Extra Readme for *Hello, there*

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Intro

After the midterm check, I’ve rewrite the story. The whole story is about a girl and college life surround her, partly based on my and my friends’ actual experience.

What’s more, it contains a very important sci-fi plot, Time Travel.

The present version of the story, *Hello, there* ends up with 9k words, 114 passages, and 135 links. But there’re still many miseries and mechanics I haven’t add into the game yet.

This document is for illustrating the part in the plan but has not been realized yet. Because the mechanics of the game is tightly related with the story, so there’ll be spoilers beneath.

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Extra mechanics

In the original story, I’ve written six endings, but only one of them would let player ‘pass’ the game, or say gain the most important information about the identity of this stranger, about what happened in the future.

If players completed the story with that **one ending**, when they go back to the title node, the game would lead them to the other point of view, the POV of that stranger who sends the texts to Cecile.

Reason why this odd situation happens, is the nucleus of the entire story/game.

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The true timeline

Cecile starts her master program

She meets Mr. Valentine and starts a relationship with him

They break up for no certain reasons

Cecile is gradually getting over the sorrow

Mr. Valentine injures badly in an accident and falls into a coma

Cecile feels deep depression and seeks help from some psychological institution

Her background and motive are leak to a hidden third-party Research institute

Through this chance, she gets a chance to Time Travel (only through sending messages to herself in the past. (5 years ago)

[The Game starts, and timeline goes back]

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About the second turn and extra mechanic

After the first turn, players finish the story, the second turn they will play the role of Future Cecile, and the main goal of her is to persuade the Past Cecile to avoid the encounter with Mr. Valentine.

But the plan couldn’t be achieved so easily in such a limited real time.

In my plan, there will be some *triggers/conditions* lead to Cecile’s core mind, only if players gain the keys to push these *triggers/conditions,* the future would be changed. Or they need to stay in the cycle forever, like a mind puzzle.

(Every new turn, there’ll be some new contents players had never seen in former turns.)

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About the ending

There is not only one ending, the future can be changed or not, depends on how players choose and what they emphasize more.

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About decoration part

I do have a lot of proposals about the interface and game experience, but compare with the story itself, I think that probably not the priority for now.