Alright, so we’re back. We just need to try and figure out what we’re doing here. I think I should kind of scan over what I have in level 1 and figure out what to do. Let’s do that real quick.

On top of that, Osa did suggest the inventory option, so I should try and set that up.

I think the only other thing I need to do is set up the variables that I can use for the campsite. That will determine what can be talked about. Let’s try and have 3 things each for Camille and Julian.

What are the three for Camille?

1. Talk about Caden, her siblings, and what life was like in her homeland.
   1. Camille will start the conversation by brining up Caden and what you did as the player. This will transition/give the player the option to further the conversation about her siblings. Maybe Camille says something about her homeland that is somewhat concerning/conflicting presenting the player with another chance to pursue for information.
2. Camille’s sense of self & the idea of what she could want for herself
   1. I was thinking the homeland part could be here since it will easily transition to the idea of sense of self. She’s been in this role of servitude for so long that the idea of being something other than that doesn’t make sense to her. That’s the overall goal of this, but what does the player character say to have this conversation? Maybe I can do it as a right options type thing. I need to come up with what her religion/upbringing has convinced her of to have this mindset.
   2. I will say this goes back to the introduction parts, so I’ll go through it again to pick up on what I could do and get a bit more context as to what I might have had in mind before.
   3. Something about Gaia’s Advocates could be here. She uses this as a response to answer the player’s question and they reject the answer which causes a miscommunication/understanding. Maybe this spawns a bit of tension between the two and that’s when Silas interrupts.
3. Not completely sure about a third, we may not even need it. Unless it’s some superficial flirting. But I could see that working more so in the beginning of the conversation. Maybe the conversations start off kind of flirtatious or friendly, the player kind of teases the idea of Camille smiling and doing more outside of being so cold and flat mentioning how remembering about her family made her light up. That’s where things transition to the previous points.

What are the three for Silas?

Well, Silas is taking the conversation to the player, so what does he want?

Looks like I already have something in the works. Let’s make him an asshole-ish realist only looking to get what he wants out of the situation.

1. He expresses disgust for Julian and his passivity.
2. Julian doesn’t appreciate what he’s done for the both of them
3. He believes if given control over Julian’s body permanently he could find a way to finally explore true freedom and he’ll do what’s necessary to ensure the same for the player if he obliges.
4. The player does so by making Julian mentally unstable making it easier for Silas to take over.

This isn’t too bad, but it seems like something is missing. If the player flirts with Camille, Silas can use her as leverage to get the player to work with him. If the player denies Silas’s request, Silas gets angry attacks the player, and claims he won’t forget this while demonstrating his strength that could potentially rival Camille’s.

We’ll go with this so far. I’ll play the introduction sequences with both of them and see what I can possibly think of.

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Next day

So, I did go through the Get to know them sequences for Camille and Julian. There wasn’t really a ton to call back to honestly. I think the plan was to add some variables for level one to call back to during these conversations.

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Yeah, I was tired yesterday, my bad. I’m going to pretty much do a rough draft of what I have in mind to do for the level and then convert it to script format with more details once done. Pretty much what I always do with this stuff.

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Alright, how do we want to do this? What are we trying to cover or do?

The player sits down with Camille, but only asks question on what’s immediately happening.

Making tinder for the fire, asking if she cut down the tree she’s sitting on, asking if she needs help, and maybe about her name?

I want the name thing to come into play, but maybe that will come later now that I think about it.

What if just sitting with her could be an option and saying nothing. I could spend some time for narration and it covers her whittling the stick for tinder to start the fire and she starts it instantly with her altered abilities giving the player something new to talk about.

This could play into later with Camille going to the player to start conversation instead.

During this conversation, prior to the shift conversation, she should come off as distant and uninterested. Almost as if she doesn’t want to talk. Maybe her answers should be short and come off as almost stern as if there’s a problem. This could be referenced later.

Okay, so what are the options and paths.

Do you need some help, Can I sit with you, Did you cut down this tree yourself, leave

If the player does option two or three, Camille will talk to you during the shift scene.