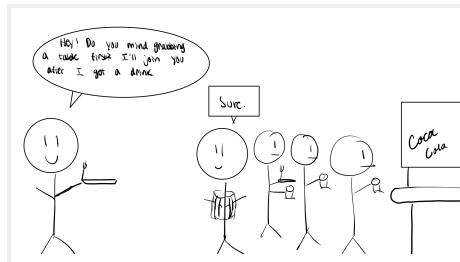


SCRIPT

1

Carter arrives at the Ratty, ready to eat a great meal!

ACTION

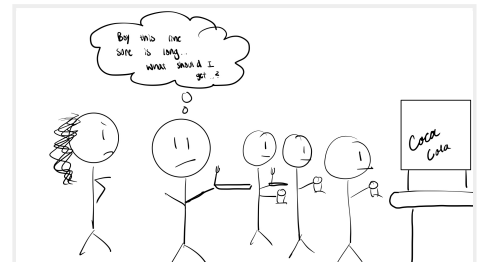


SCRIPT

2

Carter finishes getting his food and bumps into his friend, with whom he'll be eating with. Carter asks him to grab a table while Carter gets a drink.

ACTION

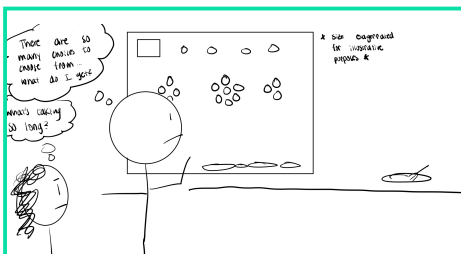


SCRIPT

3

Carter gets in the line for the drink machine. Upon lining up, he notices that Kristen lines up behind him and feels pressured due to the number of people in the line. He begins to wonder what drink he should get to compliment his meal.

ACTION



SCRIPT

4

As it's Carter's turn to get a drink, he begins to feel overwhelmed by the number of choices being presented to him on the screen. On top of that, he feels pressure given that Kristen is waiting for him to make a selection.

ACTION



SCRIPT

5

After about 45 seconds, Carter is still undecided and ultimately chooses to get water to stop holding up the line. He feels dissatisfied, with choosing water again, but knows that it is a safe option that he will enjoy. Kristen wonders what took Carter so long, and is starting to get impatient.

ACTION

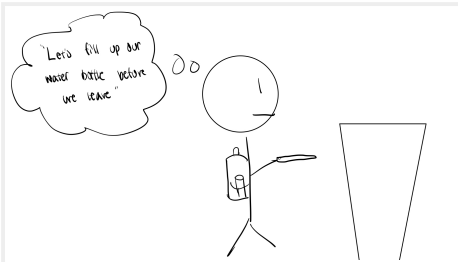


SCRIPT

6

After getting his water, Carter sits down with his friend and has his meal. He's still a little bugged by the fact that he wasn't able to choose any drink but water, but he enjoys his meal nevertheless.

ACTION



SCRIPT

7

After finishing his meal, Carter realizes that his water bottle is empty. He decides to go fill up his water bottle before leaving the Ratty.

ACTION

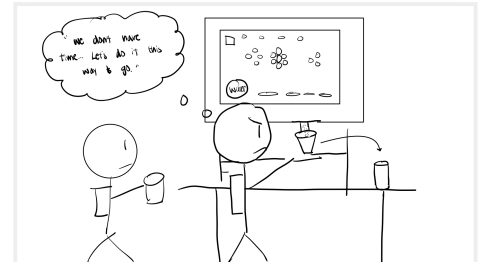


SCRIPT

8

As he goes to fill his water bottle, Carter can't seem to fit the water bottle under the drink machine to directly fill his water bottle. He feels frustrated and annoyed, and he doesn't want to create a mess. He's about to be late to class and doesn't feel like clearing the ice in the way.

ACTION

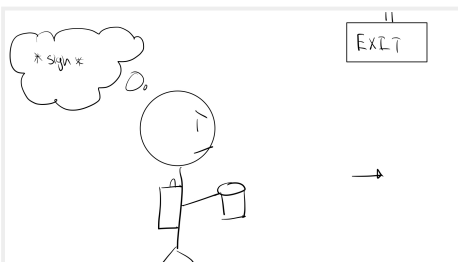


SCRIPT

9

Carter uses a cup to transfer water from the drink machine to his water bottle. It's a less-than-ideal solution, but he's in a time crunch so he can't complain. At this point, he has to run to his class, so he's just doing his best to keep things moving.

ACTION



SCRIPT

10

After encountering two problems at the Ratty today, Carter leaves the Ratty begrudgingly. He feels frustrated that this is his typical experience at the Ratty, and wishes that the drink machine could offer a more satisfying experience.

ACTION