed** (*Your Room*, Timothy, 9PM, 1 hour)
- 9.30. **Fooling Around** (*Commons*, Eduardo, Isaac, 9PM-11PM, 3 Hours)

### 10. Day 2

- 10.1. **Wandering the late night halls** (*Commons*, Eduardo, 2PM, 2 hours)
- 10.2. **Breakfast with charlotte** (*Kitchen*, charlotte, 6AM, 1 hour)
- 10.3. **Morning Walk** (*Garden*, Self, 6AM, 1 hour)
- 10.4. **Morning Walk w/ Charlotte** (*Garden*, Charlotte, 7AM, 1 hour)
- 10.5. **Breakfast w/ Trissa** (*Kitchen*, Trissa, 8AM, 1 hour)
- 10.6. **Grabbing Meds** (*Front Desk*, Max, 7-11AM, 1 hour)

- 10.7. *Commons w/ Charlotte* (Commons, Charlotte, 8AM, 1 hour)
- 10.8. *Commons w/ the girls* (Commons, Charlotte, Trissa, 9AM, 1 hour)
- 10.9. *Quiet in the Art Room* (Art Room, Isaac, 11AM-1PM, 1 hour)
- 10.10. *Commons w/ Eduardo* (Commons, Eduardo, 1PM, 1 hour)
- 10.11. *Lunch with the Girls* (Kitchen, Charlotte, Trissa, 12PM, 1 hour)
- 10.12. *Wake up call, slept in* (Your Room, Timothy, Max, 11AM-12PM, 2 hours)
- 10.13. *Anxious Lunch* (Kitchen, Timothy, Max, 1PM, 1 hour)
- 10.14. *Studying w/ Charlotte* (Study, Charlotte, 1PM, 1 hour)
- 10.15. *Common Commotions* (Commons, Eduardo, Charlotte, Trissa, 10AM-11AM, 2 hours)
- 10.16. *I'm Needy* (Art Room, Eduardo, Isaac, 2PM, 2 hours)
- 10.17. *Guard Duty* (Commons, Max, 1PM, 1 hour)
- 10.18. *Commons w/ the boys & Max* (Commons, Eduardo, Isaac, Max, 3PM-5PM, 3 hour)
- 10.19. *Out & about w/ Trissa* (Store, Trissa, 1PM-4PM, 4 hours)
- 10.20. *She's Scary* (Study, Charlotte, Timothy, 2PM, 2 hours)
- 10.21. *Quiet Garden hideaway* (Garden, Timothy, 3PM-4PM, 1 hour)
- 10.22. *Apologetic assumptions* (Garden, Timothy, Charlotte, 5-6PM, 2 hours)
- 10.23. *Dinner w/ the boys* (kitchen, Eduardo, Isaac, 6PM, 1 hour)
- 10.24. *Dinner w/ the girls* (kitchen, Charlotte, Trissa, 8PM, 1 hour)
- 10.25. *Making a meal* (Kitchen, Charlotte, Timothy, 7PM, 2 hours)
- 10.26. *Studying w/ Trissa* (Study, Trissa, 5-7PM, 1 hour)
- 10.27. *Front Desk w/ Max* (Front Desk, Max, 6-7PM, 2 hour)
- 10.28. *Commons w/ the boys* (Commons, Eduardo, Isaac, 7PM, 1 hour)
- 10.29. *Good night Max* (Front Desk, Max, Timothy, 8PM, 1 hour)
- 10.30. *Commons w/ Eduardo* (Commons, Eduardo, 7PM-9PM, 3 hours)
- 10.31. *How was your Day* (Your Room, Timothy, 9PM, 1 hour)
- 10.32. *Hanging out with Eduardo* (Commons, Eduardo, 11AM - 1AM, 3 hours)
11. Day 3
  - 11.1. *Hanging out with Eduardo* (Commons, Eduardo, 11AM - 1AM, 3 hours)
  - 11.2. *Breakfast with charlotte* (Kitchen, charlotte, 6AM, 1 hour)
  - 11.3. *Morning Walk w/ Charlotte* (Garden, Charlotte, 7AM, 1 hour)
  - 11.4. *Grabbing Meds* (Front Desk, Max, 7AM OR 9AM, 1 hour)
  - 11.5. *Authority's approval* (Front Desk, Timothy & Max, 8AM, 1 hour)
  - 11.6. *Commons w/ Charlotte* (Commons, Charlotte, 8AM, 1 hour)
  - 11.7. *Breakfast w/ Trissa* (Kitchen, Trissa, 8AM, 1 hour)
  - 11.8. *Breakfast w/ Timothy* (Kitchen, Timothy, 9AM, 1 hour)
  - 11.9. *Commons w/ the girls* (Commons, Charlotte, Trissa, 9AM, 1 hour)
  - 11.10. *Trip to Town w/ Charlotte* (Store, Charlotte, 10AM - 11AM, 2 hours)
  - 11.11. *Commons w/ the girls* (Commons, Trissa, Charlotte, 9AM, 1 hours)
  - 11.12. *Breakfast w/ the boys* (Kitchen, Eduardo, Isaac 10AM, 1 hour)
  - 11.13. *Good Examples* (Commons, Timothy, Max, Trissa, 10AM, 1 hour)
  - 11.14. *The Quad* (Commons, Eduardo, Timothy, Max, Trissa, 11AM, 1 hour)



- 11.15. *Ozymandias* (Art Room, Isaac, 11AM - 1PM, 2 hours)
- 11.16. *Laid Back* (Commons, Eduardo, Max, 12PM, 1 hour)
- 11.17. *Lunch Rush* (Kitchen, Charlotte, Timothy, Trissa, 12PM, 1 hour)
- 11.18. *Lunch w/ Max* (Kitchen, Max, 1PM, 1 hour)
- 11.19. *Contrast* (Study, Charlotte, Timothy, 1PM - 2PM, 2 hours)
- 11.20. *Forward Momentum* (Garden, Trissa, 1PM - 2PM, 2 hours)
- 11.21. *No Eyes, No Love* (Commons, Eduardo, 1PM, 1 hour)
- 11.22. *Pastelles* (Art Room, Eduardo, Isaac, 2PM, 1 hour)
- 11.23. *Sounds of the World* (Commons, Max, 2PM - 5PM, 2 hours)
- 11.24. *A Lesson in Grace* (Charlotte's Room, Charlotte, 3PM, 2 hours)
- 11.25. *Adventuring Party* (Store, Eduardo, Isaac, 3PM- 4PM, 2 hours)
- 11.26. *Deep Breaths* (Garden, Timothy, 3PM - 4PM, 1 hour)
- 11.27. *Color Theory* (Art Room, Trissa, 3PM - 4PM, 2 hours)
- 11.28. *Tireless* (Store, Eduardo, 5PM, 1 hour)
- 11.29. *Alone Together* (Garden, Charlotte, Timothy, 5PM 1 hour)
- 11.30. *History* (Study, Trissa, 5PM - 7PM, 2 hours)
- 11.31. *The Golden Hour* (Garden, Charlotte, 6PM, 1 hour)
- 11.32. *Context* (Commons, Timothy, 6PM - 8PM, 2 hours)
- 11.33. *Better Late Than Never* (Front Desk, Max, 6PM - 7PM, 1 hour)
- 11.34. *Cooking for One* (Kitchen, Charlotte, 7PM)
- 11.35. *Seasoning* (Kitchen, Charlotte, Trissa, 8PM)
- 11.36. *Small World* (Front Desk, Eduardo, Isaac, Max, 8PM, 1 hour)
- 11.37. *Dinner Party* (Kitchen, Eduardo, Timothy, Isaac, 9PM, 1 hour)
- 11.38. *Adjustments* (Your Room, Timothy, 10PM, 1 hour)
12. Day 4
  - 12.1. *Breakfast with charlotte* (Kitchen, charlotte, 6AM, 1 hour)
  - 12.2. *Morning Walk w/ Charlotte* (Garden, Charlotte, 7AM, 1 hour)
  - 12.3. *Grabbing Meds* (Front Desk, Max, 7-10AM, 1 hour)
  - 12.4. *Commons w/ Charlotte* (Commons, Charlotte, 8AM, 1 hour)
  - 12.5. *Sunrise Glimmer* (Art Room, Isaac, 6-8AM, 1 hour)
  - 12.6. *Breakfast with perfection* (Kitchen, Timothy, Trissa, 8AM, 1 hour)
  - 12.7. *A simple Critique* (Art Room, Isaac, Trissa, 9AM, 1 hour)
  - 12.8. *Bubbling Brew* (Kitchen, Eduardo, 9AM, 1 hour)
  - 12.9. *Relaxing Walk w/ Trissa* (Garden, Trissa, 10AM-11AM, 2 hours)
  - 12.10. *Want VS Nature* (Art Room, Isaac, 10AM-11AM)
  - 12.11. *Chaos VS Order* (Commons, Charlotte, Eduardo, Timothy, 10AM-11AM)
  - 12.12. *Scolding Lecture* (Front Desk, Eduardo, Isaac, Max, 12PM, 1 hour)
  - 12.13. *Breaking Lesson* (Kitchen, Trissa, Charlotte, 12PM, 1 hour)
  - 12.14. *Hiding in a Book* (Study, Timothy, 12PM, 1 hour)
  - 12.15. *An Insincere Apology* (Study, Timothy, Charlotte, 1PM, 1 hour)
  - 12.16. *Lunch w/ Max* (Kitchen, Max, 1PM, 1 Hour)
  - 12.17. *Commons w/ Trissa* (Commons, Trissa, 1PM, 1 Hour)
  - 12.18. *Talk of Futures* (Commons, Max, Trissa, 2-3PM, 2 Hours)

