Logistics of the Plot Map:

This map outlines the major choices in the game. Each of these represents a significant turning point in the story and shows how everything connects, including the different possible endings. I want many plot elements to overlap, because realistically, life works that way; events and choices often intertwine.

"Good" and "bad" choices refer to the smaller decisions made throughout the story. Not every choice is a major plot point that drastically shifts the narrative, but even small choices can help or derail the player's experience. These include things like drinking too much at a party, staying up late to keep browsing auditions, or wearing a certain outfit to stand out. These aren't huge decisions, but they influence the story in subtle ways and connect to different outcomes.

I didn't include these smaller choices in the plot map because I plan to have many of them throughout the game. This approach allows players to: A) be unsure which choices will have an impact, and
B) experience a more realistic and immersive gameplay style.