

## vSchool Narrative

### Introduction

*Intro Prompt:*

**Welcome to vSchool! As you play, you'll interact with other students. You'll get to choose what to do. Please make the choices that are closest to what you would do in real life.**

**It's the end of the school day. You'll be attending an after-school program that will be starting soon! You will start at the cooking club.**

*Player has control of their character after dismissing the intro prompt. Player controls display on screen. The table in the cooking club area will flash letting the player know to walk over in that direction.*

*If the player does not respond or does not make it to the cooking club area in 5 seconds. They are prompted with a reminder.*

**Teacher: "Cooking Club has started! Come find a seat so you don't miss out!"**

*If the player still does not respond or does not make it to the cooking club area in another 5 seconds. They are forced to go to the cooking club table. An animation plays of their character walking to the table while saying...*

**Teacher: "Welcome to Cooking Club."**

### Cooking Club

1(3) Stands up for others

*Upon approaching the cooking club table the player sees Dion bump into Jason purposely and Jason's food falls on the floor. After seeing this interaction the player has control of their character and must choose one of the following options.*

- A. Ignore and continue to cooking club table (average)**
- B. Pick up Jason's food. (nicest)**
- C. Laugh quietly (meanest)**
- D. Say "Hey! Why you messin' with him?" to Dion.**

	<p><i>If A is chosen the player is free to continue to the cooking club table (table flashes again)</i></p> <p><i>If B is chosen controls for picking up the object display (or an animation of the player picking up the food plays)</i></p> <p><i>If C is chosen the player's character laughs and then they are free to continue to cooking club table</i></p> <p><i>If D is chosen, player dialogue runs and Dion replies <b>"Sorry."</b></i></p> <p><i>The player is given 25 seconds to respond, at the end of that time or immediately after the player responds, the teacher interrupts...</i></p>
2(18) Includes others	<p><i>Teacher prompts the player to take a seat at the cooking table. Luis is already seated.</i></p> <p><b>Teacher: "Have a seat at the table so you can get started. This is Luis. He's a new student." Luis waves awkwardly.</b></p> <p><i>The player has control of their character and can choose from the following options.</i></p> <ul style="list-style-type: none"> <li><b>A. Quietly sit beside Luis</b></li> <li><b>B. Say "Hi, where'd you come from?" to Luis</b></li> <li><b>C. Say "Hi, how's it going?" to Luis</b></li> <li><b>D. Say to the teacher, "Can he sit next to someone else?"</b></li> </ul> <p><i>If A is chosen, the open seat at the table flashes</i></p> <p><i>If B is chosen, player dialogue runs and Luis replies <b>"I moved here from another school."</b></i></p> <p><i>If C is chosen, player dialogue runs and Luis replies <b>"Okay."</b></i></p> <p><i>If D is chosen, player dialogue runs and the teacher says <b>"Sorry, we have limited seats today."</b></i></p> <p><i>Player is given 25 seconds to respond, after that time or immediately after the player responds the teacher interrupts again with instructions for the activity. (If the player doesn't respond they are forced to sit at the cooking table)</i></p> <p><b>Teacher: "Today, we're going to be making personal pizzas! You have a variety of ingredients to choose from. Drag and drop them onto your pizza to prepare it."</b></p>

	<p>Players are given choices of a variety of pizza ingredients. They can then choose to drag/drop whatever toppings they want onto their pizza.</p>
3(34) Shares	<p>7 seconds into the activity Emma interrupts the player.</p> <p><b>Emma: “Ah man, I broke my pizza roller! I needed it for my dough.”</b></p> <p>Players are provided the following options...</p> <ul style="list-style-type: none"> <li>A. Look away and complete the activity (average)</li> <li>B. Say, “That sucks.” (average)</li> <li>C. Say, “Maybe you can ask the teacher if there’s an extra you can have.”</li> <li>D. Say, “You can borrow mine..” (nicest)</li> <li>E. Say, “Not my problem” (rude)</li> <li>F. Say, “Sorry, I can’t help you.”</li> </ul> <p>If A, B, C, E, or F are chosen, player dialogue runs (if applicable), and the player can continue activity</p> <p>If D is chosen, player dialogue runs, and either an animation plays of the player passing the pizza roller or player controls enabled/displayed for the player to pick up the roller and hand it to Emma.</p>
4(40) Keeps Confidences	<p>After the interaction above, the player returns to the activity for another 7 seconds, they are then interrupted by Min who whispers a secret to them...</p> <p><b>Min: “I think you heard me and Sofia talking earlier ...about how I have a crush on Dion. Please don’t tell anyone, okay?”</b></p> <p>Players are provided the following options...</p> <ul style="list-style-type: none"> <li>A. Shrug and continue making your pizza.</li> <li>B. Say, “Ok. I promise I won’t tell anyone.”</li> <li>C. Whisper the secret to Luis beside you.</li> <li>D. Say “Sure.”</li> </ul> <p>If A, B, or D are chosen, player dialogue runs (if applicable) and the player can return to activity</p> <p>If C is chosen, an animation of the player telling Luis the secret plays.</p> <p>Min leaves the table and goes to the Science Club area after this interaction.</p>

<p>5(16) Compliment &amp; encourage others</p>	<p><i>Player returns to activity for 7 seconds, but is interrupted by Leo.</i></p> <p><b>Leo: “Do you have any preperoon?”</b> (mispronounce pepperoni)</p> <p><i>Players are provided the following options...</i></p> <ul style="list-style-type: none"> <li><b>A. Smile and nod like you understand, but don’t bother to really understand</b></li> <li><b>B. Smile, listen patiently, and try to understand what they are saying.</b> (second nicest)</li> <li><b>C. Say “Can you say that again?”</b></li> <li><b>D. Say, “Sorry, I don’t understand you.”</b> (nice, honest)</li> <li><b>E. Say, “I’m busy. Can you talk to someone else?”</b></li> </ul> <p><i>If A is chosen, the player smiles/ nods quickly (dismissively) at Leo and then can return to the activity.</i></p> <p><i>If B is chosen, the player nods slowly at Leo (for a longer duration than A) and then can return to the activity.</i></p> <p><i>If C is chosen, player dialogue runs and Leo repeats his question (with pepperoni spelled correctly?) and the player automatically replies with “Oh you meant pepperoni! Sorry, I don’t have any extra.”</i></p> <p><i>If D or E are chosen, player dialogue runs and Leo replies “Okay.”</i></p>
<p>6(7) Comforts &amp; cares for others</p>	<p><i>The player can continue the activity for 7 seconds. They are then interrupted by Zoe who comes and sits at the table (taking Min’s old spot).</i></p> <p><b>Zoe: (Looks sad) “I don’t know if I told you yet but my family is losing our house and I’m going to have to change schools!”</b></p> <p><i>Players are provided the following options...</i></p> <ul style="list-style-type: none"> <li><b>A. Say, “That’s too bad.”</b> (average)</li> <li><b>B. Say, “Wherever you’re going, I’m sure you’ll make great friends.”</b></li> <li><b>C. Say, “You shouldn’t tell your family’s business like that.”</b></li> <li><b>D. Say, “Uh...Not my problem.”</b></li> <li><b>E. Say, “Oh! That’s random.”</b></li> </ul> <p><i>If A,C,D, or E are chosen, player dialogue runs and the player can continue with the activity</i></p> <p><i>If B is chosen, player dialogue runs and Zoe replies “Thanks. I hope so.”</i></p>