- 12.19. *Study time w/ Charlotte* (Study, Charlotte, 2PM, 2 Hours)
- 12.20. *Hiding Spot* (Gardens, Timothy, 2-4PM, 1 Hours)
- 12.21. *Tea Time* (Charlotte's Bedroom, Charlotte, 3-4PM, 2 hours)
- 12.22. *Commons w/ Max* (Commons, Max, 4-5PM, 1 hour)
- 12.23. *Fairytale* (Study, Isaac, 4-6PM, 1 hour)
- 12.24. *Out w/ Trissa* (Store, Trissa, 4-5PM, 2 Hours)
- 12.25. *Stumbling Secrets* (Garden, Charlotte, Timothy, 5PM, 1 hour)
- 12.26. *Empathy, Sympathy, Apathy* (Garden, Charlotte, Trissa, 6PM, 1 Hour)
- 12.27. *Support Structures* (Your Room, Timothy, 6PM-8PM, 2 hours)
- 12.28. *Better late than never* (Front Desk, Max, 6PM-8PM, 1 Hour)
- 12.29. *Kitchen Prep* (Kitchen, Charlotte, 7PM, 1 hour)
- 12.30. *The Night Air* (Garden, Trissa, 7PM, 1 Hour)
- 12.31. *Inspiration* (Art Room, Isaac, 7PM-8PM, 1 Hour)
- 12.32. *Dinner w/ the girls* (kitchen, Charlotte, Trissa, 8PM, 1 hour)
- 12.33. *A Quiet Meal* (Kitchen, Timothy, Isaac, 9PM, 1 hour)
- 12.34. *A Sweet Dessert* (Kitchen, Eduardo, Isaac, 10PM, 1 hour)
- 12.35. *A Question of Fear* (Your Room, Timothy, 10-11PM, 1 hour)
- 12.36. *Long Night Hangout* (Commons, Eduardo, Isaac, 11PM-5AM, 7 Hours)
- 13. Day 5
  - 13.1. *Long Night Hangout* (Commons, Eduardo, Isaac, 11PM-5AM, 7 hours)
  - 13.2. *Go to Bed You Guys* (Commons, Eduardo, Isaac, Max, 6AM, 1 hour)
  - 13.3. *Breakfast with charlotte* (Kitchen, charlotte, 6AM, 1 hour)
  - 13.4. *Morning Walk w/ Charlotte* (Garden, Charlotte, 7AM, 1 hour)
  - 13.5. *Grabbing Meds* (Front Desk, Max, 7AM-11AM, 1 hour)
  - 13.6. *Commons w/ Charlotte* (Commons, Charlotte, 8AM-11AM, 1 hour)
  - 13.7. *Breakfast w/ Trissa* (Kitchen, Trissa, 8AM, 1 Hour)
  - 13.8. *Morning Stretch* (Your Room, Timothy, 8AM, 1 Hour)
  - 13.9. *Breakfast w/ Timothy* (Kitchen, Timothy, 9AM, 1 Hour)
  - 13.10. *A Quick Reference* (Study, Trissa, 9AM, 1 Hour)
  - 13.11. *Copernicus* (Study, Timothy, 10AM-12PM, 1 hour)
  - 13.12. *Artistic Expression* (Art Room, Trissa, 10AM-11AM, 1 Hour)
  - 13.13. *Drowsy* (Kitchen, Eduardo, 11AM, 1 Hour)
  - 13.14. *Apology Lunch* (Kitchen, Eduardo, Charlotte, Max, Trissa, 12PM, 1 Hour)
  - 13.15. *Catch-up Lunch* (Kitchen, Timothy, Max, 1PM, 1 Hour)
  - 13.16. *Study Time w/ Charlotte* (Study, Charlotte, 1PM-2PM, 1 Hour)
  - 13.17. *Out and About with Trissa* (Store, Trissa, 1PM-5PM, 5 Hours)
  - 13.18. *A Brief Get-a-way, together* (Store, Eduardo, Isaac, 2PM-3PM, 2 hours)
  - 13.19. *Commons w/ Max* (Commons, Max, 2-3PM, 1 hour)
  - 13.20. *Eggshells* (Your Room, Timothy, 2-5PM, 2 Hours)
  - 13.21. *Tea Time w/ Charlotte* (Charlotte's Room, 3-4PM, 2 Hours)
  - 13.22. *Push and Pull* (Commons, Eduardo, Isaac, Max, 4PM, 1 Hour)
  - 13.23. *Hard advice to Give* (Commons, Eduardo, Max, 5PM, 1 Hour)
  - 13.24. *Afternoon Walk w/ Charlotte* (Garden, Charlotte, 5PM-6PM, 2 hours)

