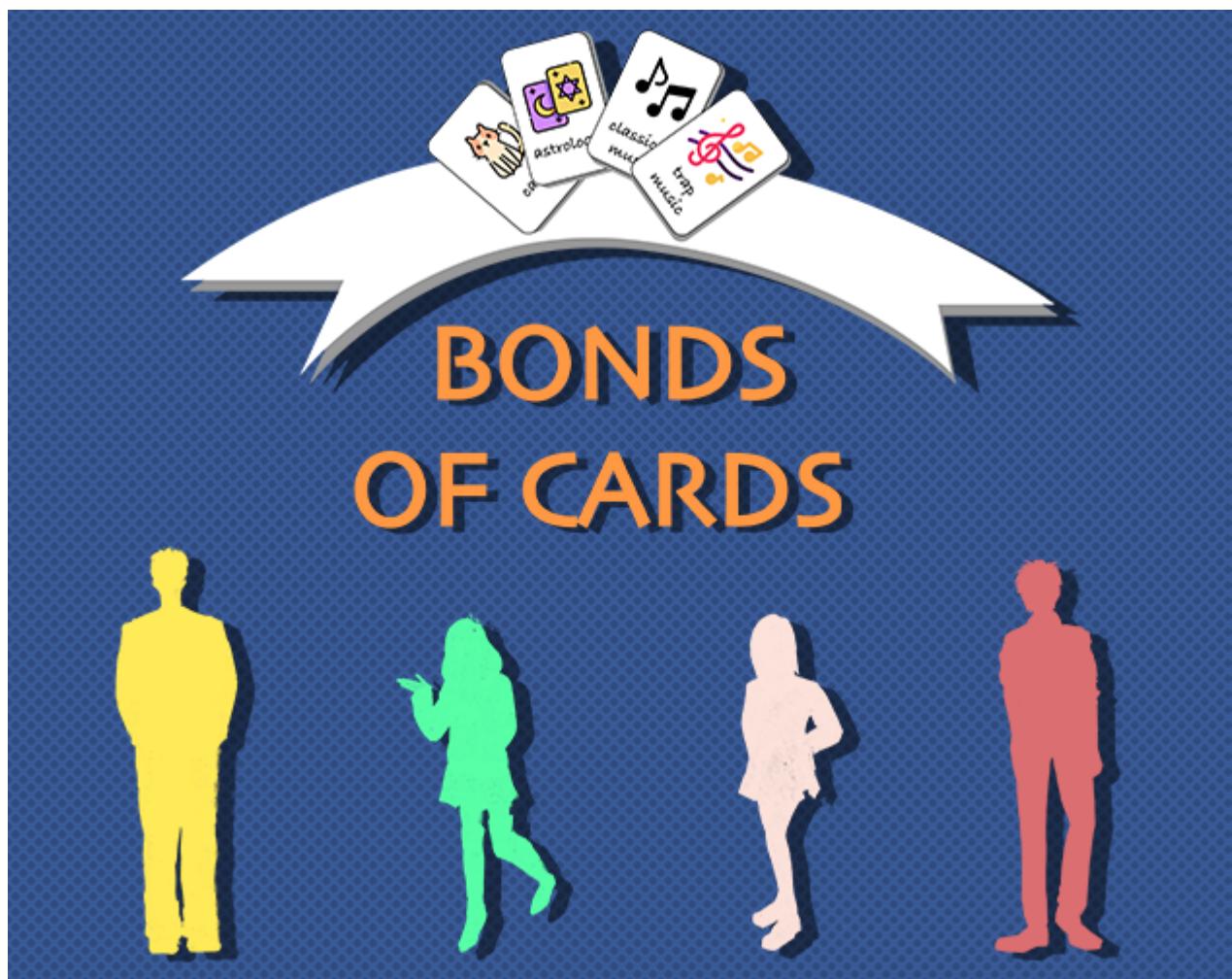

Game Design Document



TEAM MEMBERS



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Design History

Team Members	Date	Changes
Marco Grande	28/10/21	Added Design History, Vision Statement, Game logline, Gameplay Synopsis, Gameplay Overview, Gameplay structure and Card Game system.
Marco Grande	29/10/21	Added Controls, Other Rules, Scoring/winning conditions, Modes and other features, Levels.
Marco Grande	30/10/21	Added Character Design. Modified character descriptions and added relationships and reference images.
Marco Grande	01/11/21	Added Synopsis, Complete story, MC and Rebecca in Characters, Narrative devices and Subplots.
Marco Grande	02/11/21	Added The Game World: Overview and Locations (Classroom, Gym, Hallways, Schoolyard, Museum, Cinema, Beach and Mountains).
Marco Grande	03/11/21	Added Target Audience (and new casual archetype), Platform, System requirements.
Marco Grande	04/11/21	Added “Hardcore” and “Community” to target archetypes, Top performers and Feature Comparison (with Persona 5 and VA-11 HALL-A). Corrected font heading attributes.
Marco Grande	07/11/21	Added Main Menu, Pause, Settings, Load/Save, General Scene, Exploration Scene and Deckbuilding Menu to interfaces.
Marco Grande	08/11/21	Added Card Game Scene to interfaces.
Marco Grande	10/11/21	Changed contextual info in interfaces. Added Demo Plan general structure, Day 1 complete script.
Marco Grande	12/11/21	Added School Cards Script for Robert, Sara, Mary and Bill.
Marco Grande	13/11/21	Added values and multipliers for Robert, Sara, Mary and Bill school cards and categories. Added info on how to obtain cards. Modified Day 1 Before Lessons Script.
Marco Grande	14/11/21	Added Sara’s cards and multipliers. Modified cards given.
Marco Grande	17/11/21	Added Lunchroom to environments.

Marco Grande	20/11/21	Added emotions to script day 1 after before lessons, added npc dialogue before card game . Added script day 2 before lessons, lesson 1 and recess.
Marco Grande	21/11/21	Changed characters in scripts (professor → Rebecca, Mary's friend → Sara) and some lines to adhere to the changes.
Marco Grande	23/11/21	Added Second Lesson, Lunch break and Third Lesson to Day 2 script.
Marco Grande	24/11/21	Added more info in Points Calculation.
Marco Grande	26/11/21	Added info about characters in scenes in the scripts.
Marco Grande	27/11/21	Added Museum event general description and type of cards for the event. Modified General Scene Interface description. Modified Game Logline.
Marco Grande	28/11/21	Added Robert and Sara museum cards.
Marco Grande	30/11/21	Approved Michele's proposal for changes on two Robert's school cards (minor) and addition on Mary's trap card (new card).
Marco Grande	01/12/21	Added Conversation End phrases for every character.
Marco Grande	13/12/21	Changed Rebecca Maths card and some of her cards' values. Added event cards for Mary and Bill.
Marco Grande	16/12/21	Added Day 3 script: Arrived at the museum, Visit with Robert, Sara and Mary.
Marco Grande	22/12/21	Added Day 3 script: Visit with Bill, Conversation at the museum, Going back home.
Marco Grande	23/12/21	Changed before lesson 1 part before tutorial and deleted rebecca level up line.
Marco Grande	18/02/22	Added frontpage and Team Members section.
Alessandro Mazza, Michele Leva, Marco Grande	19/02/22	Updated information about questlines, characters menu and dialogue scripts. Updated Gameplay section with mood and removed card categories, updated point calculations. Added Flowchart and Media List, updated some interfaces examples and location images, changed card battles -> card games (conversations).

1 Vision Statement

Bonds of Cards is a 2D Visual Novel with Card Game elements. The protagonist is a transfer student that meets four potentially new friends and day by day starts to understand them. The main character doesn't have good social skills therefore he speaks by using cards that are given to him from his psychologist. The game takes place after the transfer, during the last month of the last year of highschool. The game is divided per day, each day you have a set amount of actions that you can take, for example deciding to talk to someone in particular. Talking with someone triggers a Card Game(CG) during which the player presents cards to other characters and witnesses their reactions. Creating bonds with someone in particular will influence the in-game events and will let the player witness different scenarios.

1.1 Game logline

“Create bonds and find new friends during your last month of highschool.”

1.2 Gameplay Synopsis

In Bonds of Cards you have 30 days of gameplay and there are going to be three events during this timeframe. A normal day is composed of 6 (or 7 depending on the day) sections that are used for advancing the story and letting the player talk with his friends.

After reaching a certain degree of confidence with a friend you'll be able to participate in events with them.

The setting, during normal days, is in the school but during the weekends you can decide to go out with a specific friend if the conditions are met and during the events there will be special places to visit like for example the museum.

The school time takes place from morning to afternoon and you have two to three occasions to start a dialogue with a friend. The dialogues are the core gameplay that start the card game.

When you enter a dialogue you'll get the possibility to choose 5 cards from all of the ones that you have and you will be able to bring them in the Card Game (CG). Every card represents a topic of discussion. You can only play the 5 cards (only once per card) during the CG and assign to them an emotion between Happy, Sad or Neutral. Every

character will react to the cards in different ways depending on the emotion used and the topic represented by the card. The response will give the player new information that will help the player in choosing the cards for the next time. After reaching a certain amount of points with a character, the friendship will level up and he/she will give you a new card.