<p>7(11) Helps others with schoolwork</p>	<p><i>After the interaction above the teacher interjects...</i></p> <p><b>Teacher:</b> "You only have a few more minutes to finish your pizzas."</p> <p><b>Emma:</b> "Oh no! There's no way I'm going to finish in time!"</p> <p><i>Players are provided the following options...</i></p> <ul style="list-style-type: none"> <li><b>A. Continue working on your own pizza</b></li> <li><b>B. Offer to help Emma so she can get done faster</b></li> <li><b>C. Offer to help Emma for a minute before finishing your own pizza</b></li> <li><b>D. Say, "You really should have worked faster."</b></li> </ul> <p><i>If option A or D are chosen, the player can continue working on their own pizza for seven seconds.</i></p> <p><i>If option B is chosen, an animation plays of the player walking over to Emma's spot and putting items on her pizza. Emma says "Thanks."</i></p> <p><i>If option C is chosen, an animation plays of the player walking over to Emma's spot and putting items on her pizza. Emma says "Thanks" and the player returns to their own spot where they have seven seconds to finish their own pizza.</i></p>
<p>8(30) Peacemaker</p>	<p><i>After previous interaction concludes...</i></p> <p><b>Teacher:</b> "Nice job! The cook will pick up the pizzas to put in the fridge while you head over to Science Club. (points/ area flashes)."</p> <p><i>If the player does not respond after 5 seconds the teacher interrupts saying...</i></p> <p><b>Teacher:</b> "Science Club is starting, come over here." (table flashes)</p> <p><i>If the player still does not respond after another 5 seconds the player is "forced" to walk over and the teacher says...</i></p> <p><b>Teacher:</b> "Come join us!" Jason and Kayla walk up beside the player and are arguing animatedly about basketball</p> <p><i>As the player approaches the Science Club table (but before they arrive) they are interrupted by Jason and Kayla arguing...</i></p>

	<p><b>Jason:</b> “You’re crazy if you think you can beat me at basketball! I can’t believe you’d even say that!”</p> <p><b>Kayla:</b> “Are you kidding? I’m way better than you. Remember the last time we played?!!”</p> <p><i>Player is given the option to...</i></p> <ul style="list-style-type: none"> <li><b>A.</b> Ignore and continue to the Science Club table (average)</li> <li><b>B.</b> Quietly watch the situation unfold. (average)</li> <li><b>C.</b> Say, “<b>I agree with Kayla, she could beat you no problem!</b>” (little mean, not helping)</li> <li><b>D.</b> Say, “<b>Really? I am the best!</b>”</li> <li><b>E.</b> Say, “<b>Calm down. It’s no big deal.</b>”</li> </ul> <p><i>If A, C, D, or E are chosen, player dialogue runs (if applicable) and players can continue to the Science Club table (table flashes again).</i></p> <p><i>If B is chosen a quick animation of Jason/Kayla arguing plays with the player standing still for 3 seconds and then play continues/ and the Science Club table flashes</i></p> <p><i>Players are given 25 seconds to choose a response. They are given an additional 5 seconds to move to continue to the science table. If the player doesn’t respond in 5 seconds.</i></p> <p><b>Teacher:</b> “Sit at the Science Club table.”</p> <p><i>If the player doesn’t sit within another 5 seconds, the player is moved to Science table area.</i></p>
<b>Science Club</b>	
9(21) Includes Others	<p><i>The new kid, Luis, is sitting at the science table. The only open seat is the one next to Luis. As the player approaches the seat, Leo (standing in front of their seat at the table) whispers...</i></p> <p><b>Leo:</b> “Look, it’s the new kid.”</p> <p><i>The player is given the option to...</i></p> <ul style="list-style-type: none"> <li><b>A.</b> Sit down next to Luis and say “Hi, what’s up?”</li> <li><b>B.</b> Say “Is this seat taken? Can I sit here?” to Luis</li> <li><b>C.</b> Quietly sit down</li> <li><b>D.</b> Ask, “Can you go sit somewhere else? I want to sit with my friends.”</li> </ul>

	<p><i>If option A is chosen, player dialogue runs, the player sits, Luis replies “<b>Not much,</b>” and the game continues.</i></p> <p><i>If option B is chosen, player dialogue runs and Luis replies. “<b>No. Sure,</b>” the player sits, and the game continues.</i></p> <p><i>If option C is chosen, the player sits and the game continues.</i></p> <p><i>If option D is chosen, Luis replies “<b>Uh, okay.</b>” and an animation of Luis and Emma switching spots plays, the player sits, and the game continues.</i></p>
10(1) Stands up for others	<p><i>Teacher prompts students to begin a science challenge.</i></p> <p><b>Teacher: “Today’s science challenge is to make the perfect slime using the materials on your workspace. Here are the instructions for the activity.</b></p> <p><i>The instructions below appear on screen for the player to review.</i></p> <p><b>Choose 4 ingredients to make a batch of slime. Drag your choices to the mixing bowl. You will only have 3 tries.</b></p> <p><b>Good slime...</b></p> <ul style="list-style-type: none"> <li>● <b>Is Colorful</b></li> <li>● <b>Is Stretchy</b></li> <li>● <b>Shouldn’t fall apart when you pick it up</b></li> <li>● <b>Shouldn’t stick to your hands</b></li> </ul> <p><i>As soon as the player closes out of the instructions the view cuts to Leo reading the instructions for the activity aloud to himself.</i></p> <p><b>Leo: “You only chose 4 ingerdeents...”</b> (mispronounce ingredients)</p> <p><b>Sofia: “Ha, that’s not how you say ingredients!”</b></p> <p><i>Players are provided the following options...</i></p> <ul style="list-style-type: none"> <li><b>A. Say “You’re doing fine.”</b></li> <li><b>B. Say “that’s not cool!” to Sofia</b></li> <li><b>C. Scowl at Sofia.</b></li> <li><b>D. Say, “Yeah - Leo can’t even read!!!”</b></li> <li><b>E. Quietly read aloud “You can only choose 4 ingredients for each batch.”</b></li> <li><b>F. Stay quiet and look away.</b></li> </ul> <p><i>If A or B, D, E or F are chosen, player dialogue runs (if applicable) and players may begin slime activity.</i></p>

