* Characters
  + Main Character
    - Silent, unremarkable
    - Their tools
      * Compass
      * Map
      * Drawing materials
  + Boss
    - Small person, big authority
    - Very square
    - Big hands, big arms
    - Expressive brows
    - Works in an indoor office, but has outside apparel
  + Chatty Gossiper
    - Nice to your face, mean behind your back
    - Constantly wearing a fake smile
    - Awkward, leaning posture
    - Pointy, sharp, triangular
    - Stupid proportions, exagerrated ears and mouth
    - Sharply dressed, tacky accessories
  + Everything perfect person
    - “Clearly, erm, actually
    - Definitely wears glasses
    - Lame hair idk
  + Tired and sad
    - Poor posture
    - Dress code is a suggestion
    - Lanky, long limbs
* The game takes place over 9 days (for now)
* Location:
* Time:
* 8 pixel

CONTROLS:

W - Forward

S - Backward

A - Left

S - Right

Z - Confirm/map

X - Back