- 13.25. *Too Close* (Art Room, Isaac, 5PM, 1 Hour)
- 13.26. *Orbiting Bodies* (Art Room, Isaac, Eduardo, 6PM, 1 Hour)
- 13.27. *Check in* (Front Desk, Timothy, Max, 6PM, 1 Hour)
- 13.28. *Commons w/ Trissa* (Commons, Trissa, 6PM-7PM, 1 Hour)
- 13.29. *Better late than never* (Front Desk, Max, 7PM-8PM, 1 Hour)
- 13.30. *Kitchen Prep* (Kitchen, Charlotte, 7PM, 1 hour)
- 13.31. *It Never Gets Better* (Garden, Eduardo, Timothy, 7PM-8PM, 2 Hours)
- 13.32. *Wishing for a Dream* (Study, Isaac, 7-8PM, 1 Hour)
- 13.33. *Dinner w/ the girls* (kitchen, Charlotte, Trissa, 8PM, 1 hour)
- 13.34. *Are you ready?* (Your Room, Timothy, 9-10PM, 1 Hour)
- 13.35. *Hiding in the Pantry* (Kitchen, Isaac, 9-10PM, 1 Hour)
- 13.36. *Waxing or Waning* (Kitchen, Isaac, Eduardo, 11PM, 1 Hour)
- 14. Day 6
  - 14.1. *Explosive Relationship* (Commons, Eduardo, Isaac, Timothy, 4AM, 1 Hour)
  - 14.2. *Why are you up?* (Commons, Timothy, 5AM-6AM, 1 Hour)
  - 14.3. *Exhausted* (Art Room, Isaac, 5-6AM, 2 Hours)
  - 14.4. *Breakfast with charlotte* (Kitchen, charlotte, 6AM, 1 hour)
  - 14.5. *Morning Walk w/ Charlotte* (Garden, Charlotte, 7AM, 1 hour)
  - 14.6. *No Help Today* (Front Desk, Timothy, 7AM)
  - 14.7. *Commons w/ Charlotte* (Commons, Charlotte, 8AM-9AM, 1 hour)
  - 14.8. *Breakfast w/ Trissa* (Kitchen, Trissa, 8AM-9AM, 1 Hour)
  - 14.9. *Looking Up* (Garden, Timothy, 8AM-10AM, 2 Hours)
  - 14.10. *Trip to Town w/ Charlotte* (Store, Charlotte, 10AM - 11AM, 2 hours)
  - 14.11. *Recluse Artist* (Art Room, Trissa, 10AM-11AM, 1 Hour)
  - 14.12. *Quick Bite* (Kitchen, Timothy, 11AM, 1 Hour)
  - 14.13. *Lunch w/ the girls* (kitchen, Charlotte, Trissa, 12PM, 1 hour)
  - 14.14. *Wandering the Town* (Store, Timothy, 12-2PM, 3 Hours)
  - 14.15. *Study Time w/ Charlotte* (Study, Charlotte, 1PM-2PM, 1 Hour)
  - 14.16. *Out and About with Trissa* (Store, Trissa, 1PM-2PM, 2 Hours)
  - 14.17. *Tea Time w/ Charlotte* (Charlotte's Room, 3-4PM, 2 Hours)
  - 14.18. *Study Time w/ Trissa* (Study, Trissa, 3PM-4PM, 1 Hour)
  - 14.19. *A Safe Place to Be* (Art Room, Isaac, 3PM-7PM, 1 Hour)
  - 14.20. *Another Garden Run* (Garden, Timothy, 3PM, 1 Hour)
  - 14.21. *Witness Worries* (Eduardo, Timothy, 4PM, 1 Hour)
  - 14.22. *Afternoon Walk w/ Charlotte* (Garden, Charlotte, 5PM-6PM, 2 hours)
  - 14.23. *Commons w/ Trissa* (Commons, Trissa, 5PM-7PM, 1 Hour)
  - 14.24. *Lacking Coping Mechanisms* (Commons, Timothy, 5PM-7PM, 2 Hours)
  - 14.25. *Alone in a Crowd* (Store, Eduardo, 5PM-8PM, 4 Hours)
  - 14.26. *Kitchen Prep* (Kitchen, Charlotte, 7PM, 1 hour)
  - 14.27. *Dinner w/ the girls* (kitchen, Charlotte, Trissa, 8PM, 1 hour)
  - 14.28. *Cold Sky Hideaway* (Garden, Isaac, 8PM-9PM, 2 Hours)
  - 14.29. *Don't Forget to Eat* (Kitchen, Eduardo, 9PM, 1 Hour)
  - 14.30. *Midnight makeup* (Commons, Eduardo, Isaac, 10PM-12AM)



## 15. Day 7

- 15.1. **Midnight makeup** (Commons, Eduardo, Isaac, 10PM-12AM)
- 15.2. **Can't Sleep; Can't Breathe** (*Your Room*, Timothy, 12AM-6AM, 6 Hours)
- 15.3. **Breakfast with charlotte** (*Kitchen*, charlotte, 6AM, 1 hour)
- 15.4. **Morning Walk w/ Charlotte** (*Garden*, Charlotte, 7AM, 1 hour)
- 15.5. **Grabbing Meds/Last day, ya ready?** (*Front Desk*, Max, 7-11AM, 1 hour)
- 15.6. **Commons w/ Charlotte** (*Commons*, Charlotte, 8AM-9AM, 1 hour)
- 15.7. **Last Breakfast** (*Kitchen*, Trissa, Timothy, 8AM, 1 hour)
- 15.8. **Sheepish bookworm** (*Study*, Timothy, 9AM, 1 hour)
- 15.9. **Final Outing** (*Store*, Trissa, 9AM-11AM, 2 hours)
- 15.10. **Ghost** (*Commons*, Charlotte, Timothy 10AM, 1 hour)
- 15.11. **Quiet in the Commons today** (*Commons*, Charlotte, 11AM, 1 hour)
- 15.12. **Reflections** (*Garden*, Timothy, 11AM, 1 hour)
- 15.13. **A Big Happy Family** (*Kitchen*, Everybody but Timothy, 12PM, 1 hour)
- 15.14. **False Choice** (Anywhere, 1PM)
- 15.15. **Timothy's Suicide** (Everywhere, Everybody, 2PM, )
- 15.16. **Aftermath** (Commons, Everybody - Timothy, 3PM - 4PM)
- 15.17. **Alone, in a dead man's room** (*Your Room*, Self, 5PM, 1 hour)
- 15.18. **Recovery Restart Required** (Self)

Narrative structure:

The Act 1 structure works extremely well as an intro in pretty much any structure

Shortcut VS. Continue

Paradigm shift - halfway to 2/3s point?

- End perception of the character should be different from the beginning perception of the character
  - Note: characters should not be “archetypes that turn out to be more”.
- Idea: the aesthetic. Player thinks the location they are in is a 1940's bedlam house, but is actually a fairly modern, reasonable institute

Branching story to tell a single story

The traditional multi-branch VN structure

- Immediate branching/clear delineation
- Or balancing multiple paths along the week
- Later question: lock-in points? How clear is structure to the player?

## The Meaning of Choices in the narrative:

- Choices as theme:
  - A select handful (3 or so) of potential issues that the character is dealing with, with player actions basically influencing the one most prominent in story focus
  - Example: Persona 4: New Days
- Choices as Resolution:
  - A singular issue, with game choices affecting how the main character ultimately resolves the central conflict.
  - Example: Silent Hill 2
- Choices as branching points:
  - Key choices affect either entire plot direction, or affect the ending
  - Example: Silent Hill Homecoming
  - Example: pretty much any VN
- Choices as Tests:
  - Choices are a test of both how the character would act, and the player's alignment to that character.
  - Correct choices continue the story
  - Incorrect choices lead to a swift BAD END
  - Example: Fate/Stay Night

## Characters:

- Protagonist
  - **Character:** Protagonist Name
    - Name:
      - Player Pick?
      - Defaulted
    - Gender: Player's Pick (Male, Female, Nonbinary)
    - Age: 23
    - Diagnosis/Symptoms:
      - Hallucinations
      - Social Isolations
      - Self Harm (previous)
      - feeling detached from self
        - belief that thoughts aren't one's own
      - loss of interest or pleasure in activities
      - Depression
      - Lost Time (previous)
    - Appearance:

- Posture: hollow, defeated and passive. Looks laid back to those that don't know them.
- Race: ambiguous/irrelevant
- BackStory:
  - Been in hospitalized care for several years. Likely was timothy's age when was first hospitalized. Was not very cooperative the first few years, due to issues. Probably felt and thought was normal. Then issues flared up at 15 or so. Tried to deal with it alone, hospitalized 2-3 years later. In intensive care for about 5 years. Then gone to the halfway house, has been there for about a year.
- Conflict: **Control**. Conflict with disorder very internal. External, appears fine.
- Arc:
  - Not sure if ready to leave.
  - Going from being externally fine, and slightly in denial on their inner issues, to being internally ready to head back into the outside world
  - Getting the PC to come out of their shell
  - Find "solutions" to their symptoms, i.e. practices to help keep them in control
  - Start: thinks is fine. Loop occurs. Thinks issue is external. Tries to fix external issues. Loop doesn't end. Focuses internally. Solves Conflict. Loop Ends.
- Idea: Anxiety, Depressive, Schizophrenic
- **Concept**: Schizophrenic, and heavily depressed. Androgynous and non-binary. Is still unsure if their ready to head out into the real world. Pretty traumatized by the delusional episodes that lead them to being taken to intensive care. Their brain hates them. Still regularly has their medication switched out, so they're just used to getting new types of meds. Their fight with their issues has left them finding the things they like still drained. Lowkey social anxiety
- Main characters
  - **Character**: New Guy
    - Name:
      - Timothy Miyuri
    - Gender: Male
    - Age: 16-19
    - Diagnosis/Symptoms:
      - Generalized Anxiety
      - Suicidal ideation
    - Appearance: Either really smol, or rather lanky
      - Posture: either way, holds himself in a very sheltered way. Someone who wants to be open, but cannot

