// = COMMENTS
DF = Dialogue Flash [player free to move , just dialogue box flashes when in vicinity.]

/---/
Game launch :

      Starting screen   = play
      = about
      = credits //done

Zone 1:

[CUTSCENE]
[black screen only text]
Chad: Ugh. wha..t time is it

Chad's Mom(shouts): It's night time already and you wake up now!!! What did I tell you about sleeping
Late huh?

...you say nothing , as you stare into the deep void , zoning out. It was pretty late last night.
All the demons they don't let me sleep , forget it mom won't understand
You glance around for georgie.

Chad: Hey George! Where are you buddy? You say as you walk out.
-- done
[the scene comes in , with Chad outside his house]

Huh.. that's crazy he's never left the house without me. Wonder where he's gone, it's already evening.

------------- player movement starts here , when they move the screen progresses------

You see Mr.Kempty's house as you pass by. Always found that dude creepy. And what kinda name is that anyway?
--done

You notice the dog tracks all up in snow going ahead. George must be up ahead.
-- done

You reach the town hall. Two menacing looking guards standing at the door.
--?//////

Guard 1: You are not allowed in here **[DF]**
Chad: I wasn't going there anyway .**[DF]**
-- done

//pass to scene 2 , past the second guard//

//waterfall scene(extra) no

//ends

You notice the gnome wizard's outside his shop , you decide to ask him about george.

[CUTSCENE]

Wiz: All this cold ya know , reminds me of my village back in wiz town . Anyhow , why so gloomy my child?

Chad: I dunno , I woke up and found george missing , have you seen him anywhere?

Wiz: Can never trusts this animals I tell you. Always wandering around , shitting everywhere throwing stuff . My bet he is probably out looking for food...*in trash cans[mutters].*

You don't pay heed to all the silly jokes gnome made , he had a good heart. You were more worried about your missing dog.

Chad: I will check my aunt's he's probably there playing See you later , gnome.**[DF]**
--done
[zooms in uphill sign , shows stairs] // idk how to zoom
// stairs done

.//player can go back , forth , cutscenes won't be initiated again but DF would be

ZONE 2:

[player climbs the ladder , last scene changes to this one]

[player stops above the ladder , movement starts] *//done*

[Aunt's Dialogue starts]

Aunt: Oh! hello there chad , don't mind me just looking at this absolute beauty here. It has been there all this time and I never really got the time to observe it.

Chad: I suppose so….

Aunt: Anyway how'd you come along this way?

Chad: I was looking for george .Have you seen him somewhere? I hope he is safe….

Aunt: Nah he hasn't come this way or I would have seen him. I have been standing here for quite a while now , this pleasant scenery.
Aunt: When I was younger I used to come here whenever I felt sad and the sunsets cheered me up in someway! Everyone has a sunset , find yours chad.

You nod at her , these were some deep pieces of thoughts.
When you look up to glance at the mountains , Beautiful [you gasp] so slowly that nobody else hears it.

Aunt: Uh..oh sorry I went off there a bit hahaha

Chad: I am gonna look for george , see you later Aunt. (to himself) Well that went well.
// done

[scene 1 to scene 2 transition]

[cutscene with standing Fox]

Fox: ffg ffghj fgj Bengt.

// if you can show little question marks on head of chad
Chad: ….

Bengt: I just said my name is Bengt.
Tell me human why was the fox stuck in the past?

Chad: What..what fox??

Bengt: Because it was a 20th century fox! Ahahahahaha!
Wasn't that funny , ohhh it was great.

That was lame. Very lame.   //to himself

You walk off as the fox rejoices and laughs on it's own joke. //normal text
// finally done

As you are walking over the bridge , you notice something on the ground! //normal text

IT'S GEORGE'S COLLAR! HE MUST BE AROUND SOMEWHERE //to himself // done

You notice ladder going straight to the top of the mountain , he might be there. //normal text
// nope not adding this

[player goes up the ladder to zone3] // done

Zone 3:

[chad climbs up ladder]

Chad: !!!
[show exclamation marks near chad]

//player free to move

//cutscene when player reaches near dog

Chad: [sobs] Oh george where have you been,
George: woof woof!

Chad: I know , I missed you too man..
// done

//below dialogue in middle on black screen
You spend the night sitting there with george , observing the magnificent scenery and taking in the cold air..breathe...it feels good to be alive.   //done
//normal text , maybe on a black screen with just george and chad //done

Thanks for playing! //done

[End screen]

Fin   //?transition how

Credits:

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http://abstractionmusic.com/
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