The look and feel of the game will be very simplistic but at the same time it will highlight the main part of the game that are the NPCs that the player will have dialogues with. The player will feel the sense of being part of a class but at the same time he will experience the frustration of not being able to fully understand new people. When he will finally understand them better he will be more confident in choosing what to say. The goal in proposing this kind of feeling is to represent how real social interactions develop.

The uniqueness of the game is certainly represented in the card game aspect since it proposes a new twist to the classic visual novel mechanics. The possibility to know the characters not only through prederminated scripts but also by choosing cards will give the feeling of being in charge of the development of the characters and will give people a more interactive way of exploring the game content.

2 Audience, Platform, and Marketing

2.1 Target Audience

Our target audience is composed mainly by teenagers between 12 and 18 years old because of the setting and the themes that are explored through the story. The minimum age should be 12 years old since some of the discussions could get emotionally intensive for a child.

The game tries to appeal mainly to people interested in Visual Novels since that's how the story progresses, nevertheless the card aspect of the game presents interesting features both in deckbuilding and situational awareness.

The Card Game system also tries to appeal to that part of the audience that often gets bored with Visual Novels because of little interaction opportunities.

Since this is a story-driven single player game we want to give the players a personal experience that depends on their choice. This opens people up socially in getting to know new parts of the story by interacting with the community if they aren't interested in manually exploring different paths in the game.

Bonds of Cards can be enjoyed both by hardcore and casual gamers.

Hardcore players can be engaged by finding out the best strategies to raise the friendships of every character, while casual players can experience the story at their own pace since the game can be enjoyed also in short sessions.

The main Bartle types of player that we consider are Explorers and Achievers since a lot of the fun comes from finding out how different routes develop and how characters behave in specific scenarios while also feeling a sense of accomplishment in experiencing every possible event variant.

Since the game can offer topics to talk about, Socializers can also find interesting interacting with the community and talking about the characters.

Archetypes examples

Casual players that are new to Visual Novels

Casual players will be mainly interested in playing the game for the friendship system through Card Games. Everyone has played card games at least once and the idea of experiencing a game in an unusual but yet familiar way can bring more people to try it. Once they start playing, they are guided by the Visual Novel style of gameplay so it's hard for them to get frustrated or lost since there is no actual way to lose or be disorientated. Finally the schematic division of levels in days and the possibility to save and quit at almost any given time makes it really easy to consume the game in small

sessions: this makes it easier for busy people to enjoy it without worrying to make a time investment every time they boot up the game.

Hardcore players interested in finding every possible outcome in the game

Hardcore players will have fun exploring every scenario in the shortest time possible by maximizing the amount of friendship points and, at the same time, understanding how the different characters think. The game makes content exploration easy and enjoyable thanks to numerous save states and by giving different rewards and unique interactions based on the actions undertaken by the player. Bonds of Cards can also be enjoyed in longer sessions since every day is interconnected and the story follows a continuous flow.

Casual players that want to be part of a new community

Even though Bonds of Cards is a single player game, the characters and atmosphere can certainly gather a good traction in the younger audience. Being aware of online communities and social media communication, Bonds of Cards could establish a welcoming community with guides and info about the game. This opportunity is crucial in order to gather new people and let the fans create more content about the game. Fanarts, Fanfictions and even having a place to discuss about the game can make the Bonds of Cards universe more appealing and give a sense of belonging to the players.

2.2 Platform

PC Windows is the main platform that we will focus our development on since it's the preferred platform for playing visual novels. The game could eventually be mapped for console's controllers and be ported on future development but since the majority of our audience is on PC Windows we will focus on this specific platform

2.3 System requirements

Bonds of Cards is a very lightweight game both from a CPU and a GPU viewpoint.

Graphically the game needs only to render still images and apply minor effects for feedback on cards and UI.

Computationally the game needs only to change the scene based on player decisions and to calculate the card's score.

Based on this assumptions we can consider the following minimum requirements for playing the game (based also on similar games requirements):

Operative System	Windows 7
Processor	1.8GHz Dual-Core CPU
RAM	4 GB
Graphic Card	Integrated graphics
Storage space	350 MB

2.4 Top performers

Since Bonds of Cards is a single player Visual Novel with card game elements and has a particular structure in the way it is narrated, we will mainly consider video games that have similar mechanics to ours.

2.4.1 Persona 5



Persona 5, but even more in general the Persona Series as a whole, is a turn based JRPG that can be divided in two parts: an adventurous part where you battle enemies in a classic JRPG style and a more relaxed part where you spend your days performing activities and talking with people.

The series has been going on from 1996 releasing on multiple platforms and has sold over 15 million copies worldwide while also having a lot of spin-offs (rhythm games, fighting games and many others).

Every Persona instalment in the main series is very long with a lot of dialogues.

The free-roaming aspect of the game is limited by the amount of activities that you can partake in per day and every interaction offers something new to the player, that could be creating a bond with someone or raising some stats.

The setting is always in highschool and the theme revolves around discovering yourself and the people around you.

2.4.1 VA-11 HALL-A



VA-11 HALL-A is a critically acclaimed indie Visual Novel that mixes (pun not intended) beautiful pixel art and incredible music. This game was released originally on PC and then was ported also on consoles and has sold over 600,000 copies until last year.

In the game you play the role of a bartender while various customers come to the bar you work in to spend the night. The setting is a cyberpunk environment with a complex world and mysterious characters that are discovered thanks to the conversations that you have with your customers. Every person has their preferences and it's up to the player to prepare the right orders. Depending on the outcome the customer could be more or less satisfied and that reflects on how much money you get at the end of the day.

Money can buy cosmetics but more importantly it's an important resource that could change the ending.

The way the story is narrated feels completely natural but at the same time the scenes are almost always behind the bar counter. You don't actually have power over deciding who will be your next clients but your cocktails could change how the story develops.

2.5 Feature comparison

2.5.1 Persona 5

Differences:

Persona is marketed as a full-fledged JRPG with visual novel mechanics while our game is a visual novel with card game mechanics. Persona's setting is in between fantasy and reality while Bonds of Cards doesn't have powers or supernatural elements.

Similarities:

Persona has inspired the day progression and level division of Bonds of Cards. Every day you have a limited amount of actions and you can create bonds with your friends just like in our game. The school setting and the age of the characters is also fairly similar.

2.5.2 VA-11 HALL-A

Differences:

In VA-11 HALL-A you have no control over the people you can talk with while in Bonds of Cards a huge part of the game is about choosing. In VA-11 HALL-A the player has no information about how good he is interacting with other characters and what path he is taking while in our game the progression in getting to know a character is very clear. The setting and the age and type of characters is also different.

Similarities:

Both games strive to develop characters through dialogues and get different paths based on how well we perform and what we choose. They are both indie visual novels that try to change the classic formula with innovative gameplay. VA-11 HALL-A has deadlines just like Bonds of Cards.

3 Gameplay

3.1 Overview

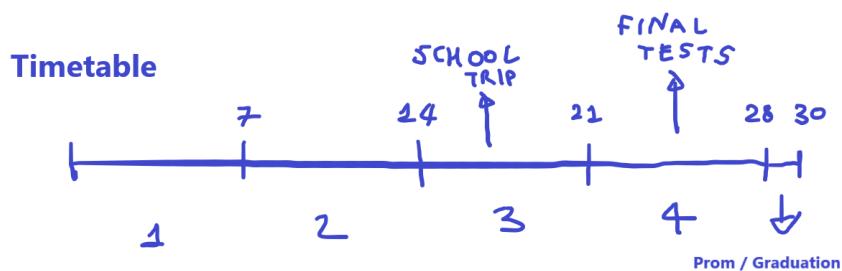
The player has 30 days to talk to 4 different classmates. During each day there are two (or three on special occasions) opportunities during which you can start a dialogue with a character and during the other times of the day you will witness the story advancing in a more classic Visual Novel way. Every dialogue triggers a Card Game (CG) that will make the player choose and present 5 different cards. The player can tie an emotion to a card adding a risk/reward layer on guessing the response. Talking to someone increases the friendship depending on the points accumulated during the CG. Characters will give cards to the player on certain conditions after the conversation or at the end of the day. During events and weekends, if you have enough friendship level, you can invite a character. During events you will have special cards to use that depend on the situation.

3.2 Gameplay description

3.2.1 Gameplay structure

The game starts with the main character in the psychologist room, when she gives him the cards to help him get new friends and then on the next day he is presented to the new class. From there it starts the normal routine of the game.

The game is composed of 30 days and has 3 major events: a School Trip at the start of the third week, the Final Tests starting during the fourth week and the Graduation at the end of the month.



In total there will be 4 weeks of school composed of 5 days per week and during the weekend you can ask one of your friends to go out (if you have enough friendship level). During class time there will also be minor events like group projects and normal tests.

