# Dialogue Reference Points

| Version/Date | Decision # | Situation | Choice 1 | Choice 2 | Choice 3 |
| --- | --- | --- | --- | --- | --- |
| (example) 3.0/Jan 1 | 1 | Door is locked. | Look for another door. | Look for key. | -- |
|  |  |  | +2 points | +10 points | N/A |
| (example)  3.0/Jan 2 | 2 | Open the door and meet the NPC on the other side. | Say hello and help them. | Say nothing. | Say hello and refuse to help them. |
|  |  |  | Trigger new side quest. | Trigger awkwardness. | N/A |
|  | 3 |  |  |  |  |
|  |  |  |  |  |  |
|  | 4 |  |  |  |  |
|  |  |  |  |  |  |
|  | 5 |  |  |  |  |
|  |  |  |  |  |  |
|  | 6 |  |  |  |  |
|  |  |  |  |  |  |
|  | 7 |  |  |  |  |
|  |  |  |  |  |  |
|  | 8 |  |  |  |  |
|  |  |  |  |  |  |
|  | 9 |  |  |  |  |
|  |  |  |  |  |  |
|  | 10 |  |  |  |  |
|  |  |  |  |  |  |

# Expected Test Path 1. <Name>: <Triggers>,<StoryBranch>

| Decision ID: | Choice 1 | Choice 2 | Choice 3 | Trigger/Counter |
| --- | --- | --- | --- | --- |
| Set 1 (example) | . | CHOOSE | N/A | +10 points |
| Set 2 (example) | . | CHOOSE | . | NPC stares into your soul |
| Set 3 | . | . | . |  |
| Set 4 | . | . | . |  |
| Set 5 | . | . | . |  |
| Set 6 | . | . | . |  |
| Set 7 | . | . | . |  |
| Set 8 | . | . | . |  |
| Set 9 | . | . | . |  |
| Set 10 | . | . | . |  |
| **Ending:** |  |  |  | **Final Triggers/Counts:** |
| **<StoryBranch>** |  |  |  | **(example)**  **NPC soul staring 70 points** |