

- Player is in a loop -> wake up -> go to work -> work. Player has an objective showing up and can either follow it or not.
- Player is shown that pc goes to work -> On the way there, the player can interact with stuff that would distract him from his main mission.
- Player is depressed, everything is grey, player can interact with stuff and people and this will slowly brighten up his world.

Start: Player starts in his room, and can interact with stuff that doesn't do much good. When the player goes outside, he can interact with stuff that will make the world brighter every time.

When the player talks with the grandma on the bench, the player sits down too. They have a slow conversation about how to enjoy the little things in life.

- Player first interacts with flowers, but finds it pointless. But after talking with the grandma, he says: "Huh, I guess these flowers do look nice."

Interactables:

- people: talk
- dog: pet the dog
- trash: put trash in trash can
- yoga: do some yoga in the park
- eat: ice cream
- work: be productive at work
- help: help old lady cross the road
- apartment plant: water your plant

Instead of interacting with a bunch of elements -> make fewer interactables but more emotionally impactful:

- Spending time and having a conversation about life with an old lady.
- Pet a dog.
- Help a kid.
- Do breathing exercises with a lady in the park.