During the events (major, minor and weekends) you will be able to use only a limited set of special cards that will be available during that specific timeframe.

The school daily routine is composed of 6 (or 7 depending on plot requirements) sections:

1. In the first section there is plot progression or new information about the game world and characters. This happens through classic Visual Novel style dialogues that are heard by the protagonist, it could happen thanks to other students or even by an announcement from the professor.
2. In this section there is a lesson. No gameplay is designed to be in this section and it's only a transitory part that makes the player feel more immersed, it could serve the same purpose of section 1 or be skipped.
3. In this section there is a recess. During this period the player can decide to talk with a character and engage in a Card Game.
4. Same as section 2.
5. During this period there is lunch but it serves the same purpose as section 3.
6. Same as section 2.
7. In this section we can add an extra encounter at the end of the school day in order to give extra Card Games or insert unique interactions. This section could be skipped or exploited for events.

Note: Skipping is an option for the Level Designer, not for the Player.

After the seven sections the day ends with us walking home.

The structure for the sections during major events and weekends is much more “free form” but it should include some key points:

- At least 2 CG.
- One story section before and after every CG.

The sections structure for minor events should include a story premise and a CG. Minor events could happen at any time of the daily routine.

3.2.2 Card Game system

Every card used in the card games (conversation with other classmates) has a general topic and every character will relate to that topic with a different response and a different emotion. The emotions are: Happy, Sad or Neutral.

The player will start with a number of initial cards that are more generic on the topic and it is more likely that more npcs will like them.

Deckbuilding

The deck is composed of 5 cards that can be chosen from all of the cards that the player has. The player can search the cards that he wants to add to the deck and when he has completed the deck he can proceed to the conversation. The cards that have already been used in a previous conversation with the same character give less points, so they are marked in the deckbuild menu with a symbol.

Conversation

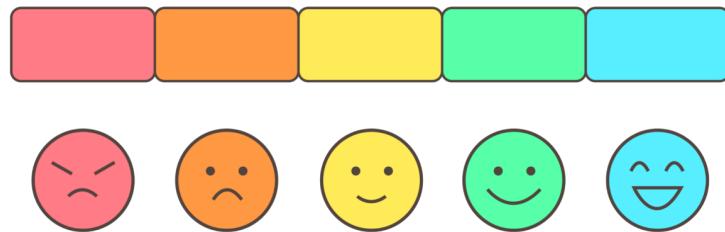
The conversation will be composed of 5 rounds in which the player will play a card (by choosing the card and an emotion) and the npc will respond with a unique phrase to the card (this is useful in order to know the characters and be interested in them and also to know how much they are interested in the conversation), so every card can only be used once in the conversation.

There is not a negative reward such as losing points since the player wasting the limited time that he has is already enough punishment.

How well a card is perceived from the npc depends not only by the frequency of how much the player used it but also from the emotion of the character in relation to the topic (reaction). The reaction will not influence the response in the conversation but it will influence the amount of points given.

An additional element that influences the amount of points of a reaction is the mood of the interlocutor. There are 5 different moods:

- Angry
- Sad
- Calm
- Happy
- Joyful



Angry and Sad moods have a negative effect on the points, a Calm mood will have no effect on the points, while Happy and Joyful moods have positive effects. Getting a correct reaction with a card not already used improves the interlocutor's mood in the direction from Angry to Joyful of a single position. Getting a wrong reaction will have the opposite effect going from Joyful to Angry. A neutral reaction doesn't affect the mood. Every conversation will start from the Calm position.

The information that is given to the player are: the cards, the reaction (the character will change expression in order to tell the player if he guessed the correct emotion) and how much the friendship has increased.

Depending on how well the conversation goes the npc could “level up” the friendship and give the player a new card.

Points Calculation

Since levelling up in the first phases will be fast, we will easily increase the amount of cards that the player has and for every card there will be a new interaction for every character.

In relation to the calculation of the points every character has an internal base value for each card, representing how high is their opinion towards that topic.

The reaction will heavily impact impact the score with 3 possible multipliers:

Correct → x1.5

Wrong → x0

Neutral → x1

When a card has already been used (in a previous conversation with the same character) we apply a multiplier that decreases the score:

Already used → x0.5

Furthermore, the mood of the Npc applies another multiplier to the score:

Angry → x0.5

Sad → x0.7

Calm → x1

Happy → x1.3

Joyful → x 1.5

Therefore the score will be calculated as:

BaseValue x MoodMultiplier x Reaction and eventually we will multiply by 0.5 if the card was already used with that character.

Questlines

Beside the main story, for each of the 4 main characters there is an optional quest line composed of two steps.

A questline is progressed by playing a specific card (hinted in the Diary) during the dialogue phases, regardless of the points received and the chosen emotion, this will trigger a special scene at the end of the day with that same character, giving more insights on their personality and relationship with the others.

While they don't directly involve the friendship level nor give additional cards, progressing a questline will update the Diary with additional text on the character's page.

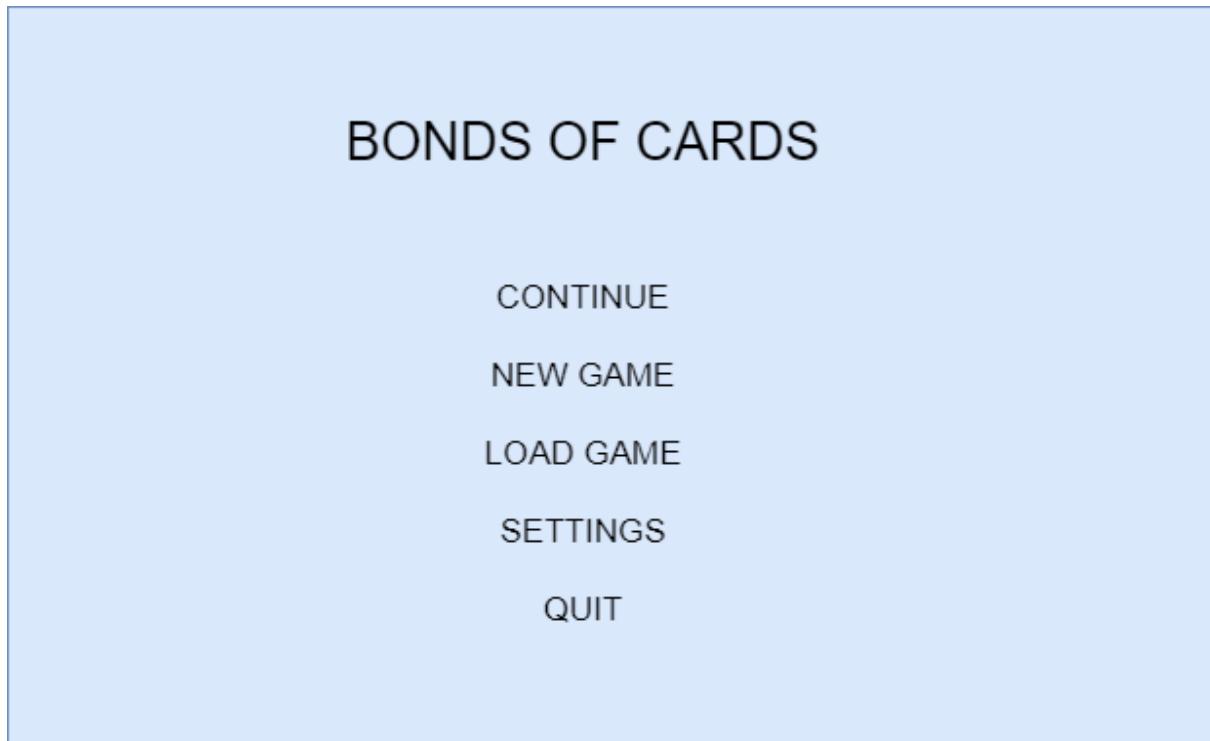
3.3 Controls

The game requires the use of a mouse and a keyboard.

