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 starts of 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.