

Link: <https://users.csc.calpoly.edu/~lurowe/Twine/>

Who is that? Is a Romance/ Psychological horror. The game is about you traversing your dull, boring, and depressed life. You make decisions that impact the end game options. Most choices have a positive or negative impact on the scoring. The player is allowed to make one mistake if you solve the coffee puzzle. The game is set up to be primarily narrative driven like a story. The player discovers more story for certain actions they take and most of the time it is highlighted that the wrong decisions negatively impact your psyche. There isn't really a trope I would say, but it's inspired by Inside outs emotions, but more in the context of people who you perceive as real but end in a Joker movie style mental snap where you realize that they aren't. Your decisions in the story end up affecting how you handle this snap. All of the emotion characters in the game (3) are actually against you and are the primary characters till the end where you bond with Maddie, the lover character.

Ani, an anxious friend that is bad for you but you still hang around and talk with because she makes you feel protected and sheltered. You met her in Highschool and have been good friends with her since. Purpose is that she will give you an out in a hard decision but will cost you long term. Her purpose is to caudal you into your insanity. (Innocent)

Mani, super hyper and rambunctious. Does not at all make wise decisions but is really fun to be with. Sometimes can be a drag to bring along when the setting isn't Amped. He will pep you up, but for longer than you maybe wanted. You have known him since High School but haven't caught up with him till recently and got this job for him. His purpose is to outline your manic side and also damages your psyche. (Outlaw)

Depp, your foe. This is the person you will just ruin your day. They are friends with Ani, but also enemies with Mani. He is taxing throughout the story and he will be someone you have to "beat" in the game. He is the work's annoying pestering downer. You knew him from High School and you think he's the reason for being stuck at the job you are today. He is your enemy that you primarily have to fight. (Ruler)

Choice Idioms:

- Dead-End choice, the choice of swerving or not. If you don't swerve in the car you die... if you hear the bumps on the road you probably need to do something more than stay on the path and think you didn't get too lost in your head. It presents you with a dead end.
- False choice, when you are trying to fall asleep you can't, so you are presented choices that actually do nothing. You end up doing all the other choices anyways as the text will tell you, it doesn't matter what you pick. You still can't go to sleep.
- Blind choice, in The Cubicle, you are given the choice to make coffee or continue work. There is no more description than that except some stuff about how you're hungry. The outcome is unknown.
- Dilemma choice, at the end of the game there is a choice to either ignore or chew out Depp. This time Depp has made the scene public, yelling at you, so now the stakes are high about what you do. This is assuming you did enough fighting beforehand to make it so you have the option. (it also determines the outcome of the story).
- Flavor choice, you are presented with an option to put a tie on or not for work. This leads you to basically choose which insult your enemy Depp will throw at you. It changes the

game slightly in the way you perceive the character you are making but doesn't change any core feature.

- Delayed Effect choice, the game in its entirety is a delayed choice story. Everything you answer contributes to your score and at the end, you have to have enough score so you can actually fight back with Depp.
- Puzzle choice, ironically in this game, the puzzle is making a coffee. In reality the previous points for delayed choice could be put here, but yes, making a coffee either will reward you a point or not.
- Un-choice, similar to the false choice, the go to sleep prompt appears several times. You keep trying to go to sleep because it's all you need to do but you can't. Eventually you are forced to doze off. There is no way not to doze off.