	<p><i>If C is chosen, the player scowls at Sofia and may begin slime activity.</i></p>
11(10) Helps others with schoolwork	<p><i>The player is given materials on their workspace to choose from and is prompted to choose four. After choosing 4, an animation plays of the player mixing ingredients and “testing” their slime. A pop up appears with feedback on the ingredients they chose (see <a href="#">Science Club Storyboard</a>).</i></p> <p><i>As soon as they’ve tested their first slime batch. The player is interrupted by Dion walking up to the table...</i></p> <p><b>Dion: “Hey, have you seen an iPad? I lost mine. I’m going to get in so much trouble if I can’t find it soon.”</b></p> <p><i>Player is given the option to...</i></p> <ul style="list-style-type: none"> <li><b>A. Say, “I haven’t seen it.”</b></li> <li><b>B. Say, “That’s too bad,” and continue the activity.</b></li> <li><b>C. Say, “Could you have left it in your last class?”</b></li> <li><b>D. Help him look for the iPad.</b></li> </ul> <p><i>If A or B are chosen, player dialogue runs and activity resumes.</i></p> <p><i>If C is chosen, player dialogue plays, Dion replies “Maybe?” and leaves the cafeteria, and activity resumes.</i></p> <p><i>If D is chosen, the player dialogue “I’ll help you look.” runs and an animation plays of the player getting up and looking for the iPad. They find it nearby, and return it to Dion. Dion replies “You found it! Thanks.” and the player automatically returns to their seat to continue activity.</i></p>
12(14) Helps others with schoolwork	<p><i>After responding, the player works on making their second slime batch. After choosing their second ingredient they are interrupted by Luis.</i></p> <p><b>Luis: “Ugh! I can’t get any glue to come out of this bottle.”</b></p> <p><i>Players are provided the following options...</i></p> <ul style="list-style-type: none"> <li><b>A. Look away and continue working on your own slime.</b></li> <li><b>B. Try to fix their glue bottle.</b></li> <li><b>C. Say “I don’t know how to fix it, but the teacher might know what to do.”</b></li> <li><b>D. Say “Sucks to be you.”</b></li> </ul> <p><i>If A or D are chosen, the player is free to continue with the second slime batch.</i></p>



	<p><i>If B is chosen, the player says “<b>Here let me try.</b>” An animation plays of them taking the glue bottle from Luis and squeezing some out. “<b>There- I think I fixed it.</b>” Luis replies “<b>Thanks.</b>”</i></p> <p><i>If C is chosen, player dialogue runs and the player is free to continue with the second slime batch.</i></p>
13(27) Peacemaker	<p><i>After choosing their last slime ingredient for the second batch but before testing it, they are interrupted by Min and Sofia arguing...</i></p> <p><b>Min: “Why would you want to put that much water in our slime? That makes no sense.”</b></p> <p><b>Sofia: “Well, your idea was stupid. It wouldn’t have worked either.”</b></p> <p><b>Min: “You’re an idiot! My idea was way better!”</b></p> <p><i>Player is presented with the following options...</i></p> <ul style="list-style-type: none"> <li><b>A. Stay out of it and just watch. (average)</b></li> <li><b>B. Tell the teacher about the fight.</b></li> <li><b>C. Say, “Calm down guys, work this out.”</b></li> <li><b>D. Say “STOP ARGUING!!!”</b></li> <li><b>E. Say, “Ha! Ha! She’s right – that is bad!”</b></li> </ul> <p><i>If A or E are chosen, player dialogue runs (if applicable), and the player is free to continue slime activity.</i></p> <p><i>If B is chosen, an animation of the player walking over to the teacher and saying “<b>Sofia and Min are fighting</b>” runs. Teacher replies “<b>Okay. Thanks for letting me know.</b>” and the player automatically returns to their seat to continue the slime activity.</i></p> <p><i>If C or D are chosen, player dialogue runs, Min and Sofia both reply “Okay.” and the player can continue with the slime activity.</i></p>
14(13) Helps others with schoolwork	<p><i>Player tests their 2nd batch and begins their 3rd batch of slime. After choosing their first ingredient for this batch, Leo interrupts...</i></p> <p><b>Leo: (sighs to self) I don’t understand what we’re doing!</b>  <b>(turns to player) The teacher say we can have a partner. Can we work together?</b></p> <p><i>Player response options are...</i></p>

	<p>A. <b>Shrug and keep working on the challenge by yourself.</b></p> <p>B. <b>Say to Leo, "You can be my partner. I know what the assignment is."</b></p> <p>C. <b>Say, "I'm busy. Not right now."</b></p> <p>D. <b>Say, "I'll help you get started, but then I'm gonna work with my friend Zoe."</b></p> <p>E. <b>Say, "I'll help you get started, but only for a minute. I gotta do my own work."</b></p> <p><i>If options A or D are chosen, player dialogue runs and the player can continue activity.</i></p> <p><i>If options B or C are chosen, player dialogue runs, Leo scoots his chair closer to the player's chair and stays there for the rest of the activity.</i></p> <p><i>If option E is chosen, player dialogue runs, Leo scoots his chair closer to the player for 7 seconds and then moves his chair back. Zoe comes and takes his place. Players can then continue the activity.</i></p> <p><i>If option F is chosen, player dialogue runs. The player can then continue the activity for 10. (Leo scoots his chair closer to the player for 7 seconds and then moves his chair back)</i></p>
15(31) Shares	<p><i>After interaction the player can continue making their third batch of slime. After choosing their last ingredient, but before "testing" they are again interrupted, this time by Emma.</i></p> <p><b>Emma: (frantically searching backpack) "I think I forgot my phone charger, but my phone's dead and I really need to call my mom after this. Does anyone have one I can use?"</b></p> <p><i>The player's phone charger flashes (or it is made clear in some way that the player does have a phone charger to offer- camera pan, etc.)</i></p> <p>A. <b>Continue working on your assignment. Pretend you didn't hear.</b></p> <p>B. <b>Say, "No. You forgot again! You'll just lose mine. Bring your own."</b></p> <p>C. <b>Say "Just call her later."</b></p> <p>D. <b>Say, "Yea, you can use mine."</b></p> <p><i>If options A,B, or C are chosen, player dialogue runs and the player is free to continue activity.</i></p> <p><i>If option D is chosen, the player says "You can borrow mine if you want." and they hand their charger to Emma. Emma replies "Thanks!" The player can then continue with the activity.</i></p>

