

## # Lemon Tree Vignette

**\*\*Type:\*\*** Interactive Game Vignette / Psychological Horror

**\*\*Role:\*\*** Narrative Designer / Scriptwriter

**\*\*Tools:\*\*** Twine-style scripting

**\*\*Length:\*\*** Short, self-contained

### ## Project Summary

A psychological vignette exploring obsession, control, and the tension between external politeness and internal chaos. The player navigates a suburban backyard with a lemon tree, interacting with neighbors and objects while the protagonist's internal monologue shifts from composure to fixation. The vignette demonstrates environmental storytelling, escalating tension, and a strong narrative voice suitable for indie thriller or walking-simulator games.

### ## Features

- **\*\*Environmental Storytelling:\*\*** Everyday objects (lemons, garden shears, neighbors) convey narrative tension.
- **\*\*Character Voice:\*\*** Protagonist's internal monologue shows obsession and controlled escalation.
- **\*\*Branching Choices:\*\*** Simple interactions allow different narrative beats and endings.
- **\*\*Psychological Horror:\*\*** Politeness and mundane objects mask unease and suspense.

### ## Usage

- Open `script.twee` in a Twine-compatible editor to view the vignette.
- Optional: Add assets in `assets/` for visual placeholders.