- Race: Japanese-American
- Backstory: high expectations placed on him by parents. Hospitalized after a nasty public breakdown. Rushed thru care a bit too fast. Been in hospitalization for a few months. Just joined the halfway house
- Conflict: ***Time and Courage***.
- Arc: first step to handling their issues. Mirrors MC in not feeling ready to even be in a halfway house. (maybe family pushing him to get thru this episode as fast as possible?). Arc is to let himself slow down, and heal. Symbolically still an open wound.
  - Bad end to his Arc is him killing himself at the end of the week. He doesn't heal, and see suicide as an escape.
- Concept: timid new guy. new member of the halfway house, has recently left the more intensive care, and is thus, the most frazzled member of the house. First few days of first loop are spent with the main character having to guide him around the halfway house. Generalized Anxiety
  - Good excuse for any early exposition. The player character is explaining it to the new guy
  - Maybe at the end of the first loop he dies, and that's what the player character thinks he needs to prevent, but doing so doesn't stop the loop from happening?
  - MC's new Roommate for the start of the week. Neither want this, (both want a room alone), but time and rooming conflicts makes them roommates for a week.
  - Suicide cannot be truly prevented without a certain degree of player growth.
  - Suicide can be physically prevented in some way week 2, but does not fix the loop.
- **Character:** Prim
  - Name:
    - Charlotte Viola Alysandra Crawford Blackwell, the 4th
  - Gender: Female
  - Age: 25-28
  - Diagnosis/Symptoms:
    - Antisocial Personality Disorder
    - Minor OCD
  - Appearance:
    - Posture: Arms Crossed. Tightly held.
  - Race: White
  - Backstory: wealthy upbringing. Old money. Always had the pressure on her to be perfect. Very internalized. *Wants* to be perfect. OCD gets worse around early twenties. Some minor ridiculous thing occurs. Realizes her life has become unmanageable. Seeks a way to fix herself. Goes to intensive care. She is there for a day or so, before they point her to the

halfway house. Been at halfway house 4-5 years. Has had little external pressure to leave the halfway house.

- Conflict: **Perfection**. Internal conflict: wanting everything to be perfect, but is aware they are not perfect. Trying to *memorize* empathy. Trying to come off as a kind person, but it is clearly not natural.
- Arc:
  - start: here to make herself perfect. Genuinely believes her perfection is attainable. Doesn't feel she is ready to leave yet
  - Ends: learning that Perfection is not truly attainable, but still a goal worth striving for. Is ready to leave.
- **Concept**: Prim and proper young lady. Hospitalized when her OCD got too extreme and it became impossible for her to live. Has a raging temper. Is working on getting her issues under control. Highly motivated to better herself and leave the halfway house. Does not play well with others. Likes to sew
- **Counter Concept**: similar to the above. A prim and proper young lady. Very stern, and determined. Has ASPD, and is acutely aware of that fact. Voluntarily entered hospitalization to try and "fix" herself. Like's seeing people's expressions.
- **Character**: bipolar guy. Dating wallflower.
  - Name: Eduardo Medina
  - Gender: Male
  - Age: 22
  - Diagnosis/Symptoms:
    - Bipolar Disorder
    - Minor Histrionic tendencies
  - Appearance:
    - Posture:
      - Depressive: hunched up with the jacket
      - Manic: laying down the jacket like a boa
    - Clothing: has a large jacket. One that has that fluffy stuff inside it. Makes him look wider and bigger than he actually is
  - Race: Brazilian
  - Backstory: Family moved to the area when he was 12 or so. rocky/rough social life. Diagnosed with bipolar issues fairly young. Alienated his friends & social life, which only worsened his condition. Very poor, couldn't get help/medication for many years. Around 20 or so, it became impossible to "just deal with it", and went to the halfway house. Been there for 2 years. Slowly been getting better. His states have not lasted as long, or swung as much. Been "dating" Isaac for 6 months or so
  - Conflict: **Identity and Balance**
  - Arc:

- Start: very unsure of himself, in terms of *who* he is, making his relationships and connections rocky.
    - End: accept that he is always himself, and that his self isn't changing, but his *lens*, his point of view.
  - When Up: considers relationships closer than they are, and very dramatic. Everything is great and fine. Trickster Mode. everybody loves him.
  - When Down: feels he was wrong for everyone loving him. Nobody cares about him.
  - Note: more???
  - **Concept:** the two above ideas' smooshed into one. A guy who, probably would have been a tiny ball of sunshine, but whose life experiences have caked him in a layer of cynicism, misery, and self-doubt. Also, suffers from bipolar disorder, which has only exacerbated his volatile personality. Has difficulty discerning how much of him is him.
  - **Counter Concept:** same snark/sweet personality, but instead of bipolar, a histrionic personality disorder. Super needy individual
- Side characters
    - Character Idea: MC's Psychiatrist
      - Name: Dr.
      - Gender: Female
      - Age: 45
      - Appearance:
      - Race:
      - Backstory:
      - Concept: Authority. Kind of like a parental figure. Is currently the one championing MC being ready to leave. higher authority member. One with less personable than Socs. an arbiter of sorts. In charge of the halfway house.
      - Super minor character
    - **Character:** Attendant / Resident Assistant
      - Name: Max Hughes
      - Gender: Non-Binary
      - Age: early 30's
      - Appearance:
        - Posture:laid back, always seems to be leaning on something. Usually a broom or mop
        - Clothes: orderly clothes. Has headphones around their neck, when not listening directly
      - Race: Irish
      - Backstory: Was previously hospitalized for their own issues (severe anxiety/suicidal tendencie (with accented eating disorder & body dysphoria issues) when they were younger. Experience made them want

to give help like the help they received. Was in intensive care for a few years, then a few more years abroad to experience their life. Came back and has been working at the halfway house for 3 years or so.

- Role: job is to make the halfway house residents lives easier
- Seems fairly lazy/mellow, but is actually very dedicated to helping those in their care. Very kind. Has a habit of being lost in music.
- Primary side character in Timothy's arc
- Concept: social worker/helper person (not a doctor, but a like nurse/orderly position). Seems fairly lazy/mellow, but is actually very dedicated to helping those in their care. No-binary, they/them pronouns. Was previously hospitalized for their own issues (severe anxiety/suicidal tendencies and/or eating disorder maybe) when they were younger. Experience made them want to give help like the help they received. Very kind. Has a habit of being lost in music.
- **Character:** Schizoid wallflower.
  - Name: Isaac Avidan
  - Gender: Male
  - Age: 20
  - Diagnosis/Symptoms:
    - Schizoid Personality Disorder
    - Irregular Eating habits
  - Appearance: Stout
    - Posture: unheld. Arms dangling
  - Race: Jewish
  - Backstory: sent into halfway house by family member, due to deteriorating physical health. Been in halfway house for 2.5 years. Spent most of the time isolated. People tend to think that Isaac first showed up 6 months ago.
  - Primary side character in Eduardo's arc
  - Conflict: Giving a shit
  - Relationship with Eduardo is very important. Sees it as a sign for his condition improving.
  - Independently, do not require player assistance improving themselves, but interdependently does need it with Eduardo.
  - Concept: Doesn't interact much with others. Seems, not bored, but not interested in most other people. Can wax deeply philosophical at what seem like random. Appreciates the tiny things in life that go unnoticed. In a relationship with another (main) character.
- **Character:** Prim's Roommate
  - Name: Trissa Waters
  - Gender: Female
  - Age: 23
  - Diagnosis/Symptoms:

- Sensory Processing Disorder
- ADHD
- Appearance:
- Race: African American
- Backstory: shitty home life / life circumstances. Did not have a support network. Went to the halfway house to get herself into a positive environment to align herself, and work on recovering. Arrived the halfway house 7-5 months so far. Probably going to be ready to leave within a few months.
- Idea: the wild flower child. Has Sensory disorder of some kind. Was the ball of sunshine. Did not enter halfway house from more intensive care, but the other way around. Trying to get a hold of her seemingly worsening sensory issues.
- Side character to Prim's Arc
- Reason to Have: because my OCD demands a gender balance, and personal preferences means I don't wanna flip the other characters gender. Also useful to give the sense of greater scope of world to have other people in setting who aren't important. Plus gives prim a solid side character, to balance out Bipolarity's side character