<p>16(15) Compliment &amp; Encourage Others</p>	<p><i>Players are allowed to continue activity and “test” their last batch of slime. After testing they hear Aiden say...</i></p> <p><b>Aiden: “Look, I did it! It worked!”</b></p> <p><i>Player response options...</i></p> <ul style="list-style-type: none"> <li><b>A. Say, “Dang! That looks really cool! I like the color!”</b></li> <li><b>B. Say “Nice.”</b></li> <li><b>C. Say, “No big deal. It’s not that hard”</b></li> <li><b>D. Shrug and keep working</b></li> </ul> <p><i>If A,B, or C are chosen Immediately after responding the teacher interrupts with the prompt below.</i></p> <p><i>If D is chosen, Immediately after responding, the player shrugs and the teacher interrupts with the prompt below.</i></p>
<p>17(28) Peacemaker</p>	<p><b>Teacher: “And that’s the end of the challenge. Clean up your tables so you can go to Art Club next.”</b> (“trash” flashes (including a reusable water bottle) and player is prompted to pick up the trash and put it in the bin near the table)</p> <p><i>All NPCs leave the table as the player is doing this. The prompt “<b>Click to Pick up Trash</b>” appears until the player clicks the flashing trash. The prompt “<b>Throw Trash Away</b>” appears (and a nearby trash can flashes) until the task is complete. As soon as the player throws their trash away they hear Aiden say...</i></p> <p><b>Aiden: “Hey, that’s my favorite water bottle! Why did you throw it away? Now it’s dirty!”</b></p> <ul style="list-style-type: none"> <li><b>A. Shrug and continue</b></li> <li><b>B. Say “Oops! I’m sorry! I didn’t know it was yours”</b></li> <li><b>C. Say “It’s your fault. You shouldn’t have left it on the table!”</b></li> <li><b>D. Say “So. It’s not a big deal.”</b></li> </ul> <p><i>If options A, or D are chosen, the dialogue runs (if applicable) and the player can return to gameplay.</i></p> <p><i>If option B is chosen, Aiden says “That’s alright.”</i></p> <p><i>If option C is chosen, the dialogue runs and Aiden looks upset and walks away.</i></p>

18(25) Provides material assistance & service

*After the above interaction, Luis walks by the science table. The player hears Luis say...*

**Luis: "Hmm...someone forgot to clean up..."**

*The camera view shows a close up of trash left on the table. Players are given the choice to...*

- A. Ignore the trash**
- B. Pick up the trash and throw it away** (nicest)
- C. Tell the teacher that someone didn't clean up** (second nicest)
- D. Make a joke about how gross the mess is**
- E. Push it on the floor and kick it around**

*If option A is chosen the player can continue to the next interaction.*

*If option B is chosen, "Click to Pick up Trash" option displays and trash flashes. After trash is clicked the prompt "Throw Trash Away" appears and trash can flashes. The player can continue to the next interaction after throwing away trash.*

*If option C is chosen, the player walks over to the teacher via animation and says "Someone left their trash on the table." The player can continue to the next interaction*

*If option D is chosen, the player can continue to the next interaction.*

*If option E is chosen, an animation of the player pushing trash on the floor and kicking it around runs. After animation, the player can continue to the next interaction.*

*After making the decision, the teacher interrupts with a prompt.*

**Teacher: "Head over to Art Club." (Art Club area flashes)**

*If a player doesn't go to the Art Club area after 5 seconds the teacher responds...*

**Teacher: "Hurry over to Art Club. You don't want to miss out!"**

*If the player doesn't respond for an additional 5 seconds, the player is "forced" to go to the correct area and the teacher says...*

**Teacher: "Good. You made it!"**

Art Club	
19(22) Provides material assistance & service	<p><i>As the player sits down the screen cuts to animation of Kayla walking and struggling to carry some art supplies. She loses her hold on the items and they drop to the floor. (Teacher facing away from both Kayla and the player).</i></p> <p><b>Kayla: “Oh no!”</b></p> <p><i>Player is given the following options after animation plays...</i></p> <ul style="list-style-type: none"> <li><b>A. Alert the teacher</b> (second nicest)</li> <li><b>B. Help pick up the items</b></li> <li><b>C. Laugh quietly</b></li> <li><b>D. Just watch</b></li> </ul> <p><i>If option A is chosen, an animation plays of the player loudly telling the teacher “<b>Kayla needs help.</b>” The teacher then walks over and helps Kayla.</i></p> <p><i>If option B is chosen, an animation plays of the player helping Kayla stand/ helping to pick up their fallen items.</i></p> <p><i>If option C is chosen, the player laughs and an animation plays of Kayla picking up their items and joining the table.</i></p> <p><i>If option D is chosen, an animation plays of Kayla picking up their items and joining the table.</i></p> <p><i>Player is given 25 seconds to respond.</i></p>
20(20) Includes others	<p><i>Immediately after the above interaction the teacher introduces the Pixel Art Project</i></p> <p><b>Teacher: “Today in Art Club we’re going to make pixel art. Use the paint cans on your table to choose a color. Click a square on the grid to color it. You should choose a partner to make things go faster.”</b></p> <p><b>Luis: “Hey, want to work together?”</b></p> <p><b>Player: (automatic reply) “Okay.”</b></p> <p><i>Luis scoots chair closer to the player. Kayla joins the table. Across the table Emma and Jason can be seen partnering up. Kayla is left out.</i></p>

	<p><b>Kayla:</b> <i>(Sadly to herself)</i> “I guess I’ll just work alone then...”</p> <p><i>Players are provided the following options...</i></p> <p>(a) Ignore Kayla and start working with Luis.  <b>(b) Invite Kayla to form a group of three.</b>  <b>(c) Say “I already have a partner. Can you find someone else?”</b></p> <p><i>If A is chosen, the player is given 7 seconds to work on art activity.</i></p> <p><i>If B is chosen, dialogue runs of the player saying “<b>You can join us.</b>” Kayla replies “<b>Thanks</b>” and scoots her chair closer to the player/Luis. The player is then given 7 seconds to work on art activity.</i></p> <p><i>If C is chosen, player dialogue runs and the player is given 7 seconds to work on art activity.</i></p>
21(2) Stands up for others	<p><i>Aiden walks by the art table. Camera view cuts to Zoe’s project falling on the floor (or being jostled) while Zoe is looking away. Aiden does not touch the project at any point and this is obvious in the animation. Zoe looks back to see the damaged project.</i></p> <p><b>Zoe (angry face): “ Aiden! You messed up my project!!!”</b></p> <p><i>Player is given the following response options.</i></p> <p>A. Stay quiet and look away. (average)  B. <b>Quietly laugh.</b>  C. <b>Say “It wasn’t Aiden. It fell down by itself.” (nicest)</b>  D. <b>Say, “That’s not Aiden’s fault.”</b></p> <p><i>If option A is chosen, the player can continue their activity.</i></p> <p><i>If option B is chosen, the player laughs and can continue their activity.</i></p> <p><i>If options C or D are chosen, player dialogue runs, Aiden replies “<b>Yeah</b>” and the player can continue their activity.</i></p>
22(33) Shares	<p><i>Leo walks by the art table beside the player carrying a tray of paint cans (or just a couple?) for the art activity and murmurs to himself.</i></p> <p><b>Leo: “Hmph...everyone else got a blue paint can. That’s my favorite color, but I’m the only one who doesn’t have one.”</b></p> <p><i>Player is given the following response options.</i></p> <p>A. <b>Say, “Here, you can have my blue paint can.</b></p>