Key/Button	Action
Left Mouse Button	Select/Progress dialogue text
Right Mouse Button	Game Text Log Shortcut
ESC	Open in-game pause menu

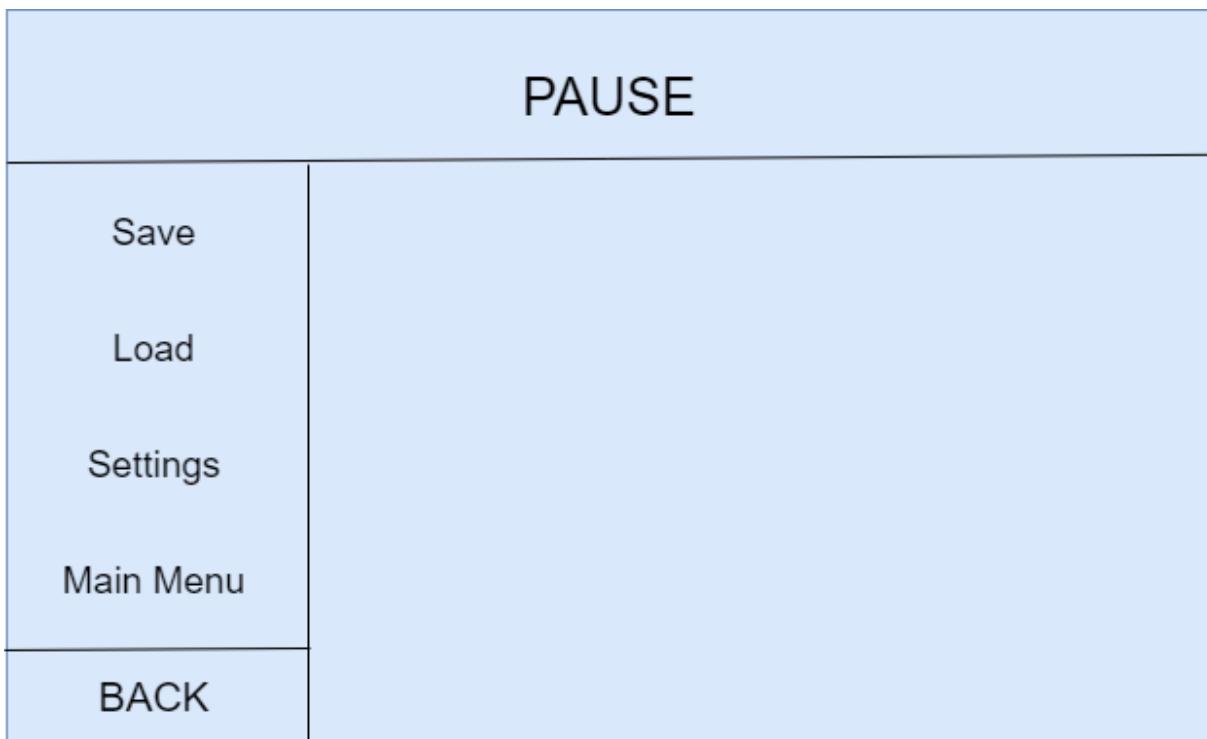
3.4 Interfaces

3.4.1 Main Menu



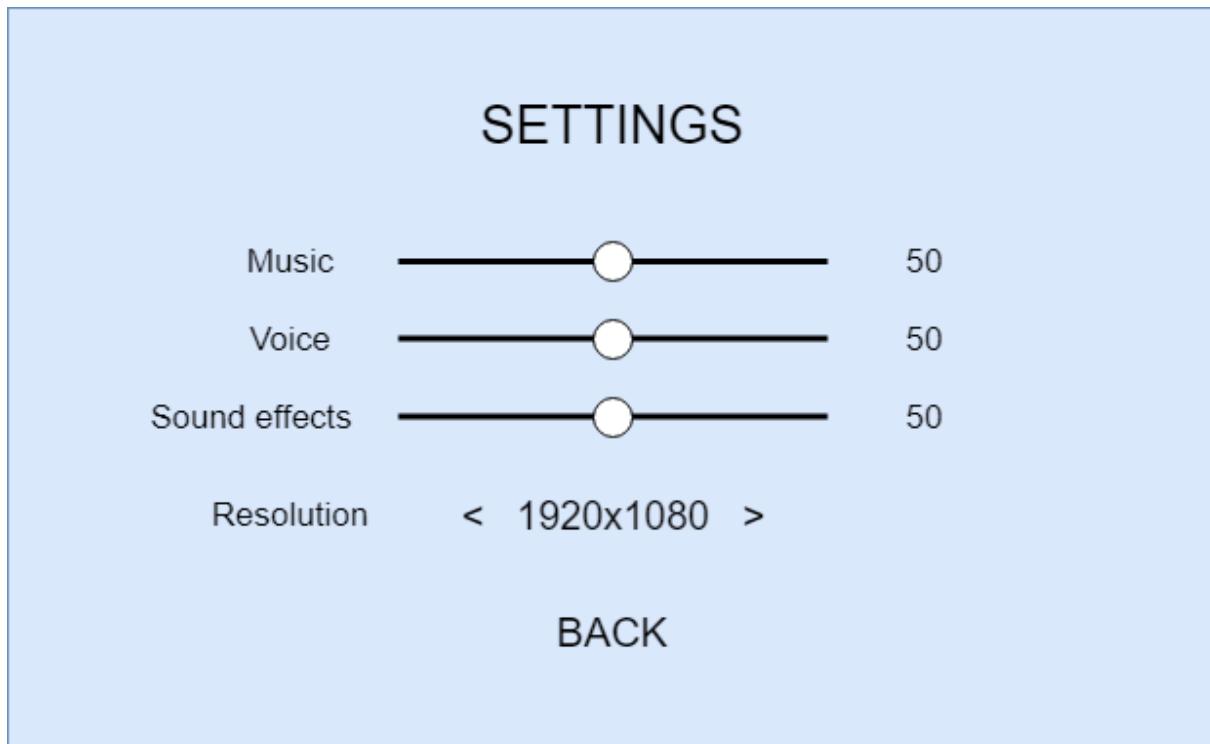
The main menu has basic features that let the player start a new game, load an existing game or continue from the most recent save state. The option to continue doesn't appear if there are no save states. There will also be the option to access the settings menu. The quit button will trigger a prompt that asks the player if he is sure of quitting the game. The background will be the most iconic class background with an artwork of all the characters on the right side.

3.4.2 Pause Menu



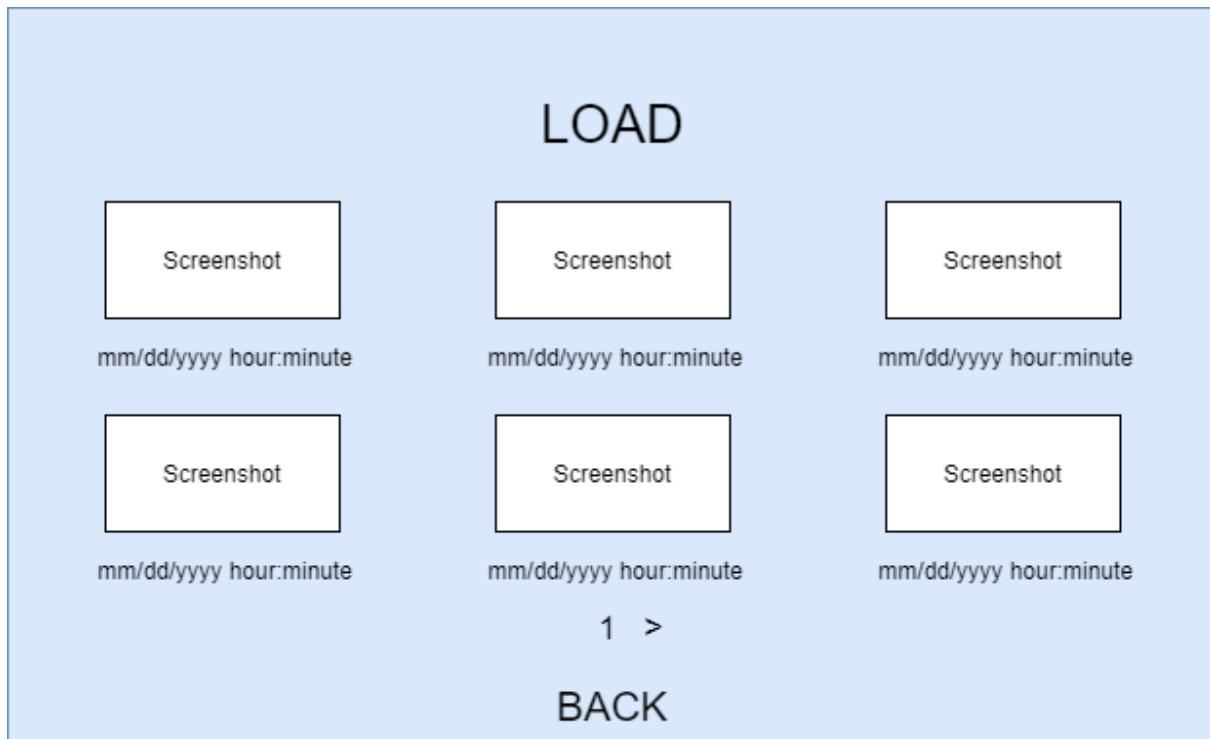
The Pause Menu can be accessed in-game by pressing “ESC”. In this menu there are the options to save, load, modify the settings and to go back to the main menu. Save, Load and Settings will open the respective sub-menu on the right square of the menu. Obviously the title of the sub-menu and the “BACK” button in the sub-menu won’t appear in this case. Choosing Main Menu will activate a pop-up that asks the player if he is sure and that is advised to save first. The “BACK” button will resume the game. Every time a sub menu is opened the respective option will be highlighted on the left until another option is chosen.

