# **📝 Writers Meeting Notes TLDR at bottom**

**Date:** Sept 19, 2025  
**Attendees:** Aiden (Kiwi)  
**Group:** Writers  
**PM:** Cristiano Rietti

**🎯 Goals / Agenda**

* Decide on key narrative direction changes.
* Clarify how story elements tie into gameplay mechanics.
* Assign deliverables to individual writers.

**Key Decisions Made:**

* Villain shifted from **CEO → Manager (mystery villain).**
* Vigilante role replaced with **PC executives in a cult** attempting to resurrect the CEO (revealed as Satan).
* Ritual mechanic requires **corpses mailed to Nebraska** for portal to hell.
* Narrative now directly ties **company to Alana’s disappearance** (player motivation).
* CEO = Satan → summoning ritual tied to **pentagram delivery system.**

**✍️ Updates**

**Story / Worldbuilding**

* Scenes/Locations:
  + Apartment
  + Gated parking lot outside warehouse
  + Warehouse interior (goal: seamless design, no asset unloads)
  + Stretch goal: dream sequences

**Dialogue / Audio**

* Landlord (audio recording)
* Intercom voice in factory
* Protagonist: limited spoken lines triggered by certain interactions

**Characters**

* Erin (Protagonist)
* Alana (Girlfriend)
* Satan (CEO)
* Manager (mystery villain)
* Gameplay perspective confirmed: first-person player + Satan

**Game Over Mechanic**

* Failing the shift = resets the day (loop mechanic).

**⚠️ Blockers / Risks**

* Scope creep: many “funny ideas” being brainstormed, not all realistic.
* Need to relay **box loading system mechanics** to programmers
* Artists will need early environment references (apartment, warehouse) → dependencies.

**✅ Action Items / Assignments (as of 9/19)**

**Aiden:**

* Finish **box loading system explanation** (to hand off to programmers).
* Write **Day One tutorial script.**

**Colin:**

* Apartment description tied to narrative progression.
* Eviction warning + landlord voice lines.
* Clue board design.
* Comments on investigation state.

**Ferris:**

* Flesh out **Alana’s character** (job tied to company).
* Clue progression mapping.
* Drafts for alternate endings.

**PM Notes:**

* Aiden emphasized responsibility for **cross-team clarity**.
* Colin already roughing out **apartment draft + landlord script.**
* Need to keep scheduling **1:1 check-ins** to manage ideas and prevent scope issues.

**📅 Next Steps**

* Writers finalize deliverables before next session.
* PM relays updates:
  + To programmers → box system mechanics.
  + To artists → environment/character references.
* Schedule follow-up writer sync

# **TLDR – Sept 19, 2025**

**Key Story Decisions**

* Villain = **Manager** (mystery), CEO = **Satan**.
* Executives = cult to resurrect CEO.
* Ritual = corpses mailed to Nebraska (portal to hell).
* Alana’s disappearance tied directly to company.
* Fail shift → **day resets**.

**Assignments**

* **Aiden:** Box loading system explanation (for programmers), Day One tutorial script.
* **Colin:** Apartment narrative description, eviction warning + landlord VO, clue board design, investigation state comments.
* **Ferris:** Flesh out Alana (job linked to company), clue progression, ending drafts.

**PM Notes**

* Risk of scope creep.
* Colin already roughing apartment draft + landlord script.
* Morale high → keep 1:1 check-ins.

**Next Steps**

* PM relays updates to programmers (box system) + artists (environments/characters).
* Schedule follow-up writer sync.