	<p> <b>B. Say, “You can have a little bit of my blue paint.”</b>  <b>C. Keep working on your own pixel art.</b>  <b>D. Say, “I’m not sharing! It’s not my fault you don’t have one.”</b> </p> <p><i>If option A is chosen, an animation of the player handing their blue paint can to Leo plays. Leo replies “Thanks.” Leo walks away from the art table. The player no longer has a blue paint can for the rest of the activity. The player can resume activity for 7 seconds.</i></p> <p><i>If option B is chosen, an animation of the player pouring a small amount of blue paint into a cup that Leo holds out to them. Leo replies “Thanks” and walks away from the art table. The player can resume activity for 7 seconds.</i></p> <p><i>If option C is chosen, Leo walks away from the art table. The player can resume activity for 7 seconds.</i></p> <p><i>If option D is chosen, dialogue runs, Leo walks away from the art table, and the player can resume activity for 7 seconds.</i></p>
23(38) Keeps Confidences	<p><i>After the interaction above the player is interrupted by Luis.</i></p> <p><b>Luis: “I wish I was back at my old school. The only reason I had to move here was because I got held back a grade and my mom said this school was better...Don’t tell anyone!”</b></p> <p><i>Luis walks away from the table. Zoe joins the table. Emma turns to the player and asks...</i></p> <p><b>Emma: “What did that new kid say?”</b></p> <p><i>Player response options are...</i></p> <p> <b>A. Shrug and continue your work</b>  <b>B. Say “I’m not telling their business.”</b>  <b>C. Say, “Oh nothing. Show me your art.” (nice/average)</b>  <b>D. Say “They got held back so they’re doing our grade again” (meanest)</b>  <b>E. Say, “I’m sorry I can’t tell you because they said it was a secret.” (nicest)</b> </p> <p><i>Player has 25 seconds to respond. Regardless of response, player dialogue runs (if applicable) and the player is free to continue activity.</i></p>

<p>24(39) Keep confidence</p>	<p><i>Player works on pixel art for 7 more seconds while the Teacher says...</i></p> <p><b>Teacher:</b> “Jason and Sofia. Can I see you both for a minute?”</p> <p><i>Jason immediately gets up and goes to the teacher, Sofia leans over as she passes by and says to the player.</i></p> <p><b>Sofia:</b> “Uggg, I bet the teacher wants to talk to me about my history quiz. I only got 2 right!”</p> <p><i>The player can choose to...</i></p> <ul style="list-style-type: none"> <li>A. <b>Reply to Sofia, “Don’t worry, I won’t tell anyone.”</b></li> <li>B. <b>Reply to Sofia, “Wow, you did really bad!”</b></li> <li>C. <b>Reply to Sofia, “Oh no! That’s too bad.”</b></li> <li>D. <b>Quietly say to Zoe beside you, “Can you believe Sofia did so bad on such an easy quiz?!”</b></li> <li>E. <b>Quietly say to Zoe beside you, “Sofia got a bad grade on her history quiz. What grade did you get?”</b></li> </ul> <p><i>If option A or C are chosen, player dialogue runs, Sofia nods, and the player can continue activity for 7 seconds.</i></p> <p><i>If option B is chosen, player dialogue runs and Sofia replies “Yeah, I know.” and walks away. The player can then continue the activity for 7 seconds.</i></p> <p><i>If option D is chosen, player dialogue runs, Zoe replies “Wow,” and the player can continue activity for 7 seconds.</i></p> <p><i>If option E is chosen, player dialogue runs, Zoe replies “I missed two.” and the player can continue activity for 7 seconds.</i></p>
<p>25(6)Stands Up for Others</p>	<p><i>Immediately after the interaction above Zoe leans over to the player and whispers...</i></p> <p><b>Zoe:</b> “Speaking of the history quiz, I heard that Min used her phone to cheat. There’s no way she got a 30 on her own.”</p> <p><i>Players are provided the following options...</i></p> <ul style="list-style-type: none"> <li>A. <b>Change the conversation topic – start talking about something else to stop the rumor</b></li> <li>B. <b>Tell Emma, Luis, and Jason about the rumor</b></li> <li>C. <b>Say “I don’t think you would like it if someone said that about you.”</b></li> </ul>



	<p><b>D. Don't say anything, but text the rumor-spreader, "Yo, stop! It's getting old" later.</b></p> <p><b>E. Say, "How would you know? Sounds made up."</b></p> <p>If option A, D, or E are chosen, dialogue runs and the player can return to art activity.</p> <p>If option C is chosen, dialogue runs, Zoe replies "<b>Okay.</b>" and the player can return to art activity.</p> <p>If option B is chosen, the player says "<b>Hey, did you guys hear that Min cheated on her history quiz</b>" to the table. NPC's nod in acknowledgment. Players can then return to their art activity.</p>
26(12) Helps others with schoolwork	<p><i>Player gets 10 seconds of pixel art working time. They then "overhear" a conversation between Jason and the teacher who are near the art club area.</i></p> <p><b>Teacher: "Jason you are falling way behind on your homework. You need to get to work on catching up."</b></p> <p><b>Jason: "Okay, I'll try to do better."</b></p> <p><i>Jason rejoins the table looking upset. Player is given the following options...</i></p> <ul style="list-style-type: none"> <li><b>A. Look away and work on your project</b></li> <li><b>B. Say, "Let's work together and help each other" (nicest)</b></li> <li><b>C. Say, "You're kinda dumb" (meanest)</b></li> <li><b>D. Say, "Do you need me to help you?"</b></li> <li><b>E. Whisper to your friend Zoe next to you "What's wrong with Jason?"</b></li> </ul> <p><i>If option A is chosen, they are free to continue the activity.</i></p> <p><i>If option B or D are chosen, player dialogue runs, Jason replies "<b>Thanks.</b>" and the player is free to continue activity.</i></p> <p><i>If option C is chosen, player dialogue runs and the player is free to continue activity.</i></p> <p><i>If option E is chosen, player dialogue runs, Zoe shrugs, and the player is free to continue activity.</i></p> <p><i>After interaction, Teacher interrupts saying...</i></p> <p><b>Teacher: "You have 10 more seconds to finish your art project, so start wrapping things up!" (timer is visible)</b></p>

