Michelle Fast

Anne Winchell

Writing for Video Games

14 April 2016

*Lazy Sunday:* Level Walkthrough (Beginning Level)

Placement of Level

The first level of the game occurs at the beginning of the game. Every player will go through this level as it is the beginning of all major branching paths. It occurs before and leads into the branch of the two major story paths.

What does this level NEED to accomplish?

This level needs to establish Sara Sims as a woman who has been overwhelmed by a hectic work life and that finally has a day off where she just wants to relax. This lets the player know of the major goal of the game: to make decisions so Sara has a relaxing day. At the beginning of the level, the player will be given a couple of simple decisions on how Sara Sims will start her day. However, one of these decisions will have more immediate consequences while another will lead into the major story. This helps the player understand the point of the game, how even small choices will affect the outcome of the game, and that they will be making several decisions for the main character, including small decisions and major decisions. From this level, the player should understand Sara Sims fairly well and know the overall tone of the game.

Character’s emotional state at the beginning of the level

Sara Sims starts her day off with her stress and anxiety levels at zero, displayed at the top of the screen in game. She is well rested and looking forward to a lovely, relaxing, and lazy day ahead after a long week of drunken idiots.

Player’s emotional state throughout the level

As the level progresses, Sara’s anxiety and stress levels will increase by various amounts depending on the decisions the player makes. Certain decisions will highly escalate Sara’s stress levels to the point of ending the game. Other choices will only slightly elevate her stress levels while a few others will slightly decrease her stress levels.

Description of the level in detail, including branches.

The game starts with Sara Sims waking up to a brand new day, a day where she doesn’t have anything planned, doesn’t have work, doesn’t have a worry. She goes to make her ideal breakfast, a fried egg. While frying her egg, her mother calls. The player is given the choice to answer the phone or to ignore the call and send her a text later. If the player chooses to talk to her mom, she will leave the egg cooking on the stove but her mom will talk forever. When Sara returns to the kitchen, she will find it in flames and the game will end because she spends her day talking to firefighters and getting the day sorted out. However, if she ignores the call and texts her mom, Sara will continue normally and then the player will be given the choice to watch Netflix or go to the store. Watching Netflix will put the game into a loop of watching Friends until the player decides to get up or until the day is over and the game ends. Going to the store (or getting up after watching Netflix) will lead to Sara slipping and breaking her arm. However, from there the player gets to choose whether or not Sara goes to the ER or waits until tomorrow so she can see her normal doctor. This is the first major decision of the game that causes different but longer paths. Choosing to go to the ER will lead the player on a path towards meeting a doctor that Sara can date and waiting until tomorrow will lead Sara to hanging out with her mother or friend.