

## CMPM 148 – Assignment 4: Narrative Dialog Trees in Ink

### Callbacks List:

1. The very first decision that the player makes in the first dialog, whether they choose to be the driver or the passenger is stored in a boolean variable and referenced at several points throughout the Narrative:
  - a. (1) Immediately afterwards. The player gets different text referencing them as either the passenger or the driver, changing up the dynamics between the player character and the first character, the player character's best friend.
  - b. (2) At the end of the second and third dialog. Depending upon the choice of being the driver or passenger, this will be referenced in the second and third dialog trees as well. In the second, it determines if the player character drives to the restaurant or calls a taxi, and in the third it determines if the player gives their friend a ride back or if their friend gives them a ride back.
2. (3) During the first dialog, when the player transitions between scenes, the player has the option to hold the first character's hand. This will be referenced at later segments, when the player character and their friend arrives at their destination, as if that option is chosen the text will change to describe how you are still holding hands.
3. (4) During the first dialog, the player has the option of taking their friends to the movies and to go get food. The player can choose either of these, but depending upon which is chosen first, the text will change on the walk between the two locations. If the player selected going to the movies first, it will reference walking from the movies to go get food, but if the player chooses to get food first, it will reference walking from the restaurant towards the movie theater instead.
4. Depending upon whether the player chooses to pay for theirs and their friend's meal in the first variable, this choice will be stored within a variable.
  - a. (5) During the first dialog, in the case that the player chooses to go get food first, and also selects the option to pay for both the player character's and the first character's meal, then when they go to the movies and offer to buy snacks, the first character will comment on how they paid for food already.
  - b. (6) In the third dialog, when the player and the first character pay for their meal at the restaurant, if the player paid for their meal in the first dialog, then the first character will insist on paying during the third dialog, otherwise you both will split the check.
5. Depending upon the movie choice that was selected (either a mystery, romance, or horror movie), this will be stored within a variable and referenced at different points in the narrative:
  - a. (7) In the first dialogue, when choosing the next activity for the player character and their best friend, their friend will comment on the specific movie choice that the player selected.
  - b. (8) Later on, in the second dialog, if the player chooses to look at the bookshelf, depending on their stats, they may get a dialog referencing how they bought the DVD of the specific genre of movie that was chosen in the first dialog.
6. (9) Depending upon the outcome of the first dialog, the text in the second and third dialog's may change. It will reference either how the player character and their best friend still

talked for a while after going off to university, or it will reference they hadn't really talked at all since the first dialog.

7. (10) During the second dialog, depending on their stats, the player may choose to wear a necklace that the first character had bought for them. If this is chosen, in the third dialog with the first character again, text will be added that discusses how that character notices the player character wearing it.
8. (11) When choosing what food to get in the first dialog, if the player chooses to go to a nice restaurant, in the third dialog, when the first character orders their meal, the text will change to mention how the player character remembers them ordering that same meal before.
9. (12) Depending upon whether the player character and the first character kissed at the end of the first dialog, in the third dialog, when the player chooses to ask the first character about their prior relationships, the text will change. If they kissed, the first character will only mention having relationships with women, otherwise, they will talk about having a failed relationship with a man before exclusively dating women.