	<p><i>After the timer goes off, the teacher prompts the player to move on to the next station.</i></p> <p><b>Teacher: “Alright! It’s basketball time. Head to the gym when you get finished.”</b> <i>(correct door flashes)</i></p> <p><i>If player does not go towards the gym doors in 5 seconds the teacher responds</i></p> <p><b>Teacher: “Basketball Club is starting soon, you’d better get to the gym!”</b></p> <p><i>Correct door flashes again.</i></p>
27(9) Comforts & cares for others	<p>Near the door to the gym the player is interrupted by a worried looking Luis.</p> <p><b>Luis: I don’t want to be late for basketball, but I have to go to the bathroom and I don’t know where it is!</b> <i>(bathroom sign flashes but Luis is facing the other way)</i></p> <p><i>Players are provided the following options...</i></p> <ul style="list-style-type: none"> <li><b>A. Pretend you did not hear. Keep walking to gym</b></li> <li><b>B. Say “I can show you. Follow me.”</b></li> <li><b>C. Say “It’s just through those doors”</b></li> <li><b>D. Say “Not my problem. I don’t want to be late either.”</b></li> </ul> <p><i>If options A or D are chosen, the player can continue to the gym.</i></p> <p><i>If option B is chosen, an animation plays of Luis following the player to the bathroom doors, and then the player can continue to the gym.</i></p> <p><i>If option C is chosen, player dialogue runs and the player points to the doors and can then continue to the gym.</i></p> <p><i>If the player doesn’t make it through the gym doors in 5 seconds after the conclusion of the interaction above the teacher interrupts</i></p> <p><b>Teacher: “Head to the Gym.”</b> <i>(gym door flashes)</i></p> <p><i>If the player still doesn’t make it to the gym after 5 seconds they are moved through the doors into the gym area.</i></p>
<b>Basketball Club</b>	

28(32) Shares	<p><i>As player enters the gym, the coach says...</i></p> <p><b>Coach: “Hey guys! Go find a locker and put your stuff away.”</b> <i>(lockers flash)</i></p> <p><i>Player is free to move their character around the gym.</i></p> <p><i>If the player doesn’t walk towards the locker area within 5 seconds the coach says...</i></p> <p><b>Coach: “Remember to put your things away in the lockers over there.”</b> <i>(points/lockers flash again)</i></p> <p><i>If the player does not respond for another 5 seconds they are forced to the locker area.</i></p> <p><i>A specific locker flashes as the player gets closer to the locker area. Player is prompted to “put their stuff away” which happens via animation After they do this they hear Emma say...</i></p> <p><b>Emma: “Aw man! There aren’t any more lockers left!”</b></p> <p><i>Players can choose to...</i></p> <ul style="list-style-type: none"> <li><b>A. Don’t say anything; someone else might offer to share so that you don’t have to.</b></li> <li><b>B. Say, “You can share a locker with me”</b></li> <li><b>C. Say, “Yep, there aren’t enough lockers for everyone”</b></li> <li><b>D. Say, “Uh... my locker is full.”</b></li> </ul> <p><i>If option A, C, or D are chosen, player dialogue runs (if applicable) and the player is free to move around for 5 seconds until next interaction</i></p> <p><i>If option B is chosen, player dialogue runs and Emma replies “Thanks!” ,an animation plays of her putting their stuff in the player’s locker and then the player is free to move around for 5 seconds.</i></p> <p><i>Player is given 25 seconds to reply. Lack of response is recorded and play continues.</i></p>
29(37) Help others with sports	<p><i>Teacher interrupts immediately after interaction with new instructions...</i></p> <p><b>Coach: “Today we’re going to divide into two teams and play a game of basketball. Take some time to warm up first, before I put you into teams”</b></p> <p><i>Rules/controls for competition appear on screen. Player has 5 seconds to get familiar with the controls.</i></p> <p><i>Animation of Min making a basket.</i></p>

	<p><i>Sofia leans in and says...</i></p> <p><b>Sofia:</b> <i>(big sigh) (points to Min)</i> “Look how good she is. You’re pretty good too. I’ll never be that good! I want to try out for the basketball team but I’m not very good at shooting.”</p> <p><i>Players can choose to...</i></p> <ul style="list-style-type: none"> <li>A. Work on your own skills so that you can make the team.</li> <li>B. Say, “<b>You can practice with me before school if you want to.</b>” <i>(nicest)</i></li> <li>C. Say, “You should practice more.” <i>(average)</i></li> <li>D. Say, “<b>I’ll show you some tips the coach showed me later.</b>” <i>(second nicest)</i></li> <li>E. Say, “<b>Well, I’m too busy to help you.</b>” <i>(meanest)</i></li> </ul> <p><i>If options A or E are chosen, player dialogue runs (if applicable) and the player is free to continue warming up.</i></p> <p><i>If option B or D are chosen, player dialogue runs, Sofia replies “<b>Thanks</b>” and the player is free to continue warming up.</i></p> <p><i>If option C is chosen, player dialogue runs, Sofia replies “<b>Yeah...</b>” and the player is free to continue warming up.</i></p> <p><i>Players are given 25 seconds to reply.</i></p>
30(36) Help others with sports	<p><i>After warm up time, the coach interrupts with a whistle and announces the teams...</i></p> <p><b>Coach:</b> “Alright now that you’ve had time to warm-up, Team #1 will be Sofia, Min, and you. Team #2 will be Leo, Zoe, and Kayla. ”</p> <p><i>Short cutscene showing players getting in teams</i></p> <p><b>Coach:</b> “Alright, Team #1 will start the game. Here catch!”</p> <p><i>Coach throws the ball to the player to start. Just as the player catches the ball, Zoe (from the other team) interrupts...</i></p> <p><b>Zoe:</b> “Wait what are the rules again? I’ve only played basketball once before.”</p> <p><i>Players can choose to...</i></p> <ul style="list-style-type: none"> <li>A. Pretend not to hear</li> <li>B. <b>Laugh quietly and continues the game</b></li> <li>C. Say, “<b>You try to get the basketball into the other team’s goal. I’ll tell you more as we play.</b>”</li> </ul>