3.4.3 Settings



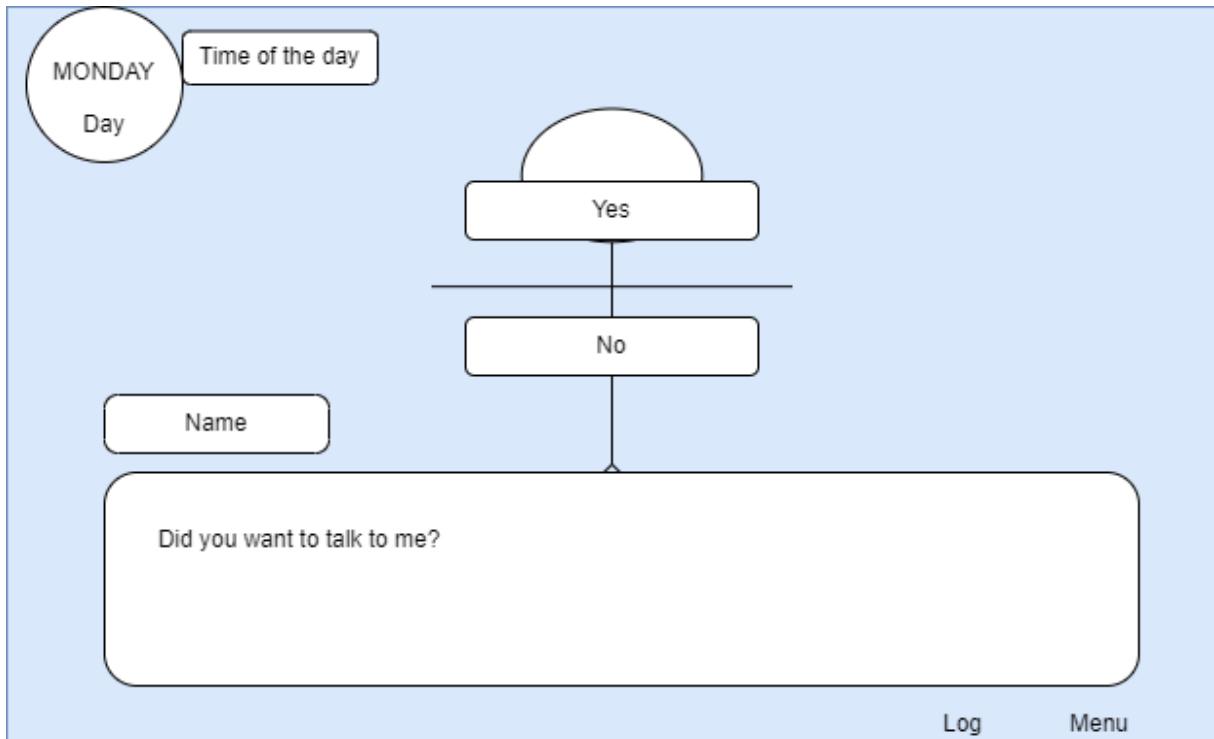
The settings menu can be accessed through the main menu or the in-game pause menu. The settings have options to adjust the sounds and to regulate the screen size. If this menu is accessed from the main menu then it will appear as a pop up menu and the background will be slightly transparent in order to make the player understand that he is still in a sub-menu, otherwise, if it is accessed from the pause menu, it will appear on the right portion of the screen just as the other options (and there won't be "SETTINGS" and "BACK").

3.4.4 Load/Save



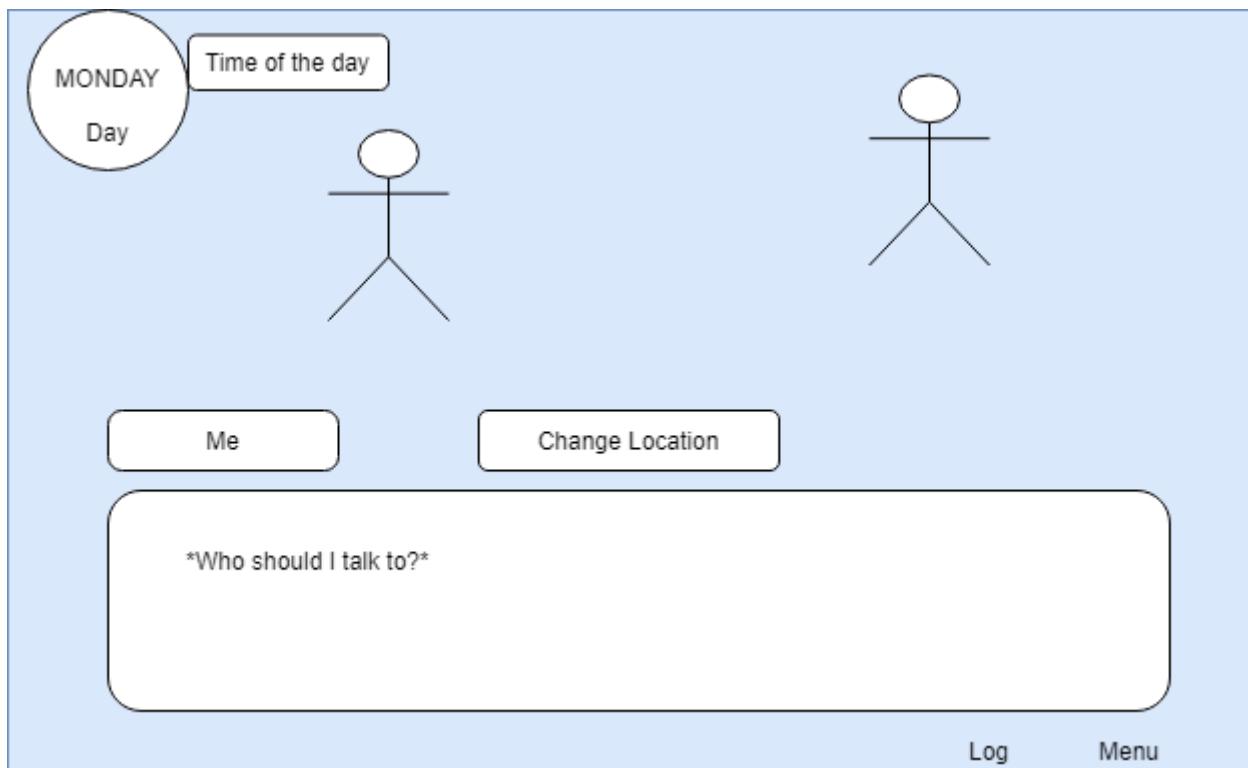
The Load and Save menus are two separate menus that share the same structure. The Load Menu can be accessed from both the main menu and the pause menu while Save can only be accessed only from the pause menu. These menus have a grid structure that lets the player load/save by pressing on the box that he chooses. By clicking on them while in the pause menu, before operating, it will appear a pop-up that will ask the player if he is sure (if it's "save" then will ask if he wants to override, if it's "load" it will tell the player that he will lose his current progress). By clicking on the arrows on the bottom, the player can access the other pages with other save slots. Regarding the differences in operating from the main or pause menus, what was said for the Settings menu it also applies here (pop-up, transparency etc.)

3.4.5 General Scene



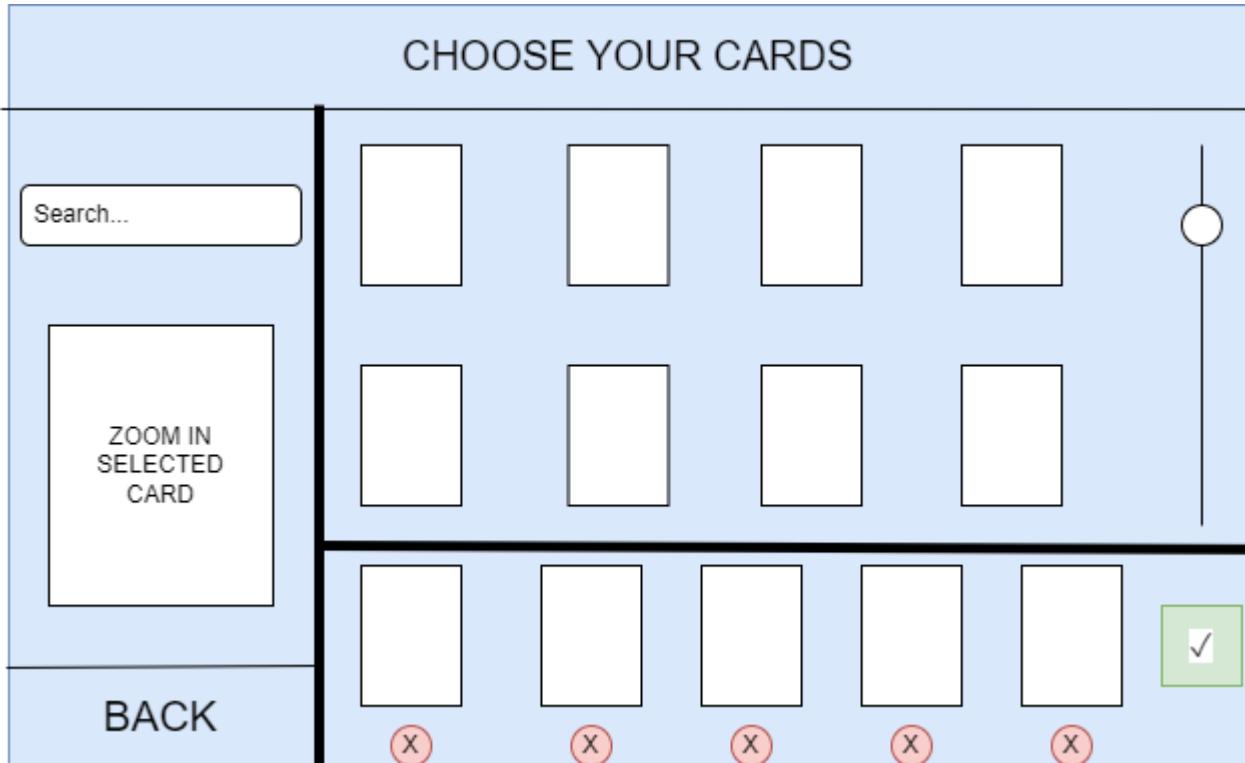
The image represents the general disposition of the elements in the visual novel part of the game. On the top left there will be the current day of the week, day and time of the day (e.g. morning lesson, recess and so on). The central part will be dedicated to the focus point of what's happening like for example the character we are talking to. The dialogue choices will be in the central part over the character since they are the new focal point for progression. The bottom part is for the text box and options. The options such as Log (shows the previous dialogues) and Menu could be represented using icons. The background of the dialogue options and contextual info (top-left info) should be semi-transparent so that the screen would not feel too clustered. When there is no real focus the choices appear on the central part of the screen.

