How old is Oliver? Either:

- 16

- 14

- 19, but visually, is 14. Later, it is revealed he is 19

Pragmatic Goals:

- the player is on the internet  
 - the scene is a vista of a tree, and a city in the distance. the player will walk over to the tree to trigger a cutscene with a friend

- x they are placed there without explanation

- x they do not know, but they may suspect

- x must feel screen-saver esk

- a cutscene plays of Oliver & a friend spend time together over the internet

- this is a almost daily occurance

- show Sachi's name

- Sachi & Oliver are close friends, vaguely known to be friends for a few years now

- show Sachi's a drawer

- hint at Sachi's home situation

- when Sachi receives dinner, mention her mum giving her one of my favourite foods

- "mum's making me Sushi, im so excited. ill send you pics when i get it"

- this will hint at this conversation being over the internet

- Oliver will vaguely hint at himself not feeling so great

- it will be hinted at it being related to his living situation / relationship with his dad a home

- Oliver will deflect for now

- knocking on the door occurs, cutting this scene to another

- the cutscene continues, in Oliver's bedroom, where Oliver is on his computer

- show some of Oliver's interests in the room

- show messy room, implying adolescent "laziness"

- the knocking is coming from the door, the dad passes him his dinner

- his dad & Oliver's relationship is shown to be strict, distant, and passive aggressive

- strong Italian roots

- this heavily hints and confirms the living situation at home is bad, and partially why

- the player does not know why their relationship is like this, but the absense of the mum + texts at the start will heavily hint at a breakup

- dad leaves by slamming the door behind him

- Oliver's heart is beating

- Oliver puts on headset to rejoin call, no one is on

- Oliver calms down

- final bit of scene, tying up any lose ends of conversations, before Oliver asks if he can come over after dinner

- Oliver quickly eats dinner

- the player must walk past dad while he's on TV

Aesthetic Goals

- online scene

- beautiful

- serene

- peaceful

- wind blowing

- screen-saver

- nature sounds

- bed room

- dark colours

- messy room

- living with parents

- gamer room (not too much)

- Sachi

- excited to hang

- friendly

- close

- concerned, notices uncharacteristic tone of Oliver's speech

- long history

- dad

- distant - they don't speak with closeness

- strict - be better than you are

- passive aggressive

- "your welcome for the dinner"

- player should feel the akward relationship between parent and child

Oliver sneaks past his dad as he sleeps. He walks toward his room’s door. When he opens it, it slowly fades to white. The white fades into a beautiful scene.

The sky is pink, there is wind blowing in the wind. Oliver can walk to the right, and sit by a tree.

A person appears from the other side. He waves toward Oliver. He walks toward the tree from the other side, and side next to it as well.

**Friend:** Hello!  
**Oliver:** Yo! Just got home.  
How’s your night going?  
**Friend:** Good! Just drawing. Wanna see?   
**Oliver:** Soon soon.

*Small pause.*

**Friend:** What about you? **Oliver:** Yeah… it’s going.  
…  
I’m so bored.  
I wanna do something but…  
I don’t feel like doing anything.  
**Friend:** What if we went to the park?  
Or you come over and we play video games.  
**Oliver:** Yeah, I don’t know…  
I’ll um…  
I’ll let you know.

Pause.

**Oliver:** … Sorry.   
**Friend:** Mhh? What for?  
**Oliver:** …   
Yeah, you’re right. Sorry…   
I mean. Not sorry!  
\*sigh\*

*Pause.*

**Friend:** Are you sure you’re alright?  
**Oliver:** …  
**Friend:** Is it about your dad?   
Or is it about-  
**Oliver:** Look, I’ll…  
I’ll tell you later, ok?  
I want to chill.  
**Friend:** Ok.  
**Oliver:** I think-

*Knocking on the door is heard.  
A cut to a bedroom, with Oliver sitting on a computer with his headphones on.  
Oliver’s heart is heart beating.*

**Dad:** Your dinner.  
**Oliver:** Give me a sec.

*Oliver takes off his headphones, and opens the door. The dad walks in.*

**Dad:** Why didn’t you answer after the first time?  
**Oliver:** I guess I didn’t hear it.  
**Dad:** …  
… Who are you talking to?  
**Oliver:** Just a friend.  
**Dad:** Which one?  
**Oliver:** You don’t know them.  
**Dad:** …

*Pause.  
The dad walks into the room. He places the plate on the table, and walk around the room, looking at the mess.*

**Dad:** \*sigh\*  
This mess…  
I shouldn’t even have to say anything.  
**Oliver:** …

*The dad turns to Oliver.*

**Dad:** ARE you going to say anything?  
**Oliver:** I’ll clean it later…

*He walks toward the door.*

**Dad:** Arrangia.  
(Fine, figure it out yourself.)

*He leaves, and slams the door.  
Oliver’s heart is still heard beating again.  
He puts his headset back on.*

**Oliver:** …  
I’m back.  
…  
Hello?   
…

*His heart is still beating.  
He takes some deeper breaths, and the beating fades.  
All you hear is the static of the room.*

**Friend:** I’m back. Dinner’s here!  
**Oliver:** Same.  
**Friend:** What did you get?  
**Oliver:** Pasta with tuna. You?  
**Friend:** Sushi!  
**Oliver:** Ew.  
**Friend:** Says the person having pasta with tuna.  
**Oliver:** It’s great, what do you mean?  
You just don’t see the vision.  
**Friend:** Yeah, right.

*Pause.*

**Oliver:** Can I come over after all?  
Sorry to ask after I said no.  
**Friend:** Yes!  
…   
Did… something happen?  
**Oliver:** No, nothing bad.  
Well… something small, but it’s my fault.  
Maybe I’ll tell you later if I feel like it.  
**Friend:** Ok.

*Fade to black.*

Well… my dad was telling me off about not cleaning my room.  
I want to… just not now.  
So… nothing bad happened, I just feel like crap about it.  
**Friend:** Yeeeaaahhh…

**Oliver:** Alright, show me what your drawing.  
**Friend:** It’s nothing, its just my merps.

*Show drawings.*

**Oliver:** Look at those little guys.  
**Friend:** This one to the left is bla. And this one to the right is bla. Blab la bla

**Oliver:** Yup. Yup.  
**Friend:** And with this one, I was-