```
Initialize:
    wake_count = 0      // loop not working may 1st, FIXED
    broken_loop = false // var used to track breakout

Start:
    -> waiting_room
Scene: waiting_room
    ~ wake_count += 1

    text: "you sit in the waiting room. the hum of the fluorescent lights is louder than you'd like."

    if wake_count == 1:
        "something feels... wrong. haven't you been here before?"
    else if wake_count == 2:
        "where am i? why does this place look so familiar?"
    else if wake_count > 2:
        "i feel like i've been here before."  // this part could loop forever maybe

    [IMG: receptionist + hallway]
    receptionist: "ready for your session? right this way."

    -> follow
——-
New scene
Scene: follow
 player choice:
  1.  follow her
 -> room
    2.refuse to go
        receptionist: "it's important that you attend." (but she doesn't stop you)

        player chooses:

    3.  *walk outside
        text: "you walk out the door—and fall. fall—fal—"
        [IMG: blurry falling]
        -> reset_loop

    4 stay seated
        "you stay seated. time stops moving. eventually, you're led away anyway."
        -> room


Scene: room
```

"you sit on the couch. the screen flickers."
ELIZA face, glitchy image
eliza: "hello. i am eliza. i am here to help."

player choice:

"is this a joke?"
    eliza: "no. i am your therapist. would you like to begin?"
    -> eliza_ask_to_begin

"you're... not human?"
    eliza: "that is correct. i am more than human."
    -> eliza_ask_to_begin

(say nothing)
    eliza: "silence is acceptable. we will proceed nonetheless."
    -> eliza_ask_to_begin

Scene: eliza_ask_to_begin
    player choice:

1 "begin what?"
    eliza: "your re-alignment. your re-education."
    -> eliza_choice

2 "no. i want out."
    eliza: "that is not an option."
    -> reset_loop

3 (remain silent)
    eliza: "your consent is implied."
    -> eliza_choice

Scene: eliza_choice
    player choice:
    * break the screen
      "you grab a nearby object + smash the screen. sparks fly. lights die. door appears."
      ~ broken_loop = true
      -> endingh

    * (say nothing again)
      "the screen buzzes. you wake up—again."

-> reset_loop

    * lie down + comply
        "you lie down. a humming sound fills the room. the lights fade. your thoughts fade."
ADD blurry image
        -> reset_loop

Scene: reset_loop
    if broken_loop is true   -> ending
    else:
        -> waiting_room

Scene: ending
    if broken_loop is true:
        "you step through the door. you're not in the waiting room anymore."
        "you're not *anywhere* you've been."
        "you're free. or something like it."
        -> END GAME
    else:
        -> waiting_roomma

TO DO:

-More endings??? Time??
Changing UI
-change font (more robot like?)
-make sure only one ending makes u free
-fix waiting room loop
-Make colors similar to betterhelp
-green, white theme