3.4.6 Exploration Scene



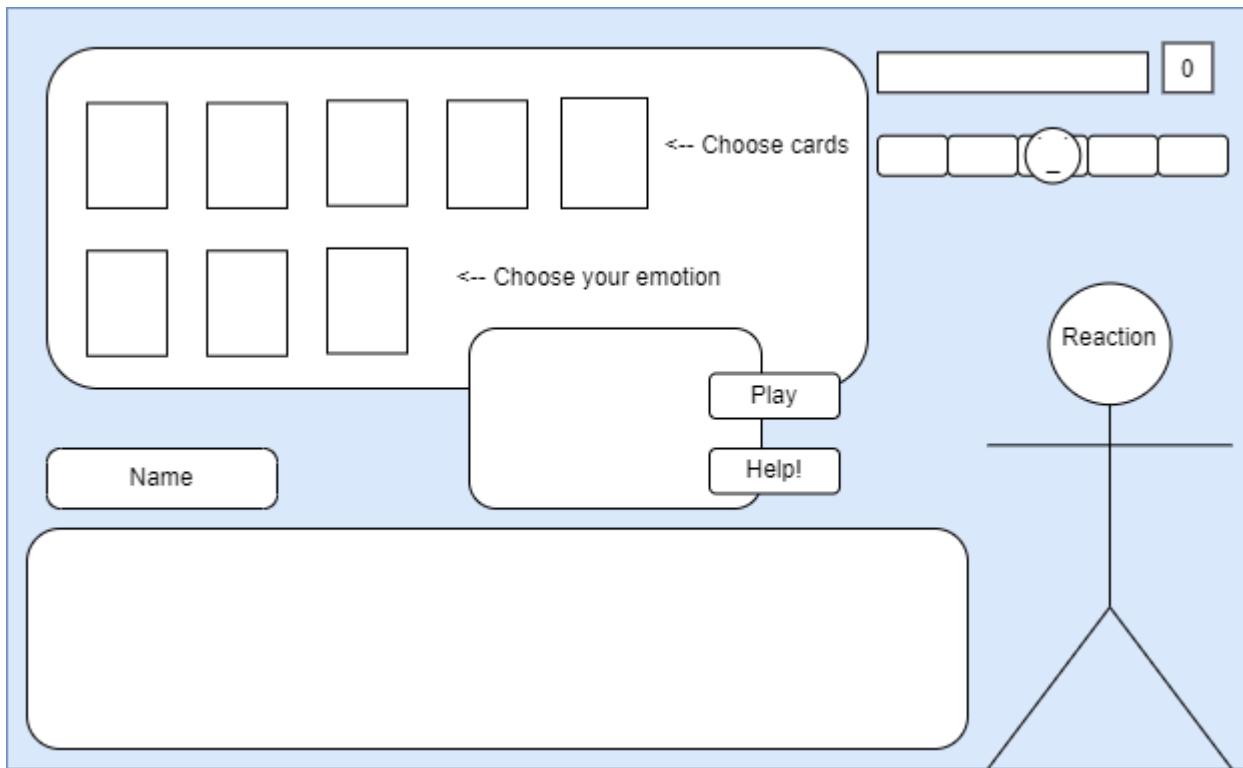
When you need to choose someone to talk to during your free time the interactable npcs will appear in the background highlighted. You can choose to speak to one of them that is already in the same location as you are or choose to move to a different place by clicking on Change Location: selecting this option will give you all the possible choices on the centre of the screen like in a normal choice selection (no map needed).

3.4.7 Deckbuilding Menu



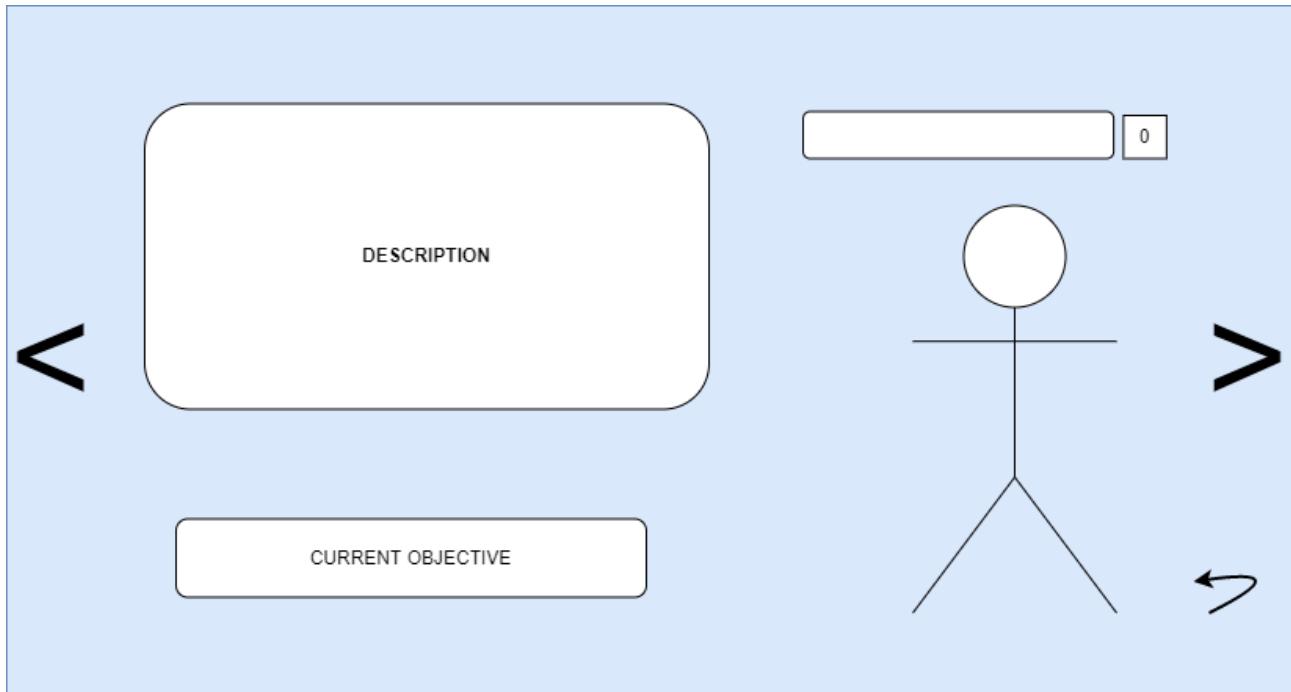
The Deckbuilding menu is activated before any Card Game. The cards selected will be remembered from the last conversation and then it's up to the player to decide to change them or not. On the left column we have filters in which you can search for the name of the card by inputting the text. On the same column it also appears the current selected card or the first result of the search. On the top right rectangle there is a complete list of all the cards that you have and it can be scrolled through thanks to the side scrolling bar. On the bottom right section there are the selected cards for the conversation: you can change cards by selecting two of them or you can singularly remove them thanks to the “x” symbols. Once you are done selecting the cards you can confirm by pressing the green button. The back button will cancel the conversation.