# Mechanics

## Stat System

1. Wellbeing related (wavering):
  - a. Stress
    - i. Does: alters Grace
    - ii. High: Plus modification to Grace
    - iii. Low: minus modification to Grace
  - b. Fatigue
    - i. Does: Managing resources of scene you can access
    - ii. High: options close off
    - iii. Low: full option access
  - c. Delusions
    - i. Does: alters what the player sees
    - ii. High: Extra Scenes, HUD Effects, some scenes become “unreadable” and cannot be understood by the character (meaning they have effectively not raised any flags)
    - iii. Low: No HUD?
  - d. Doubt
    - i. Does: alters Expression
    - ii. High: Plus modification to how your character comes off
    - iii. Low: minus modification to how your character comes off
2. Social related (Permanent):
  - a. Grace
  - b. Expression
  - c. Self-Awareness
    - i. Does not show up till player has a certain amount of itself
3. Familiarity for characters: 3
  - a. Carries over across loops
    - i. Advantage:
      - allows us to easily require multiple loops to complete
      - Acts as our easy “shortcut, or work around to getting to the heart of the plot”
    - ii. Disadvantage: does not make “logical” sense
  - b. Resets per loop
    - i. Advantage: logical to growing relations within a time loop

ii. Disadvantage:

- would require focus on a specific individual per loop
- Dissentivise talking to several people
- Can create stricter requirements for how the player manages their time

# Map System

- Map Locations:
  - Halfway House
    - Bedroom
      - Going to Sleep: Restore Fatigue
      - Be Alone: Reduce Stress/Increase Delusion (semi-random)
    - Front Desk
      - Gets Pills
    - Commons Room
      - Can increase Expression (semi-random)
    - Kitchen
      - Restore Fatigue (little)
    - Painting Room
      - Increase Esteem
    - Garden
      - Reduce Stress
    - Study/Library
      - Can increase Grace (semi-random)
    - Other Character's Bedrooms
  - Outside Areas
    - Shop
      - Increase Stress
      - Can Increase Expression/Grace (semi-random)
  - Consistent thing, then random thing
  - Characters on the map
    - Only pop-up in character after a few cycles

~168 hours

In truth, prolly 150 hours in total (start at 8 on day 1. After 2pm on day 7, things get hyper focused)

## Day 1

Day 1	Charlotte	Eduardo	Timothy	Max	Isaac	Trissa
8:00AM	Commons	Sleeping	Your Room	Your Room	Sleeping	Kitchen
9:00AM		Kitchen	Front Desk	NA		Commons
10:00AM		Commons	Kitchen		Kitchen	
11:00AM			Study		Commons	

12:00PM	Kitchen		Commons	Kitchen		Kitchen
1:00PM	Study		Garden	Commons		Garden
2:00PM		Store		NA	Store	Commons
3:00PM	Bedroom		Art Room			
4:00PM			Kitchen		Art Room	
5:00PM	Garden		Your room			
6:00PM		Art Room		Front Desk		
7:00PM	Kitchen	Kitchen			Kitchen	
8:00PM			Kitchen	Kitchen		Kitchen
9:00PM	Bedroom	Commons	Your Room	NA	Commons	Bedroom
10:00PM	Sleep		Sleep			
11:00PM						Sleep

## Day 2

Day 2	Charlotte	Eduardo	Timothy	Max	Isaac	Trissa
12:00AM	Sleep	Bedroom	Sleep	NA	Bedroom	Sleep
1:00AM						
2:00AM		Commons			Sleep	
3:00AM		Sleep				
4:00AM						
5:00AM						
6:00AM	Kitchen					
7:00AM	Garden			Front Desk		Bedroom
8:00AM	Commons					Kitchen
9:00AM						Commons
10:00AM		Commons			Kitchen	
11:00AM			Your Room		Art Room	
12:00PM	Kitchen			Your Room		Kitchen
1:00PM	Study		Kitchen	Kitchen		Store
2:00PM		Art Room	Study	Commons		
3:00PM	Bedroom	Commons	Garden		Commons	
4:00PM						
5:00PM	Garden					Study
6:00PM		Kitchen		Front Desk	Kitchen	
7:00PM	Kitchen	Commons	Kitchen		Commons	
8:00PM			Front Desk		Bedroom	Kitchen

9:00PM	Bedroom		Your Room	NA		Bedroom
10:00PM	Sleep	Bedroom	Sleep			
11:00PM		Commons			Sleep	Sleep

## Day 3

Day3	Charlotte	Eduardo	Timothy	Max	Isaac	Trissa
12:00AM	Sleep	Commons	Sleep	NA	Sleep	Sleep
1:00AM						
2:00AM		Bedroom			Bedroom	
3:00AM						
4:00AM		Sleep			Sleep	
5:00AM						
6:00AM	Kitchen					
7:00AM	Garden			Front Desk		Bedroom
8:00AM	Commons		Front Desk			Kitchen
9:00AM			Kitchen			Commons
10:00AM	Store	Kitchen	Commons	Commons	Kitchen	
11:00AM		Commons			Art Room	
12:00PM	Kitchen		Kitchen			Kitchen
1:00PM	Study		Study	Kitchen		Garden
2:00PM		Art Room		Commons		
3:00PM	Bedroom	Store	Garden		Store	Art Room
4:00PM						
5:00PM	Garden				Bedroom	Study
6:00PM		Bedroom	Commons	Front Desk		
7:00PM	Kitchen					
8:00PM		Front Desk			Front Desk	Kitchen
9:00PM	Bedroom	Kitchen	Kitchen	NA	Kitchen	Bedroom

10:00PM	Sleep	Bedroom	Your Room		Bedroom	
11:00PM			Sleep		Sleep	Sleep



## Day 4

Day 4	Charlotte	Eduardo	Timothy	Max	Isaac	Trissa
12:00AM	Sleep	Bedroom	Sleep	NA	Sleep	Sleep
1:00AM		Sleep				
2:00AM						
3:00AM						
4:00AM						
5:00AM					Bedroom	
6:00AM	Kitchen				Art Room	
7:00AM	Garden			Front Desk		Bedroom
8:00AM	Commons		Kitchen			Kitchen
9:00AM		Kitchen	Commons			Art Room
10:00AM		Commons				Garden
11:00AM				NA		
12:00PM	Kitchen	Front Desk	Study	Front Desk	Front Desk	Kitchen
1:00PM	Study	Bedroom		Kitchen	Bedroom	Commons
2:00PM			Garden	Commons		
3:00PM	Bedroom	Sleep				
4:00PM					Study	Store
5:00PM	Garden					
6:00PM			Your Room	Front Desk		Garden
7:00PM	Kitchen				Art Room	
8:00PM						Kitchen
9:00PM	Bedroom	Bedroom	Kitchen	NA	Kitchen	Bedroom

10:00PM	Sleep	Kitchen	Your Room			
11:00PM		Commons			Commons	Sleep

## Day 5

Day 5	Charlotte	Eduardo	Timothy	Max	Isaac	Trissa
12:00AM	Sleep	Commons	Sleep	NA	Commons	Sleep
1:00AM						
2:00AM						
3:00AM						
4:00AM						
5:00AM						
6:00AM	Kitchen			Commons		
7:00AM	Garden	Bedroom		Front Desk	Sleep	Bedroom
8:00AM	Commons	Sleep	Your room			Kitchen
9:00AM			Kitchen			Study
10:00AM			Study			Art Room
11:00AM		Kitchen				
12:00PM	Kitchen			Kitchen		Kitchen
1:00PM	Study	Bedroom	Kitchen		Bedroom	Store
2:00PM		Store	Your Room	Commons	Store	
3:00PM	Bedroom					
4:00PM		Commons			Commons	
5:00PM	Garden				Art Room	
6:00PM		Art Room	Front Desk	Front Desk		Commons
7:00PM	Kitchen	Garden	Garden		Study	
8:00PM						Kitchen
9:00PM	Bedroom	Bedroom	Your Room	NA	Kitchen	Bedroom

