Emotional Stats – Kernel Panic

**Hope:** This is the most critical stat if this falls below a certain percentage say (50%) certain endings and choices will be locked. Certain things will cause hope to fall such as taking the medication every episode or scene, inaction or simply wrong dialogue choices.

Hope rises when you and the cowgirl (This name is stupid I’m still working on the naming schemes) work on a problem together such as mental health issues, codependent issues and more.

Emotional thresholds

If hope remains at 100% all dialogue options remain open and unlocked even hopeful and good ending ones.

However, if hope fall to 75% dialogue options become more cynical more pessimistic even sarcastic such as “I’m sorry that you feel this way didn’t know I’m your anchor” or some bullshit like that

Hope falls to 25% and the spiral begins. Here the player has two choices continue the slow decay of the relationship or claw their way back to recovery mode. If player chooses the slow decline, it will quickly start reducing all positive stats and increasing things such as dissociation and anger.

If hope falls to 0% the shutdown ending activates and this is a forced ending as HOPE is a core stat if this falls below a certain threshold. SYSTEM INTEGRITY CRITICAL.