Test Narrative:

**Narrative Overview:**

Character commits suicide by gunshot. Respawns in another world, ruined, no memory of what happened.

Death by death, game continues, eventually becoming evident the game has sentience. This is displayed by gradually more aggressive dialogue after each death. Starts normal and “gamey”, but spirals into insanity.

Eventually, the player learns how to fight back, and is able to escape. Upon opening their eyes, the player sees a gunshot has pierced the wall, miraculously missing the player.

**Intro:**

The past, the present, and the future. Together, we get a timeline. Most live in the present, but some… are different.

Some live in the past, stuck in an endless loop of what-ifs and could-have-beens. Some exist in the future, with endlessly worrying and fretting dominating their existence. Some find living in the present so painful that they numb their senses.

But what if there’s a fourth option? An option where time moves so slowly that a single nanosecond can feel like a millennia?

**Death Text:**

**Win Text:**

**Dialogue?**