10:00PM	Sleep					
11:00PM		Kitchen	Sleep			Sleep

## Day 6

Day6	Charlotte	Eduardo	Timothy	Max	Isaac	Trissa
12:00AM	Sleep	Bedroom	Sleep	NA	Bedroom	Sleep
1:00AM					Sleep	
2:00AM						
3:00AM						
4:00AM		Commons	Commons		Commons	
5:00AM		Bedroom			Art Room	
6:00AM	Kitchen	Sleep				
7:00AM	Garden		Front Desk	Day Off	Sleep	Bedroom
8:00AM	Commons		Garden			Kitchen
9:00AM						
10:00AM	Store					Art Room
11:00AM			Kitchen			
12:00PM	Kitchen		Store			Kitchen
1:00PM	Study				Bedroom	Store
2:00PM						
3:00PM	Bedroom	Bedroom	Garden		Art Room	Study
4:00PM		Garden				
5:00PM	Garden	Store	Your Room			Commons
6:00PM						
7:00PM	Kitchen					
8:00PM			Sleep		Garden	Kitchen
9:00PM	Bedroom	Kitchen				Bedroom

10:00PM	Sleep	Commons			Commons	
11:00PM						Sleep

## Day 7

Day 7	Charlotte	Eduardo	Timothy	Max	Isaac	Trissa
12:00AM	Sleep	Commons	Your Room	NA	Commons	Sleep
1:00AM		Bedroom	Sleep		Bedroom	
2:00AM		Sleep	Your Room		Sleep	
3:00AM			Sleep			
4:00AM			Your Room			
5:00AM			Sleep			
6:00AM	Kitchen		Your Room			
7:00AM	Garden			Front Desk		Bedroom
8:00AM	Commons		Kitchen			Kitchen
9:00AM			Study			Store
10:00AM			Commons			
11:00AM		Bedroom	Garden		Bedroom	
12:00PM	Kitchen	Kitchen	Art Room	Kitchen	Kitchen	Kitchen
1:00PM	Study	Commons	Garden	Commons	Commons	
2:00PM	Commons			Garden		Commons
3:00PM			NA	Commons		
4:00PM						
5:00PM				NA		
6:00PM						
7:00PM						
8:00PM						
9:00PM						Bedroom

10:00PM	Sleep	Bedroom			Bedroom	
11:00PM		Sleep			Sleep	Sleep

## Time Management System

- Day's System/Time of Day
  - Literal hour management
  - Blocks of time, that the player needs to manage, to get scenes and meet people/events
  - After 1st loop, events that trigger time consumption have an icon on them, to indicate rough amount of time
  - Amount of time consumption has a slight variance to it, based on either event triggers, or other stat triggers
- Dialog system (w / choices)
  - Note: Jesse has made a full conversation node editor
  - Ink possible
  - Stat fail/success has a quick pop-up indication
  - Variance between linear interactions, vs puzzle
- Two game spaces: Map space (for meta game elements & navigation) and Dialog space (for character interactions)
- Dialog puzzles (?)

## Pill System

- Rotating Pill & benefits/disadvantages
  - No pill:
    - Stress Growth +
    - Delusions Growth +++
  - Red pill: Daily antidepressant - lasts 20 hours
    - Fatigue Growth +
    - Delusion Growth ---
    - Stress Growth ++
  - Blue pill: Anti-anxiety - lasts 4 hours
    - Delusion Growth-
    - Stress Growth---
    - Fatigue Growth +++



- Yellow pill: anti-insomnia - Lasts 8 hours
  - Delusion Growth ++
  - Fatigue Growth -
- Green Pill: anti-side effects - Lasts 2 Hours
  - Stress Growth--
  - Fatigue Growth ---
  - Delusions Growth +
- ??? Pill: pill found on the ground somewhere - Lasts 4 hours
  - Delusions Growth +++
  - Stress Growth +
  - Fatigue Growth +++
- Bad Pill: a 1/x probability a pill will have this negative effect - pills lifetime
  - Fatigue +
  - Stress ++

## Notes

Jesse - Talked with a friend about mental illness and representation (specifically about Rin from Katawa Shoujo). Brought up some good points:

- “Give me a neuro atypical person who can't function or do anything right and is still treated sympathetically, then we'll talk.”
- Me: “so you want someone with the issues, but no the savantism / disadvantage advantage”.
- “Yis. Sadly, mental illness and neurological disorders aren't always a trade off for superpowers and amazing talents that you can access if you believe hard enough.”.

Here's a fun quote: “Hangman is Great. It teaches you that just by saying the wrong things, you can end someone's life”

Discuss for next time:

1. Plot outline (add detail)
  - a. Just Timothy
  - b. General Weeks
2. Voice Review

Team Names:

- Makeshift Monocle(s)



# Voices

Generic scene: Ex: how character X responds to Y?

Simple 3 scenes:

Intro

Vulnerable

Lighthearted

Voices for:

- MC: Both

## Timothy Voice

General Notes:

- Stutters a lot, when his nerves act up, and is trying not to actively suppress it
- Can cover it up easily with control, but gets very formal, and detached in manner of speaking
- Prone to self deprecation

Intro:

Timothy: "Uh-Uh, H-Hello... N-Ni-Ni \*glup\*"

Timothy: "\*inhale-exhale\*"

Timothy: "Hello, nice to meet you. I'm, Timothy Myuri."

Player: man, this kid looks super fragile. Like, If I talk at him too loudly, he'll break

Player: "Uh, Hello. [Player Name]. Nice to meet you too."

Timothy: "so, we'll be sharing a room for the week."

Player: "Yeah, looks like it."

Timothy: "So, u-um \*gulp\* which bed is y-yours?"

Player: "the messy one with all the stuff near it."

Timothy: "Oh! Y-yeah. Hehe... silly me..."

Player: I sit for a while, while Timothy places out his things. Very organized. OCD issues, maybe?

## Light-hearted:

Player: I head out to the garden area.

Player: There a small basketball hop set-up out there. Timothy is there, tossing the ball in the hoop. Every shot swishes.

Player: "Timothy, you play basketball?"

Timothy: "\*snort\* shh, a pipsqueak like me? N-no."

Player: "but you're pretty good at getting the ball in."

Timothy: "hehe, Th-That's n-nothing. I g-g-got decent hand eye coordination is all."

Player: "Better than I am."

Player: Timothy looks at me with a sort of "oh really?" expression to it, before he tosses me the ball.

Timothy: "I-I-It's not th-that hard. Jeez, hehe..."

Player: I roll my eyes "Okay."

Player: I aim at the hoop, and throw the ball at it, as hard as I can

Player: A bit too much, as it hits the backboard with a ton of force, bouncing back to-  
\*THWAK\*

Timothy: "ooohh! [player name] Are you alright?!"

Player: hit me right in the face.

Timothy: "hrm \*snort\* hrmm \*snort\* hhehehahahahahehehahahahahehe"

Player: Timothy busted out in a laughing fit.

Player: I shoot him a glare.

Timothy: "Hehehe S-s-s hehe s-s-sorry. Hehe."

Player: Timothy helps me up, and we take turns taking shots at the hoop for a few hours.

## Vulnerable:

Player: I walk into my room, and find Timothy, there, curled up on his bed, shaking

Player: CHOICE

A) Say nothing

Player: I decide not to deal with it, and lie down.

Player: Timothy eventually gets up, and leaves without saying a word

\*back to map\*

B) "hey, you okay?"

Timothy: "\*hic\* y-y-y-y-ye \*hic\* y-y-yeah."

Player: he curls up even further.

Timothy: "I-I-I-I'm f-f-fine. R-Really..."

Player: "No, you're not."

Player: I sit down next to him.

Player: He's shivering a lot.

# Max Voice

## General Notes:

- Very causal, improper diction (yo, yer, ya, anythin', iunno)
- Diction improves, when serious, but still include some degree of slang
- Uses words ironically

## Intro:

Max: "yo. You the new resident?"

Player: I look around, not sure if there is anyone the person was talking to

Max: "Yea! You. C'mere."

Max: "You the new resident here?"

Player: "uh... I guess."

Max: "Cool, cool. I'm Max. They-them pronouns. Nice to meet ya."

Player: "[Player name]. so, like, do you, work here, or something?"

Max: "Hell yeah I do! I'm one of the attendants here. I make sure this place is clean, organized, livable, and help you guys out with yer recovery."

Max: "If you ever need anythin', come ask me. I'm happy to help"

Player: "uh, okay."

Player: "Can I go?"

Max: "Well acourse ya can."

Max: "Oh! One sec thou."

Max: "What's yer favorite kinda music?"

## Light-hearted:

Max: "Yoho! [Player Name], my friend. Yer up bright and early."

