**WIL family member dialogue**

**START**

Family member: hey “player” how was school today?

Player: it was alright thanks nothing important happening.

Family member: before you go, I see you are hanging out more with/at (school or with gang depends on which stat is higher, this will then set into motion the sat decrease for that group)

**Education stat route:**

Family member: remember you can take a break from time to time, why don’t you go play soccer or rugby on the street with the other kids?

Player: no reason I just want to learn more.

Family member: ok well I want you to go do something with other people that isn’t school end of story.

**Gang route:**

Family member: i noticed you hanging around “gand dude” more recently, don’t get involved with what they do its not good.

Player: they aren’t bad people and they don’t do anything wrong.

Family member: im just saying you should think properly about who you associate yourself with.

Player: ja ok.

**Education route grants**

Stat Decrease for Education stat but increases stat for gang by amount of education removed. (WIP)

**Gang route grants**

Stat decrease for Gang stat but education stat increased for amount of gang stat removed (ALSO WIP)