

how Act 1:

- Protagonist is stuck in a routine loop.
- Happiness is slowly going away. Colours slowly fade away.
- Protagonist gets into drugs and partying. Making the colors brighter, only for them to become even more faded afterwards.
 - Sequence: Protagonist hears whisper becoming louder and louder. Player can press a key to take a hit and whispers will be silenced.
- Protagonist has a fight with friends/family about their substance abuse.

Act 2:

- Protagonist becomes dependent on substance.
- Almost not coming outside of his house.
- When he goes outside, people have their face scribbled / crossed out
- Protagonist contemplates suicides.

Act 3:

- Protagonist goes to family to find comfort.
- Protagonist enjoys the small things in life.
 - nature
 - people
 - food
- Protagonist finds a hobby to pass time. (Running)
 - Sequence: while running, scribbled faces fade away to see their face clearly again. At the same time the color changes back.

Act 1:

Game starts with trigger warning about suicide and drug abuse.

→ text fades away

Open window appears.

→ Players clicks on the window to close it.

→ window fades away to black screen.

Alarm clock rings.

→ 'click': alarm clock has been snoozed

→ black screen fades to protagonist in his room.

Protagonist wakes up in his room

→ When player interacts with door

◆ Sequence: Protagonist runs through the street to get to work.

Protagonist is at work

→ does a boring task over and over again.

◆ when done: screen fades to black.

Alarm clock rings again:

- this repeats for 2 more times.
- Each time the player wakes up back in his room, it gets more messy.
- Afterwards:

After third time of going to work, protagonist will not immediately spawn back inside his room but this time there will be a sequence of him going back home, sad. On his way, he will stop at a club and party. There he will party and drink till he passes out.

Protagonist spawns back in his room, goes back to work and goes to club. This time he tries pills.

- When taking pills, background color brightens and flickers with the music.

Act 2:

Protagonist will wake up in his room.

- Protagonist is really hungover.

Protagonist goes to work with almost no energy.

Protagonist works very slowly.
(colors are close to grey)

This repeats twice.

Third time, the protagonist doesn't go to work. He will drug himself at home and play video games.

He will then get in an argument over the phone with his mom. (Player can pick up the phone)

- Protagonist will then proceed to cry

Sequence: After phone hangs up and protagonist cries:

- Protagonist puts his head on the table.
- we see seasons pass through the window
 - ◆ background color gradually becomes darker
 - ◆ sound change based on season
 - people, cars, wind, dogs

When protagonist finally gets up, he goes to a bridge to jump. (Player gets choice to jump or not)

- if player waits to long, he will get a call from the protagonist's mom
- if the player chooses to jump -> screen goes black but will fade to someone laying their hand on the protagonist's shoulder.
- if the player chooses not to jump -> player gets off bridge

Act 3:

Protagonist goes to family for comfort. Crying in his mother's arms.

Protagonist tries to enjoy the small things in life.

- Goes outside for a walk -> enjoy's the view, pets a dog, wave at someone, start running through life
- When protagonist is walking, he slowly starts walking faster until he is running.
- He will walk to a point where the full screen is the background color
- The protagonist will then not run in the middle of the screen like the rest of the game but will run off to the side.
- Message will then appear:
 - ◆ YOU ARE NOT ALONE
 - ◆ THERE WILL ALWAYS BE
 - ◆ **HOPE**
- Credits will roll

goes to work, gets tired of it, goes to club,
gets a call from mom, argues, goes to the bridge, gets a choice, gets called by mom, starts living again.