Player: \*Grumbles\*

Max: "Heheha, you here for yer pills I'm guessin'?"

Player: I nod

Max: "Cool. One sec, they'll be right up."

Player: Plants head on desk while waiting.

Max: "Annnnnnd, Viola!"

Player: \*grumble\* "Thanks..."

Max: "\*clears throat\* do you need me to explain these medications to you?"

Player: "nah"  
Max: "Cool!"  
Player: "uuugh..."  
Max: "What's wrong?"  
Player: "didn't sleep well."  
Max: "Oh no! how so? Bad dreams? Meds not jiving with ya? C'mon pal, give me the Deets!"  
Player: "Hehe, oh god, yer so annoying."  
Player: "\*sigh\* I don't know. I think it's the meds."  
Player: "I think I'm going talk to the Doc about it today."  
Max: "yeah pal, you do that."  
Max: "You take it easy today, ya hear. The Max's Orders."  
Player: "Yeah, yeah, will do, oh, Maxxy one."

## Vulnerable:

Max: "Yo, [Player name], couldya c'mere one sec."  
Player: Walks over  
Player: "yeah?"  
Max: "Look, I know yer getting ready to head out in a week or so, but I kinda gotta favour to ask ya."  
Max: "If You could, watch out for that little guy, Timmy."  
Max: "Lookin' over on his recording, it's a song and dance I've seen before."  
Max: "Hell, I've lived it."  
Max: "And, I'mma be keepin' an eye on him too, but you and I both know, there is a disconnect between being a resident, and an attendant."  
Max: "In some ways, he might see what I say as a word from authority, and I don't think he needs to be hearing from an authority to be getting better, ya know?"  
Max: "So, if you could take care of him, even for a little while. I'd appreciate it sincerely."  
Player: "Ok. I will."  
Max: "thanks pal."  
Max: "and hey, when you get outta here, if yer still in town, feel free to hit me up, I'd love to catch up!"  
Max: "Well, seeya!"  
Max: walks away

## Isaac Voice

### General Notes:

- Relatively blunt, short sentence structure
- Doesn't segue his thoughts well, or at all
- "hm"s a lot.
- When attempting to open up, has lots of ellipses, repeats what he's said a lot, and sidestepping to reach the main point

### Intro:

Player: I was walking back towards my room, when I spotted a man in front of my door, staring intently at it.

Player: "um, can I help you?"

Player: he didn't respond

Player: "uh, that's my room you're in front of."

Isaac: "how many lines there are here."

Player: "W-what?"

Isaac: "these curves and line. I hadn't noticed them before"

Player: he points to the lines of wood on my door, tracing down one as he does

Isaac: "so interesting, all these little details. The slight shades. The irregular curves. All on something you'd never notice. Hm."

Player: "uh, yeah, I guess. Did, did you need me for something or..."

Isaac: "Isaac. Isaac Avidan. My room is right down there."

Player: "uh, [Player Name]. My room is right here."

Isaac: "..."

Player: oookkkaay.... Isaac, it'd seem, is another resident then. He hasn't made eye contact with me at all. Maybe some social disorder?

Isaac: "...we're sorta like neighbors."

Isaac: "Neighbors... neigh... bors... odd word, now that I think about it. Like, what's the etymology on that? Weird. Hm."

Player: he still just looking at my door, counting the line's, it'd seem.

Player: "what number, are you up to?"

Isaac: "hm?"



Player: "of line. On the door."

Isaac: "oh, I don't count them. Defeats the point, you know? Hm..."

Isaac: "it's like, then you'd just focus on counting, instead of looking. Can't really appreciate it then."

Isaac: "or at least, I wouldn't."

Isaac: "like, if you wanna count them, that's cool. I don't. hm."

Player: "So, do you need anything, or are you just appreciating the door?"

Isaac: "hm."

Player: he stares at the door more intently now, before moving away from it.

Isaac: "I'm good."

Player: Isaac, just starts walking away now.

Player: Well, great, at least I'm not the weirdest one here.

\*Isaac runs back into scene\*

Isaac: "OH! Um, forgot something!"

Player: "!"

Isaac: "..."

Isaac: "uh... hi."

\*Isaac leaves scene again\*

Player: Definitely some social disorder.

## Light-hearted:

Player: I spend a few hours in the rec room

Player: Isaac is there. He was playing with a deck of cards. I offer to play a game with him.

Player: we have a quiet game, until, randomly, Isaac spouts

Isaac: "hm. This reminds me of the time me and Eddy played strip poker."

Player: I nearly spit-take my drink

Player: "WHAT?!"

Isaac: "hm."

\*Isaac smirks\*

Player: CHOICE

A) "Um, Explain?!"

Isaac: "My hand. I think I had the same one that time too. Hm."

\*Isaac's smirk gets cheekier\*

B) "Aaannnyyyways....."

\*+ to Grace\*

Isaac: "his reactions were funnier thou."

Player: yeah, he's just gonna keep talking about it...

Isaac: "he has a really bad poker face. I won most rounds"

Isaac: "He kept his jacket on the longest. Was really hilarious. Seeing him all cuddled up like in the last few rounds"

Player: "...Okay, well- "

Isaac: "I kept my left sock on for quite a while. Kept it on longer than my pants. Really pissed him off for some reason."

Isaac: "hm. I thought it was hilarious."

Player: CHOICE

A) "you have the weirdest recollections"

\*+ friendship w/ Isaac\*

\*Isaac smirks again\*

Isaac: "he's really cute. When he's flustered, I mean."

Isaac: "I liked that I could see that."

B) "Dude, TMI"

\*+ to Grace\*

Isaac: "hm?"

Player: "too much info!"

Isaac: !

Isaac: "Oh. Hm...."

Isaac: "...Sorry."

Isaac: "Anyways, Full House."

Player: "What the?!"

Isaac: "I win."

Player: I spend a few more rounds losing to Isaac at cards, before I get up to do something else.

## Vulnerable:

Player: I head out to the garden to enjoy the cool evening.

Player: Isaac is there. He's staring up at the sky.

Player: "Hey. What's Up?"

Isaac: "..."

Player: "whatcha staring at?"

Isaac: "..."

Isaac: "hm."

Player: "I don't usually see you out here."

Isaac: "..."

Isaac: "I'm hiding."

Player: CHOICE

A) "Want to be left alone?"

Isaac: "..."

Isaac: "yeah."

Player: "uh, okay, see ya."

\*returns to menu\*

B) "Want to talk about it?"

If (friendship with Isaac is too low)

Isaac: "..."

Isaac: "not really."

Player: "...okay.... I'll see you around, then."

Isaac: "...thanks."

\*returns to menu\*

Else

Continue

Isaac: "..."

Isaac: "....."

Isaac: "....."

Isaac: ".....You....."

Isaac: "..... You ready?..... to leave?"

Player: CHOICE

A) "Yeah"

Isaac: "hm."

\*to Track A)

B) "..."

Isaac: "hm."

To Track A)

C) If (Grace is high enough) "Weather I am or not, I'm still leaving"

Isaac: "Hm... That's true. Hmmm..."

To Track B)

D) If (Expression is high enough) "No, not really"

Isaac: "are you scared? To leave?"

Player: ".....Yeah."

To Track B)

Track A)

Isaac: "....."

Isaac: "....."

\*note sure where to go here/to deal with difficult subject matter on short deadline. Will leave it off here for now\*

Track B)

Isaac: "does your life feel like is moving too fast for you?"

Player: "A bit, yeah."

Player: "Do... Do you feel that way too?"

Isaac: "....."

\*Isaac, nods, slightly\*

Isaac: "How....."

Isaac: "How long..... Do you....."

Isaac: ".....Think...I.....I....."

Isaac: ".....I've..... been... here..."

Player: "uh, I don't know. Like, 6-7 months? After I got here, at least."

Isaac: ".....over..... Over 2 years....."

\*ditto on time/content\*

## Charlotte Voice

### General Notes:

Enjoys using her formidable spoken vocabulary, polite, callous.

### Introduction:

It is a pleasure to make your acquaintance... what are you called again?

(response)

Ah, yes. X. How do you do?

\*(positive response)

I am glad to see you are well. I've heard it rumored that you are to seek your fortunes outside the House soon.

