Start

Scene 1

Scene 2

Choice

Head towards: hp+=1 | Unlikely: hp-=1

Scene 3

if hp<0

True → Choice

Press on: hp+=1 | Break

Ending 7

False

Scene 4

Scene 5

Choice

Head to it | It's a trap: hp+=1 trap=T

Scene 6

Scene 7

Choice

She's thirsty: hp+=1 thirsty=T | Not bad: gp+=1 | She's annoying: annoyed=T

Scene 7 (continued)

Scene 8

Scene 9

Scene 10

if hp<2

True → Choice

False hp+=1

She's a spy: hp+=1 | Can't trust AI

Ending 4

Scene 11

if hp<3

True | False

Scene A1

Choice

Accept AI-sempai | Reject AI-sempai

Ending 3 | Ending 2

Scene B1

Choice

Life | Lie | Involve Girl-chan: gp+=1

Scene B2

Choice

Lie | Life

Ending 1

if gp>=2

False | True

Ending 5 | Ending 6

Legend
hp: hero_points
gp: girl_points
T: True
F: False
Start/End
Scene
Choice
Condition

Note
Below portion in early draft stage

Notes on boolean variables

trap: gives alternate lines in scene 6
thirsty: gives alternate lines in scene 8
annoyed: gives alternate lines in scene 7