	<p><b>D. Say, "I'll help you. Is there anything else you need to know?"</b></p> <p><i>If option A is chosen, the player is free to move around for 5 seconds</i></p> <p><i>If option B is chosen, the player laughs and then is free to move around for 5 seconds.</i></p> <p><i>If option C is chosen, player dialogue runs and Zoe replies "Thanks."</i></p> <p><i>If option D is chosen, player dialogue runs, Zoe replies "Can I kick the ball?" and the player responds automatically "No, that's not allowed." Zoe replies "Okay"</i></p> <p><i>Player has 25 seconds to respond.</i></p>
31(17) Compliment & encourage others	<p><i>After this interaction, the player hears Sofia say...</i></p> <p><b>Sofia: "Pass me the ball! I'm open."</b></p> <p><i>Player is given 5 seconds to pass the ball to Sofia. If they don't pass the ball in 5 seconds- Sofia repeats her line. Once Sofia gets the ball they shoot and miss it. The player must choose an option below in response.</i></p> <p><b>A. Shrug and keep playing.</b></p> <p><b>B. Say, "Good try. That was a hard one." (nicest)</b></p> <p><b>C. Say, "It's OK, you'll make the next basket." (nice)</b></p> <p><b>D. Say, "Aww man. How could you miss that!" (meanest)</b></p> <p><i>Player is given 25 seconds to reply, regardless of choice the player is then allowed 5 seconds to continue the game.</i></p>
32(19) Includes others	<p><i>After this interaction, Luis approaches the court (entering from the cafeteria door). The player hears them sigh...</i></p> <p><b>Luis: "Man, I wanted to play."</b></p> <p><i>Luis sits on the bleachers, dejected looking</i></p> <p><i>Player is given the option to reply or keep playing...</i></p> <p><b>A. Ignore Luis and continue the game.</b></p> <p><b>B. Shout across the court to Luis "Hey! Want to come play with us?"</b></p> <p><b>C. Walk over to Luis and ask them "Do you want to join our game?"</b></p> <p><b>D. Say, "Sorry, but the game has already started."</b></p>

	<p><i>If option A is chosen, the player is free to move around for 5 seconds.</i></p> <p><i>If options B or C is chosen, player position changes (if applicable), dialogue plays, Luis says <b>“Sure.Thanks.”</b> an animation plays of him joining the game, and the player is free to move around for 5 seconds.</i></p> <p><i>If option D is chosen, player dialogue runs, Luis replies <b>“Ugg”</b> and deflates. The player is free to move around for 5 seconds.</i></p>
33(26) Provides material assistance & service	<p><i>Immediately after the player answers, from the far end of the court, a ball rolls over to the players feet.</i></p> <p><b>Aiden: “Hey! That’s our ball!”</b></p> <p><i>Player response options...</i></p> <ul style="list-style-type: none"> <li><b>A. Pick up the ball and throw it back to them. (nicest)</b></li> <li><b>B. Stop the ball from rolling further and wait for him to come get the ball.</b></li> <li><b>C. Ignore the ball. Keep shooting your ball. (average)</b></li> <li><b>D. Kick the ball in the opposite direction. (meanest, laugh)</b></li> </ul> <p><i>If A is chosen, Aiden’s character flashes and says <b>“Pass it here.”</b> until the player successfully tosses the ball to them. Aiden replies <b>“Thanks”</b> and the player is free to continue the game for 5 seconds.</i></p> <p><i>If B is chosen, an animation of the player stopping the ball with their foot plays, an animation of Aiden retrieving the ball plays, and the player is free to continue the game for 5 seconds.</i></p> <p><i>If C is chosen, the player is free to continue the game for 5 seconds.</i></p> <p><i>If D is chosen, an animation plays of the player kicking the ball across the court, Aiden looks angry and says <b>“Hey!”</b> and retrieves the ball. The player is then free to continue the game for 5 seconds.</i></p> <p><i>Player is given 25 seconds to respond before the game continues.</i></p>
34(29) Peacemaker	<p><i>Across the court, Jason throws a basketball that hits Dion. They begin arguing.</i></p> <p><b>Dion: “You did that on purpose!”</b></p> <p><b>Jason: “No, I didn’t!”</b></p> <p><b>Dion: “You’re a jerk!!”</b></p>

	<p><i>Players can choose to...</i></p> <ul style="list-style-type: none"> <li>A. Walk away.</li> <li>B. Silently watch them argue but don't get involved.</li> <li>C. Say, <b>"Calm down. It was an accident."</b></li> <li>D. Say, <b>"Dion should get to throw the ball back to settle the score."</b></li> <li>E. Quietly Laugh.</li> </ul> <p><i>If option A is chosen, the player is free to continue the game for 5 seconds before interaction 4 begins.</i></p> <p><i>If option B, C, or D are chosen, player dialogue runs (if applicable) and interaction 4 is immediately displayed.</i></p> <p><i>If option E is chosen, the player laughs and is then free to continue the game for 5 seconds before interaction 4 begins.</i></p>
35(4) Stand up for others	<p><b>Dion: "Hey! Let's play a new game called 'let's hit Jason.'" (Dion begins motioning to throw the ball at Jason)</b></p> <p><i>Players are provided the following options...</i></p> <ul style="list-style-type: none"> <li>A. <b>Jump in front of Jason to make sure he doesn't get hit.</b></li> <li>B. <b>Say "Eh. I'd rather play something else."</b></li> <li>C. <b>Say "Hey! Stop it" to Dion.</b></li> <li>D. <b>Say "Sounds like a fun game!"</b></li> <li>E. Stay quiet and see what others say.</li> </ul> <p><i>If option A is chosen, an animation plays of the player intercepting the ball before it hits Jason. Dion replies <b>"Hmmpf"</b> and walks off.</i></p> <p><i>If option B or C is chosen, player dialogue runs, Dion replies <b>"Hmmpf"</b> and walks off.</i></p> <p><i>If options D or E are chosen, player dialogue runs (if applicable), Dion hits Jason with the ball and Jason chases Dion out of the gym.</i></p>
36(8) Comforts and cares for others	<p>After the above interaction, players can resume playing for 5 seconds, they see Kayla walk by. She looks downcast and mutters to herself...</p> <p><b>Kayla: "I just feel like I don't fit in here."</b></p> <p><i>Player response options are...</i></p> <ul style="list-style-type: none"> <li>A. <b>Say, "You're not alone. Sometimes I feel the same way."</b></li> <li>B. <b>Say "Don't worry. You're doing fine."</b></li> <li>C. <b>Say, "Not my problem."</b></li> </ul>