\*\* (response)

Yes, you'll do very well out there. Society loves a smile, my dear.

\*(neutral response)

Perhaps the rumors were a fabrication. I heard that you are due to be released at week's end... and yet your language lacks the tone of aplomb I have come to expect from those moving on to greener pastures.

\*(rude response)

Mind your manners! I've heard it rumored that you are to rejoin polite society soon. Such churlish elocution will do you no favors there.

\*(high grace/protocol/whatever response)

“Charmed! What a joy it is to find a kindred spirit with whom I may hold a proper conversation...

Oh dear, that sounded terribly callous, didn't it? Your eloquence may have caught me off-guard, {sir, madam, friend}. I do not hold those without formal dialectical training in any sort of contempt.

**\*\***(response)

My, it has been years since I enjoyed a conversation to such degree. I insist that you join me for tea this afternoon.

### Light-Hearted:

Ah, \_\_. How are you today? Well, I hope!

I cannot thank you enough for your insight. Without you I may have never realized how foolish my routine has become.

You should take pride in how far you have come. When we met you were a graceless mess.  
( )

Now look at you: A proper (gentleman, lady, gentleperson).

### Vulnerable:

I do not expect you to understand. How could I when I, myself, could not?

For *years* I have worked tirelessly to keep to the principles of my heritage. When I was younger I couldn't understand how such etiquette came so easily to everyone else. I assumed that I was weak, unfit to be the scion of my lineage by sheer lack of skill. It wasn't until I was older that I learned of my condition. It was as if I had discovered my colorblindness. I understood that it was not proficiency that separated me from my family, but this thing I had never felt called "empathy". This improvisational advantage granted to everyone but me, it seemed. I used to rage at the injustice of it. That I had to memorize the subtlest of expressions while others had merely to exchange eye contact. I was born cruel and disinterested. It is through practice and will alone that I have risen to the standards of society. That is why I will not tolerate excuses for impropriety from those who have never had to work to be kind.

## Eduardo

### General Notes:

- Speed varies depending on his mood

## Intro:

Yo! You're \_\_\_\_, right? Yeah, I've seen you around!

()

You're leaving in a week, eh? That's what I heard, anyway.

()

That's cool. I bet you're gonna rock it out there! I mean you've got that chill confident vibe.

()

Hey, but don't forget to come back and visit your good buddy Eduardo!

()

Well, I mean of course I'll be packing it up and hitting the open road soon, too, I'm sure. I'm on the up and up! Wouldn't want to leave poor Isaac behind, though. What would he do without me? Haha!

()

You should hang out with me and Isaac before you head out, though. It's not good to be cooped up in your room so much. You can talk to Isaac if you don't believe me!

## Vulnerable

Oh. Hey, \_\_\_\_.

()

I'm fine, I guess. Not much point in complaining.

()

I dunno. You ever think about like... who you are? I mean, underneath all the mental bullshit.

()

Just something I've been stuck on. Sometimes I feel like a side effect, you know? Ah, you don't need to hear this shit. You've got your act together.

## Light-hearted

## Trissa

### Intro

Hi there! I'm so sorry, I don't really remember your name...

()

Oh, right! I remember now. When Max introduced you, you were wearing that shirt with the polar bear on it.

(you hated that shirt)

It's nice to finally meet ya! ...Even if you won't be around much longer. But hey, I'm leaving soon, too! Next month!

## Vulnerable

Okay, wow. I really do not need this drama in my life.

()

Shut up! Just shut up! Why is everything always so *loud*?! I can't think!

()

I... I'm sorry. I need some time.

()

--

Calm down, Trissa. Focus. Remember what dad used to say.

()

I didn't see you. Sorry, I talk to myself a lot.

## Light-Hearted

## Old Stuff:

### Interactive Poem

- Meta-narrative
- Game about the tragedy of making a game for someone
  - The balance between designer and player in telling a story
- Poetry is all about execution.

Just a list of things Jesse Likes narratively:

- Anxiety
- Mental illness / neuro-diversity
- Gender. Masculinity mostly
- LGBT stuff. Asexuality mostly
- Actual relationship. Not the start of it that fiction always shows. Dear god is that tiring.
- Experimenting with game structure
- Transformations
- cats
- Low key setups / high key treated as low-key
  - Showing life. Not an adventure
  - Showing the extraordinary as ordinary / showing the ordinary as interesting
- Surrealism.

- Theme > plot
  - The emotional logic of it
- Lovecraft minus horror.
- Progression, moving forward.
- Magic from technology
- Affinities / inherent interests
  - Knowing what one's affinity is. Accepting that. Knowing there is no “deeper meaning” to it
- 

List of things John likes narratively:

- Meta shit
- Tragic heroes (fall from grace, or redemption)
- Morality (injustice)
- Philosophy
  - Existentialism / Nihilism
  - Consciousness
  - Other stuff I can't think of rn
- Change
  - Contrast
  - Dynamic perspectives
  - Physical and mental transformation of the setting and/or characters
- Reclamation
- Acceptance (particularly of one's self, but of others as well)
- Friendship & Loyalty
- Dire Wolves
- Honor
- Thesaurus
  - Sesquipedalian Loquaciousness
- 

Ideas:

Patient in a mental Asylum/institute -time period?

- Explore different cognitive/emotional states
- Neuro-diverse vs neuro-typical
- Experience characters with vastly different perspectives
- Closed bottle location/cast
- Are you the main character?
- On time Period: anachronistic? modern day? timeless

Week long groundhog day loop

- Justify failstate
- 1st time through tutorial and setting establishment does not need to be repeated on further loops



- We can justify only giving the player one chance
- Allows us to challenge the player more
- “This is how the real world works” for dialog - one chance
- Repetition! Woooo! - how quick is the iteration loop
  - Solution 1: Ensure player has accomplished something every time they fail
    - multiple objectives
  - Solution 2: Reduce repeated content
    - Literally do not allow repeat failure
    - Give extra options if you have failed (learning from failure)
    - Small scales of repetition/ reduction to linked scenario
- How explicit is the loop? Is it a clear time repeating, or is it the days of the characters life blur together so much. Concrete time loop vs surrealist time loop
  - Consequences
  - Tone question
- Establish a clear time frame for the game and a clear objective
- What is the cause?
  - Is knowing the answer relevant?
  - Magic? Spirits?
  - SCIENCE!
- Narrative impact of a GD loop:
  - Loop as moral lesson (ex: learning to be genuine and honest)
  - Loop as cautionary tale (ex: can't fight fate, can't change the past)
  - Loop as mechanical system (ex: the repeating days exist for narrative/mechanical/thematic convenience to tell a story. Is not an aspect of the story)

#### Characters:

- Idea: Bi-polar, delusional (paranoia, etc.), social anxiety disorder, PTSD, Eating disorder?, ASPD
- Anxiety, Depression, or Schizophrenia (whichever the player character is not)
- Idea: Schizoid personality disorder, Depersonalization/derealization disorder
- Idea: Avoidant, dependent, or Histrionic personality disorder
- Idea: Quiet / shy, kind, boisterous, adventurous, cautious, calm, friendly, social, antisocial, ambitious
- Idea: that obnoxious happy go-luck person how grates on everyone, but means well
- Idea: stern, Determined, in control, frustrated by other people
- Idea: snark master supreme, Anger ball, punching bag.
- Idea: so sweet, you'd get diabetes from talking with them
- Idea: any of those personality disorders, like Schizoid, if we don't have focus for main character
- idea: an expressive, mellow oddball of a girl. Has a naturalistic/earthy presence to her. A visual & emotional Contrast with the prim & proper girl above.

#### c. What kind of stats

- d. Emotional? Mental? Skill? Mood?
  - e. Emotional Stat Ideas: Charm, poise, empathy, protocol
  - f. Mental Stat Ideas: Confidence, Awareness
  - g. Skill Stat Ideas: ?
  - h. Mood Stats: Agitation, Misery, Nervousness, Joy,
  - i. Types of stats: perma-growth, wavering values
4. ~~Huniepop-esque puzzle game~~
- “Leaning on the fourth wall” - UI differs based on mental health level?
  - 2D or 3D top down?
  - 3D first person might work, if we want movement of a degree
    - Jesse can do fairly simple/stylized 3d models easily, 2D backgrounds, no so much