3.4.8 Card Game Scene



The Card Game Scene is accessed immediately after confirming the cards in the deckbuilding scene. Starting from above: on the left part we have cards relating to the topics that we want to play and the emotions, while on the right part there is the friendship points bar that gives the player an approximation on how well the conversation is going and also tells the player the current friendship level. Under the friendship bar there is the mood bar that starts from the Calm state. In the middle part there is a section that shows the currently selected card and emotion before playing them, there is also a button that shows an explanation on how everything works. The play button works only when you have selected both a card and an emotion. On the right there is the character that we are talking to and his expression will tell the player if he chose the right emotion or stay neutral. On the bottom there is the usual box text and character name box.

3.4.9 Characters Menu (Diary)



The characters menu gives more information on the status of your friendship with the four main characters.

It will be available right after the tutorial and can be accessed at any time during visual novel scenes and the exploration phase by clicking the diary-shaped button on the top right of the screen, but it won't be available during conversations.

It is composed of four pages, one for each character, and each page shows the character's name, their current friendship level and friendship bar, some information on the character's story that will be expanded by progressing that character's quest line, and a hint on how to further progress it.

3.5 Other Rules

Section for other gameplay rules not belonging in other sections.

GENERAL

- This is a singleplayer game

SAVE SLOTS

- There are going to be at least 5 save slots
- Every session can be saved at any point except during Card Games.

GAME SESSION

- The player can't go back from a decision taken. (Except by using save states, of course)
- The player can't skip any daily section.
- It's up to the player to decide with whom to go to events when the friendship level requirement is met with more than one person.
- If the text is not finished showing in the textbox then one click will finish the showing part otherwise it will go to the next content.

3.6 Scoring/winning conditions

GAME WINNING CONDITIONS

The main goal of the game is to reach an ending that relates to the player's action taken in game. The ending will depend on the friendship level of the NPC.

There are going to be 6 endings:

- Robert's Ending
- Sara's Ending
- Mary's Ending
- Bill's Ending
- Group Ending
- Lone Ending

If you have reached a certain threshold then the ending will become available and could be chosen on the prom day. In order to unlock the Group ending you need to have reached that threshold with all the characters. If you didn't meet any requirement you'll get the Lone Ending.

CARD GAME SCORING AND WINNING CONDITIONS

You can't lose a Card Game but you can get just a few points from the interaction. The punishment for having bad interactions is the loss of useful time.

Having good interactions will give more points. How the scoring system works is explained in the "Card Game system" section (3.2.2).

3.7 Modes and other features

Bonds of Cards is exclusively a singleplayer game and requires only one player. Only the story mode will be provided and no other modes are planned for the game.

3.8 Levels

Since Bonds of Cards follows a 30-days plan we can consider the game to have 30 levels and localise 4 segments (4 weeks).

Beside the card game, every day will have ad-hoc scripts regarding the daily life in the new school and possible events.

In the first week we will introduce the setting, gameplay and characters.

In the second week we will introduce the presence of events.

In the third and fourth week we will develop the characters through events and by giving out very specific cards that give personal and intriguing information about the characters.

During the 3rd with the major event will be the visit to the Museum where you will choose a friend to spend time with.

During the 4th week there will be two major events: Final Tests and Prom.

During the Final Tests period you will be able to choose with whom to study and since it is on multiple days you can choose different people for different days.

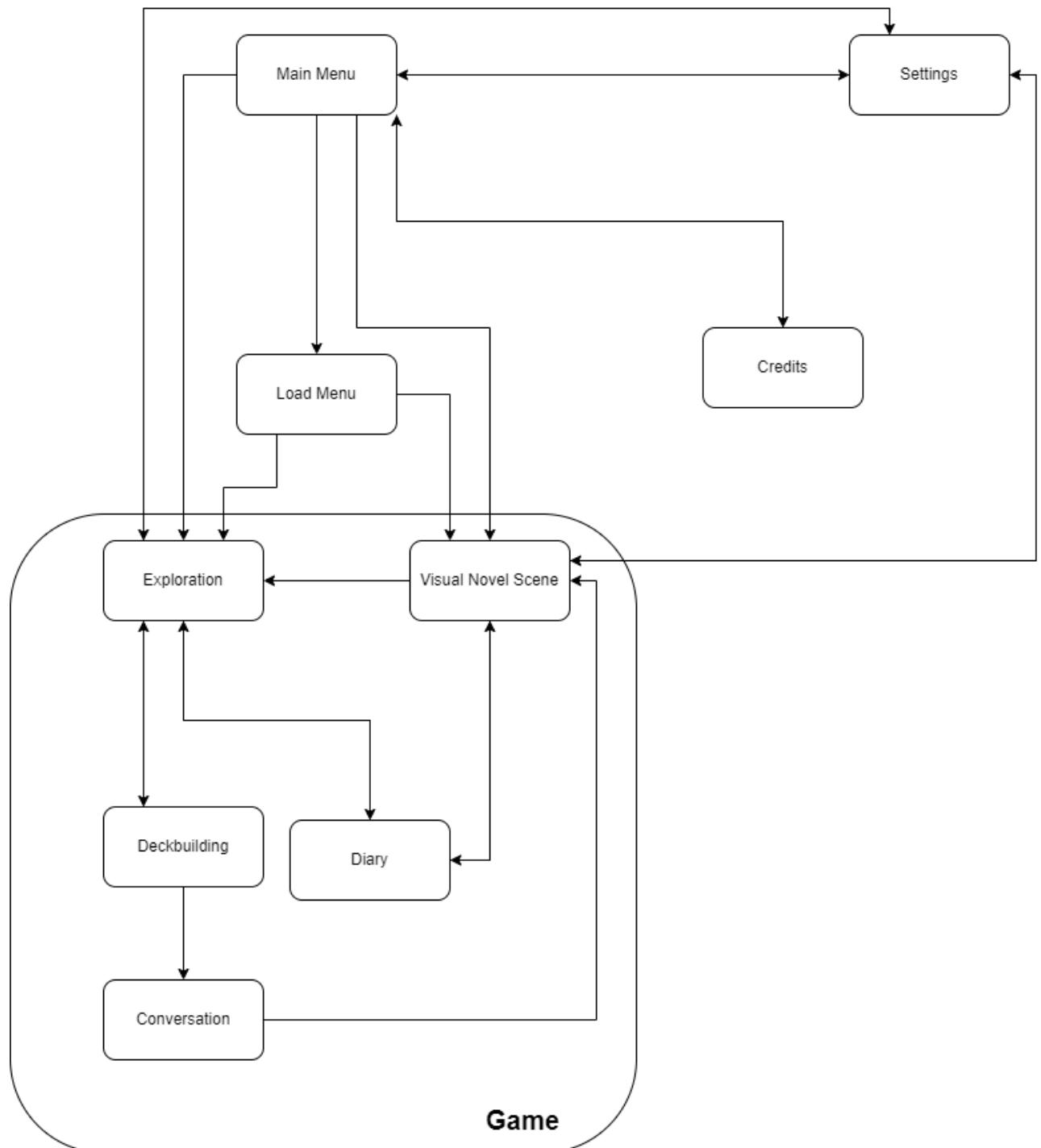
The final event that is represented by the prom marks the ending of the game, so this time you will have to make an important decision about your partner/partners.

Story-wise every day is interconnected with the other ones; this means that when designing a level we must keep in mind the context of that specific day and think about the whole picture.

For the current scope of the project, the design of the Demo levels is described in the 8th section of the document and will condense various parts of the game for showcasing reasons.

3.9 Flowchart

This flowchart indicates how the different interfaces are connected.



4 Game Characters

4.1 Characters design

The characters described in this section are the Main Character and the npcs that the main character will interact with through Card Games.

Robert,Sara, Mary and Bill are the classmates while Rebecca is the psychologist.

The description of the main character will be very short since it's basically a self-insert of the player.

For now there will be no inter-relational info about Rebecca since she is supposed to be only a tutorial character.

4.2 Types

4.2.1 Characters

MAIN CHARACTER

The Main Character (MC) is a shy student that is transferred in his last month of school because of his father's job. Since he has problems socialising he uses cards given to him by Rebecca in order to express concepts.

The appearance is unknown and the behaviour depends completely on the player's choices.

REBECCA

“School psychologist. Motherly figure. Sometimes childish”

Rebecca is the school psychologist and has been working there far before the MC arrived.

Even though she is fairly young (29 years old) she has a motherly aura that makes everyone around her feel very comfortable.

She is very popular with the boys of the school because of her busty figure but she considers them just as kids therefore she doesn't pay much attention to them. Sometimes she knows how to be childish too by cracking some immature jokes. What she cares most are her patients and since she often sees them as their own childs she tends to spoil them. Despite her friendly behaviour she knows how to get things done when necessary.

She has long red hair and blue eyes, she is taller than the female students and has a busty figure.



← Type of hair and eyes (but blue eyes)



Type of body and outfit →

ROBERT

“Class Representative. Caring and hardworking. Interested in Science”

Robert is among the best students of the school and also the representative of MC's class.

He likes studying and aims to get into one of the best universities/colleges thanks to his excellent grades.

He is determined to become one of the best surgeons in the country.

Since he was little, he always admired his father because of his kindness and his ideals.

His father was a caring attorney and Robert wanted to become like him until an accident changed his life.