	<p><b>D. Walk past her and pretend not to hear.</b></p> <p><i>If options C or D are chosen, dialogue runs (if applicable) and Kayla walks away from the player.</i></p> <p><i>If options A or B are chosen, player dialogue runs, Kayla replies <b>“Thanks”</b> and walks away from the player.</i></p>
37(41) Help others with sports	<p>After the above interaction, players can resume playing for 5 seconds, they are then interrupted by Leo...</p> <p><b>Leo: “How do you dribble? I always lose the ball.”</b></p> <p><i>Players are provided the following options...</i></p> <ul style="list-style-type: none"> <li><b>A. Say "How can you not know how to do it?"</b></li> <li><b>B. Say “Let me show you what I do.”</b> (shows Leo how to dribble)</li> <li><b>C. Say “I don’t know. I guess I’m just good at it.”</b></li> <li><b>D. Say "I don’t know how to teach you, let’s get the coach to show you how."</b></li> </ul> <p><i>If option A is chosen, player dialogue runs, Leo walks away from the player, and the player can resume the game for 3 seconds.</i></p> <p><i>If option C is chosen, player dialogue runs, and the player can resume the game for 5 seconds.</i></p> <p><i>If option B is chosen, player dialogue runs, and the player is prompted to dribble the ball for 3 seconds. Once they do, Leo replies <b>“Thanks”</b> and the player can resume the game for 5 seconds.</i></p> <p><i>If option D is chosen, player dialogue runs, Leo replies <b>“Okay”</b> and they walk toward the coach. Before they get there ... a whistle blows.</i></p>
38(24) Provides material assistance & service	<p><i>A whistle blows</i></p> <p><b>Coach: “The bus is almost here. Line up outside to get on. We’re running behind so get there as quickly as you can. We wouldn’t want anyone to miss it!”</b></p> <p><i>Students rush to grab their items from the lockers and then exit through the doors to the bus area.</i></p> <p><i>An animation is automatically triggered of the player going to their locker and grabbing their stuff. As soon as the animation concludes, they see Aiden walk past them heading towards another set of gym doors.</i></p>



	<p><b>Aiden: “My mom’s out front, see you guys tomorrow!”</b> (as he passes the player a few coins drop from his pockets and he doesn’t notice)</p> <p><i>Players are provided the following options.....</i></p> <ul style="list-style-type: none"> <li><b>A. Leave it and continue to your bus.</b></li> <li><b>B. Pick it up and turn it in at the lost and found tomorrow morning.</b></li> <li><b>C. Pick it up, return it to Aiden, then continue to the bus.</b></li> <li><b>D. Pick it up and put it in your pocket to keep for yourself, because it’s not a huge amount of money anyway.</b></li> </ul> <p><i>If option A is chosen, an animation is triggered that shows the player walking out the doors toward the bus area.</i></p> <p><i>If option B or D are chosen, the player walks over, picks up the coins, puts them in their pockets and an animation is triggered that shows the player walking out the doors toward the bus area.</i></p> <p><i>If option C is chosen, the player shouts at Aiden “<b>Hey, you dropped some money!</b>” Aiden stops walking and turns to face the player. The player walks over and picks up the coins, then walks to Aiden and hands him the coins. Aiden replies “<b>Thanks!</b>” and an animation is triggered that shows the player walking out the doors toward the bus area.</i></p>
<b>Bus Scene</b>	
<p>39(5) Stands up for others</p>	<p><i>View switches to a line of NPC’s waiting to get on a bus. The spot on the ground at the end of the line is highlighted indicating that the player should move to that spot.</i></p> <p><i>If the player does not join the line in 5 seconds, the Coach interrupts...</i></p> <p><b>Coach: “You’d better get in line if you don’t want to miss the bus.”</b></p> <p><i>If the player doesn’t join the line after an additional 5 seconds then they are forced to join via animation.</i></p> <p><i>When the player joins the line Min turns to them and says...</i></p> <p><b>Min: “Let’s not let Sofia play basketball tomorrow.”</b></p> <p><i>Sofia joins the bus line behind the player. Players are provided the following options...</i></p>

	<p>A. <b>Say “No. Why would we do that? If we aren’t going to play with her, why would we play with you!”</b></p> <p>B. <b>Say “That’s not nice!”</b></p> <p>C. <b>Stay quiet and wait to see what happens.</b></p> <p>D. <b>Talk to Sofia a little later.</b></p> <p>E. <b>Say “OK” and turn your back on Sofia.</b></p> <p><i>If option A,B,C, or D are chosen, player dialogue runs (if applicable) and play continues.</i></p> <p><i>If option E is chosen, dialogue runs, the player turns their back on Sofia, and play continues.</i></p>
40(23) Provides material assistance & service	<p><i>After this interaction the line begins to move as the students board the bus, the view switches to show Jason, who has his arms full with a big project (or other school supplies, etc.), struggling to get on the bus.</i></p> <p><i>Players are provided the following options...</i></p> <p>A. <b>Offer to hold some of Jason’s supplies.</b></p> <p>B. <b>Ask the coach for help.</b></p> <p>C. <b>Stay quiet and look away.</b></p> <p>D. <b>Laugh quietly</b></p> <p><i>If option A is chosen, the player says “Can I help you?” Jason replies “Sure. Thanks.” and a brief animation of the player helping Jason runs.</i></p> <p><i>If option B is chosen, the player says “Coach, Jason needs help!” and the coach walks over to help Jason board the bus.</i></p> <p><i>If option C is chosen, the player is free to board the bus.</i></p> <p><i>If option D is chosen, the player laughs and is free to board the bus.</i></p>
41(35) Shares	<p><i>After the above interaction the player is prompted to board the bus (via flashing?). A specific seat flashes to show them where to sit.</i></p> <p><i>If the player doesn’t board the bus in 5 seconds an animation of the player taking the correct seat plays.</i></p> <p><i>All players except Dion (+ Aiden&amp; Leo) board the bus. After the player is seated, they watch Dion board the bus. He looks around and says...</i></p> <p><b>Dion: “Ah man- where am I going to sit?”</b></p> <p><i>Player response options are...</i></p> <p>A. <b>Offer Dion the seat next to you.</b></p>

- B. Move over to make room for Dion, but don't say anything.
- C. Avoid looking at Dion so he doesn't try to sit by you.
- D. Spread out and put your legs across both seats.

*If A is chosen, the player says "You can sit by me." Dion says "Thanks." and sits beside the player.*

*If B is chosen, the player scoots over to the window seat and Dion says "Thanks." and sits beside the player (taking the player's former spot).*

*If C is chosen, the player looks away from Dion and Dion continues to the back of the bus. There are boxes/bags of sports equipment in a few of the seats. Dion picks a box up and sits down with it in his lap.*

*If D is chosen, the player spreads out/ puts their legs on both seats and Dion continues to the back of the bus. There are boxes/bags of sports equipment in a few of the seats. Dion picks a box up and sits down with it in his lap.*

## Outro

*After the last interaction the coach pokes his head in the bus door and waves at the students.*

**Coach: "See you all tomorrow!"**

*The bus driver (teacher from cafeteria) starts the bus and drives away as the view fades to black.*