Respect Meter Tracker

Only three characters can gain or lose respect for the player: Camille, Julian, and Alistair. I need to have a tracker to count up all of the instances where the player can gain respect from the other members in order to make sure ample opportunities are provided to reach the various endings.

Let’s say each character start’s at 1 level of respect for the player and the goal is to end with 15. That means there needs to be 12 opportunities total to gain/loss respect for the player split amongst the 5 total levels.

Jullian is the easiest since the player gains respect by helping him build his contraption in the main levels. So that’s in level I and II. You gain a respect for him at the first campsite by reassuring him after the accident while driving. That’s three so far. The last one can be during the last level while at the carnival in Florida. Julian will have a bonding experience with the nerds in level II and after having a conversation about belonging, the player will pose a challenge for Julian that initially doesn’t seem supportive, but Julian appreciates gaining respect for the player. So four opportunities.

Camille increases her respect in level one when you play with Caden, during the campsite, and possibly 3 different times during level two since she’s a central focus, at least twice. I can definitely see some opportunities for it to occur with the player acting as the catalyst for her willingness to discover herself. I know for level three there will be an opportunity to gain respect with her if you watch her ice skate and support her ass well. Maybe if the player gets six points of respect for her, then she might kiss them or share a romantic moment. This could play a factor with the endings as well, influence her actions.

Alistair will most likely only have two or three opportunities. Once at the second campsite and once or twice at level three nearing the end. Let’s say the feeding the dog gains respect for Alistair. So that makes four opportunities.

So, the estimated total of gain/loss opportunities are…15. Six for Camille, five for Julian, and four for Alistair.

I think I have a sheet for this, but just in case this will work, too. Later on, I’ll go in more detail in this sheet explaining the scenarios for these respect opportunities in order to make it easier for me later on.