

Environmental Storytelling in Persona 4

- Yukiko Amagi is introduced as a family girl who is destined to inherit the business that her family owns.
- Kanji Tatsumi is introduced into the story as a troublemaker who is assumed to be part of a gang.
- Rise Kujikawa is introduced as one of the biggest idols in the world and plays the role of the perfect girl constantly.
- Naoto Shirogane the prince detective who is introduced as the investigator that aims to find the responsible for the murders.
- Mitsuo Kubo is a shady teenager who features several cameos during the story and is suspected to be responsible for the strange events happening in Inaba.
- The people of Inaba refuse to face the truth of their actions and choose to escape reality by whatever means they feel necessary.
- School life lived by the protagonist involves several events that range from a school trip to a park, a school trip to another school campus, visiting the beach alongside friends, and a ski resort during the winter with friends.

The player explores these events both going through optional bonding events called social links and traversing through the main story.

Scene 1) Yukiko Amagi arc, she is a girl whose family owns an inn. Yukiko is initially introduced as the elegant and reserved heiress of the Amagi Inn, a traditional hot springs inn in Inaba. Yukiko struggles with the pressure and expectations placed upon her to inherit the inn from her family. She feels trapped and obligated, longing for freedom and a chance to explore her own identity. This inner conflict manifests in her dungeon, Yukiko's Castle, within the TV World, where her hidden self, or a side that she doesn't want to accept belongs to her, manifests in the form of a princess in despair who wishes for a blue prince to come to her rescue. Her bonding events, where the player gets to know her on a deeper level, she develops her feelings regarding her responsibilities.

Scene 2) Kanji Tatsumi arc, he is a punk who is presented as a tough guy, but there are secrets that he desperately seeks to hide from the world as he feels that people will never respect him anymore if they find out what he likes or how he really feels. This internal conflict is reflected in his dungeon, the Steamy Bathhouse, within the TV World. As the story progresses, Kanji's character arc focuses on self-acceptance and breaking free from societal stereotypes. He learns to embrace his true self and understand that personal interests and hobbies do not define one's strength or masculinity. This topic of self-acceptance is the center beyond most of Kanji's interactions with the player.

Scene 3) Rise Kujikawa arc, she is a teenage girl who, in the world of Persona, is an extremely popular idol who secretly grows tired of fame and wants to live a normal life as a teenager. Rise is initially introduced as a cheerful and energetic girl, but she struggles with her own identity and the pressures of fame. She yearns to find her true self and escape the artificial persona she portrayed as an idol. Her inner conflict is represented by her dungeon, the Marukyu Striptease, within the TV World. Rise goes through a personal journey of self-discovery. She learns to balance her desire for a normal life with her passion for performing. Rise eventually realizes that embracing her true self means accepting all aspects of her personality, both on and off the stage.

Scene 4) Naoto Shirogane arc, she is a young detective who the party initially meets when they were first getting acquainted with Kanji. She struggles severely with her inner self as she dresses as a man in order to make herself important in the police. However, she struggles with societal expectations and stereotypes. She faces challenges as a young woman in a male-dominated field and feels the need to prove herself.

Scene 5) Mitsuo Kubo arc, unlike the rest of the dungeons, doesn't form part in the party of characters that the player gets acquainted with in a positive way. In the game, he's depicted as a student whose presence is forgettable, and often associated as a stalker solely due to his appearance. He serves as an enemy in which his inner desire is for him to get attention from the world, and he feels that the best way to achieve this is by acting as the person responsible for the mysterious murders that have occurred in Inaba.

Inference	Evidence
Yukiko feels immense pressure from her parents who ask of her to grow up and inherit the family business, which made her feels as a damsel in distress.	<ul style="list-style-type: none"> • She developed her own world in the TV, which created a duplicate who revealed her true intentions to escape her responsibilities by being rescued (Scene 1) • Her dungeon is a castle where she acts as the princess as she longs for a blue prince to rescue her from the clutches of her family, and avoid her inherited responsibilities (Scene 1)
Kanji feels obligated to hide his true self from society as he feels that if the world realizes that he's gay or that he enjoys other activities that "guys are not supposed to like", the world will never respect him anymore	<ul style="list-style-type: none"> • His dungeon in the TV World takes the form of a sauna where his other-self manifests in the shape of his acts and signs around the dungeon that only men are welcome in there. (Scene 2) • A kid in his social link loses a doll which in response he creates a new one with his own hands and later accepts other requests from the same kid as the dolls Kanji creates are "very cute". (Scene 2)
Rise feels that she needs to put on different masks on her personality instead of being herself in order to feel accepted by society.	<ul style="list-style-type: none"> • Her dungeon takes the form of a striptease in the TV World where her different personalities that she adapts take form as the girls who exhibit themselves to her audience. (Scene 3)
Naoto feels that the world, especially the world of the police force will never accept her professionally if they discover that she is a woman dresses as a man.	<ul style="list-style-type: none"> • Her dungeon takes the form of a secret laboratory and a secret military facility where a forbidden procedure is about to take place. When the player advances in the dungeon. Several warnings from her other self tell the player to get out immediately, as the party is about to witness something that that should never be seen. • Several warning signs plus medical equipment found at the end of the dungeon demonstrate that her hidden self wanted to go through a sex change surgery.

<p>Mitsuo Kubo was to be the protagonist of something big as he is falsely believing that he is worthy of being a hero</p>	<ul style="list-style-type: none">• His dungeon takes the form of an old-school fantasy RPG where he is the hero who is in charge of bringing the light to the world.
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