

("Player" is used to refer to the Player and the Player Character in this Document) [[EXAMPLE]] - around a word denotes a link to another part of the story.

Main/Normal:

Player enters at start/end of game

The start of the game becomes the end of the game once all the secrets are collected.

Player wakes up and goes back to sleep

The player starts the game add in part about 7am alarm clock notice secret, add in more story details.

[[Secret 1]] here in the form of a hidden button which raises the secret counter by one, changing the path of the game and increasing the game's background in brightness slightly which hints progression without revealing too much. It also gives a hint that you should be looking for clues in the text as well as searching the screen itself for secrets to find other paths.

Led to different areas, sees events of the game from outside the game – Death of a stranger occurs

[[The player can, at any point, wake up and continue their day as normal forgoing the secrets in the "dreamscape" and continuing down a path of "no-return". This will force them into either the "pretty-good" ending or lower depending on how they continue from there.]]

[[Upon seeing the death of a stranger (person with a hidden face)]] The question – "The events that transpired here, were they real or fake?"

"Bamboozlement" ensues.

Player wakes up and gets a text to go out [[but is either too scared to go out (Secret Choice)] Only if they saw the death in their "dream"] – END – Loops round to the beginning of the game.

Or they decide to go out anyway

[[Secret 2]] here if the player answers correctly in the dream as to whether the events transpiring were "real or fake" (fake is the correct answer). If the player answers fake, then when they get up they realise that the time is strangely still 7am.

Otherwise, the player wakes up and notices nothing.

Player goes to 2 locations first (University and then then a restaurant [[restaurant has a secret in a sandwich]]) until they meet up with a friend where depending on the previous choices can lead to 3 different outcomes:

- A. Player dies if they answered "real".*
- B. Some stranger dies if they answered "fake" and the game continues.*
- C. If the dream was left prematurely then nothing happens, and the game continues.*

A outcome: Restart

B outcome: Game continues, player should realise by now something is up.

Player goes straight home to try and sleep and see whether they can “dream” more.

When they get home it’s hard for them to try and sleep but they can take some medicine to try and fall asleep which is the [panic] route and if they take this route they don’t dream and the game continues.

[[secret]] im going to try and implement a secret here where the player can close the game and reopen it to wake up in the ‘dream’. This is probably the hardest secret and I’ll likely need to balance it in playtesting. This is the [patience] route.

Or they can just wait for a bit without moving the mouse and then game will progress

C outcome: Game is still locked to nothing happening

You enjoy the rest of your day and then go home.

PANIC route:

The player takes the medicine and falls asleep pretty quickly. They enter a dreamless sleep and wakes up the next morning even more panicked; they can’t dream anymore? (The medicine affected their sleep and so they didn’t ‘dream’ because the condition for dreaming isn’t sleeping, it just happened to coincide with it).

The player unaware of this starts to become more and more panicked as the day goes on; fearful of what is going on and what might happen next and so they decided to lock themselves inside for the day until they can figure out what’s going on.

Friends begin texting them and asking about what’s going on and why they haven’t seen them all day and the player can either reply to the texts by:

A. Being completely truthful.

The player tells their friend all the events of the game so far, to which their friend tells them that they saw a stranger die in their dream and then die in real life and how they saw the events of the game unfold before they happened.

Their friend tries to convince them that coincidence is still very much a concept and that they’re crazy for acting out like this; taking medicine to try and sleep so they can see the future. It seems like the player is now calm but is still wary about what is going on because they still think something is amiss.

Their friend asks them if they’ve eaten today and convinces them to come out so that they can buy them food to which they agree. The player goes out to meet up with their friend.

B. Withholding information.

The player gives a generic reply and continues locked up in their house. They begin to theorise on the conditions needed to actual enter the dreamstate. They conclude that it’s not just based on sleeping but on the time of day as well.

- *If the player noticed the alarm clock on the bedside table earlier in the game, they also conclude that after they dream they either wake up back at 7am or that the dream doesn't take any time at all. [[DreamDiaryRoute]]*

Dream Diary Route

Player begins dreaming every night and making notes on what they see. They see the future, other futures and countless things they cannot understand. They only live to fuel their dreams. They effectively become a hermit scrawling in countless notebooks, papers, walls, anywhere that will receive ink is covered in theories and seemingly incomprehensible notes about other worlds.

They cut off ties to friends as they become more and more obsessed with dreaming; in the end allowing themselves to die dreaming to try and pass over into it forever.

[END]

C. Or not replying at all.

Friend is more worried and comes over to check on you, option to kill friend by accident later on.

Goes the same route as withholding information but your friend comes over to check on you unannounced and uses the key under the pot. Hearing the noise and seeing death in one of your dreams prior you can choose to [[Attack the intruder]] or [[Hide]].

- Attack the intruder

If you choose to attack the intruder, you attack them swiftly from behind and kill them; only realising it's your friend after recognise the clothing and turn them over. This shatters the player and they run away unable to come to terms with what they've done. A few weeks later they get caught for the murder and arrested and spend time in jail. [[Older]]

- Older

After the player gets out of jail they have aged significantly. Still distraught over the murder of their friend; they decide to leave town and go on a journey to figure out what it all meant. They never do.

[END]

- Hide

You hide from the intruder and after a while (also having another opportunity to [[Attack the intruder]]), you see that it's your friend that came to check up on you. After a brief talk you explain why you've been acting weird and then.... Your friend kills you. They look just as shocked as you do; as your life fades you see them in apparent confusion as to why they did what they did.

[END]

patience route:

You fall asleep naturally at a later time and enter the 'dream'. In which you learn that that "Dream" isn't actually a dream but the game itself. Your character is unable to understand the fact that they are inside a game, the concept that all their actions not being real is inconceivable; even the thoughts they're having now aren't their own and slowly they either [[lose their humanity]] and give in to the will of the game, rejoining society but giving up independent thought or [[gains freedom]] by killing themselves, resetting the game and effectively passing on the problem to a new version of themselves and becoming a backseat driver to their own life.

Or:

Finding enough secrets, you see something in the dream. You find a chair that has the meaning of life in it. You can either sit on it or not. either choice is correct. The point being that life is what you want it to be.

The character wakes up and lives life happily. You look over at the clock.

[END]

Every playthrough the new character (which you control) should then have hints on what they should be trying to do, given that you've been paying attention to the goings on of the game. After a few plays the player should know how to get each ending or try to get them.