His father died when he was 10 years old in a car accident because the surgeon in charge of the operation didn't follow the right procedure in saving his life.

Robert decided to study even harder in order to become what he wanted to be, in order to save lives.

His results are all fruits of his hard work since he is not particularly talented in subjects like physical education and literature, but he is very interested in science, biology and chemistry while also showing a predisposition to physics and maths.

His classmates know how much he cares for others and how hard he studies so they all decided unanimously to make him the class representative.

He is a calm person but he becomes particularly angry when he hears someone talking bad about other people. He is the type of person that sees the good in everyone and tries to make them feel comfortable. Since he is used to studying a lot he has different standards for the amount of work that a single person can do, so he often comes up as a strict person when it comes to school life.

He is a little taller than average and has short blonde hair with brown eyes.

He is thin and he doesn't have a lot of stamina when doing physical activities but he could go on reading for hours without any side effects. His outfit doesn't particularly stand out but he always wears the necklace that his father used to wear when he was alive.

He loves to read, books are one of the main interests of this character.

Other interests are homework, classical music, medical science and art.

He dislikes lazy people, pop music and parties.

Relationship with Bill: he dislikes both Bill's laziness regarding schoolwork and the situations when he offends someone even if it is a joke. The relationship between the two is really tense but,to some extent, Robert is interested in the cause of Bill's behaviour.

Relationship with Sara: Robert doesn't believe in the kind of "magic" that Sara believes in, but, when he sees her talking about it, he can feel her passion and that's why he treats her and what she believes in with absolute respect.

Relationship with Mary: Robert is one of the few that notices how Mary is reserved when talking about her private life and that's why he tries to make her talk by sharing some personal stories. Unfortunately this behaviour backfires completely and Mary starts avoiding him.



← Colours for eyes and hair



← Hair type and body type (maybe even thinner)



← Type of outfit but instead of the tie there
is going to be the necklace

SARA

“Goth. Direct and self-aware. Interested in the occult”

Sara is a 17 years old classmate of the MC. She skipped a year so she is the youngest student in the class. She has been interested in the occult since she was a child and the way she talks about life and death often makes it hard for people to approach her. She is an open person that doesn't think twice when sharing her opinion but she also cares about other people: when she ends up saying something that she shouldn't she feels very bad.

She has a small body type that makes people treat her too kindly for what she prefers, that's a reason why she started dressing more “aggressively” and using makeup. She has short black hair and green eyes.

When people treat her like a child she feels annoyed but she almost got used to it.

She likes to talk about life/death, mystery, integration and art.

Relationship with Bill: Sara hates Bill. To her eyes Bill is only a bully but she isn't scared of him so whenever they interact it always ends up in a quarrel even if there is no reason to be angry.

Relationship with Robert: Sara really likes Robert since he is the only person that respectfully listens to what she says. She thinks that he is too nice and diligent and that he should be more laid back and take more time to enjoy other things rather than school.

Relationship with Mary: she likes to tease Mary with occult stuff since she knows that she is easily frightened but she respects her hard work. She is a bit jealous about her popularity but she tries to hide it because it makes her feel conflicted.

Body type →



Type of hair and eyes (but green eyes and darker hair) →



← Type of makeup and dress

MARY

“Popular girl. Animal lover.”

Mary is a very eccentric and extroverted girl, she's enrolled in different scholastic and extracurricular activities (at MC's arrival she's in the school's volleyball team and she has a part time job at the local dog shelter) and she likes spending her time together with other people. All these characteristics made her popularity rise very quickly in the school, it almost seems like she knows everything about anyone, but at the same time she seems very reserved about what she does in her free time out of school, or even about her family.

All these behaviours are all linked to her difficult childhood, her parents were often far from home because of their jobs, so, growing up, she always tried to impress the people around her to keep them as close as she could.

In the few times she isn't busy she stays at home, and, since her parents aren't there most of the time, she likes to put on some pop music and dance or play with her cat, also since she has to cook for herself most of the time she's very passionate about it.

She doesn't like those science related subjects since she doesn't like studying a lot, she's also easily frightened so she dislikes horror movies.

Relationship with Bill: they've been friends since middle school, as such she knows that behind his arrogance there's actually a soft guy.

Relationship with Robert: She is a bit envious of how everything seems to work great for him. She doesn't know about his father's accident so she assumes he has a perfect family since Robert talks often about his father.

Relationship with Sara: She's kinda creeped out by her obsession for the occult, but she lowerkey admires her for expressing herself without caring of what others could think.

Age: 18

Physical appearance: long brown hair, glasses, brown eyes, average height.



← hairstyle and glasses, but with light brown hair



Type of outfit but with black stocking and normal shoes instead of boots →



BILL

“Sports Guy. Class Clown”

Bill is probably the most problematic guy in the whole school. He's taller than everyone else and very athletic for his age, these two physical characteristics give him a lot of confidence and pride, as such he always behaves however he likes, mostly by pulling pranks on the other students and making fun of anyone regardless of their feelings, but most of the time he doesn't really mean to hurt them, he's just trying to make them laugh.

He's also the captain of the school's basketball team, and he seems to enjoy most sports as well, but he often tends to be extremely competitive in most of them, almost as he's trying to establish himself as the very best. This behaviour is his way to express himself since for most of his life he was overshadowed by his twin brother Steve, who's extremely intelligent and educated and as such he always stole the spotlight, both at school and at home.

He sometimes shows some great knowledge on certain topics like mechanics, history and literature, but he seems extremely uninterested and unmotivated during lessons and schoolwork, making him the worst student in the class.

Besides sports, he also likes watching comedy movies.

Relationship with Mary: they've been friends since middle school and he's very fond of her since she was the only one that preferred him over Steve.

Relationship with Robert: he reminds him so much of his twin brother, as such he doesn't really like him.

Relationship with Sara: He loves making fun of her both for her height and her goth appearance, but after all it's the only way he knows to make friends...

Age: 18

Physical appearance: black hair, green eyes, tall and fit.



← Hair and eyes



← Body type and outfit

5 Story

5.1 Synopsis

The Main Character (MC) transfers to a new school during his last month of highschool and agrees to an integration program because of his problems in socializing. He makes 4 new friends between his classmates: Robert, Sara, Mary and Bill.

During this month he socialises by using play cards and gets to know new sides of his friends.

Since it's the last month of highschool there are going to be events like school trips and the final tests for graduating and it's up to the MC to decide with whom he will spend his time while living his school life.

5.2 Complete story

The Main Character (MC) transfers to a new school during his last month of highschool and before being presented to the class he is suggested to meet the school psychiatrist Rebecca in order to help him integrate in the new environment. The MC is very shy and he often has problems interacting with new people, so Rebecca gives him some play cards that would help him socialise. Before meeting the new classmate, the students from his new class are given some cards and are involved in his integration.

The MC is presented to his class and sits next to Bill, a problematic boy that is not much tolerated by some of his classmates because sometimes he offends people with his jokes.

During his first week he also gets to know three other classmates: Sara (that loves the occult and has also had some troubles integrating in the class because she skipped a year), Robert (the class representative diligent to his duties) and Mary (a popular girl with a hidden side to her life).

During the second week the professor announces that there is going to be a trip to the museum the next week so people are starting to decide how to spend their time when they are there.

During the first days of the third week the MC decides to spend his trip time with one of his friends and gets to know more about their interests, background and personality.

During the remaining third week and the start of the fourth week it's time to study heavily for the final tests, the MC needs again to choose with whom to prepare for his last study sessions of highschool.

Finally, on the last day, the school prom arrives and the MC decides to bring one of his friends with him/her in order to spend a more intimate time and to make some last unforgettable memories in this eventful month.

5.3 Narrative devices

The story is revealed and developed through visual novel sections in between the dialogues. These intermissions give the player plot details regarding the school life, characters behaviour outside of what can be brought up through a conversation and character development that also hint to what a character may or may not like.

The card system creates dialogues that give a lot of information about each singular character and their relation with hobbies, school, other people and so on.

The card system represents the main device of character development while the intermissions let the story progress in a natural way and give context on what's happening.

5.4 Subplots

Subplots happen during Major events, Minor events and weekends.

Subplots could also develop during intermissions. They are useful to set a theme of conversation and to spice up the story with dramatic elements.

Subplots will be defined in the level design section since they are contextual to the day but for the current development of the demo every subplot, regarding what will be implemented, will be scripted in the demo section.

Once the subplots will be clearly defined, this section will have the function of a summary.

6 The Game World

6.1 Overview

The school is set in a fictional world and in an undefined location but follows the rule of a normal school. The type of school described uses uniforms and is based on western standards and culture.

During the game there will also be other places to visit during events.

The main locations are:

- Classroom of the Main Character
- School Gym
- School Hallway
- Schoolyard
- Lunchroom

The locations for the events are:

- Museum
- Cinema
- Beach
- Mountains

The world is not freely explorable but the various sections will be visited if a character is there or wants to go there.

Cinema, Beach and Mountains are locations that are visited during possible weekend events.

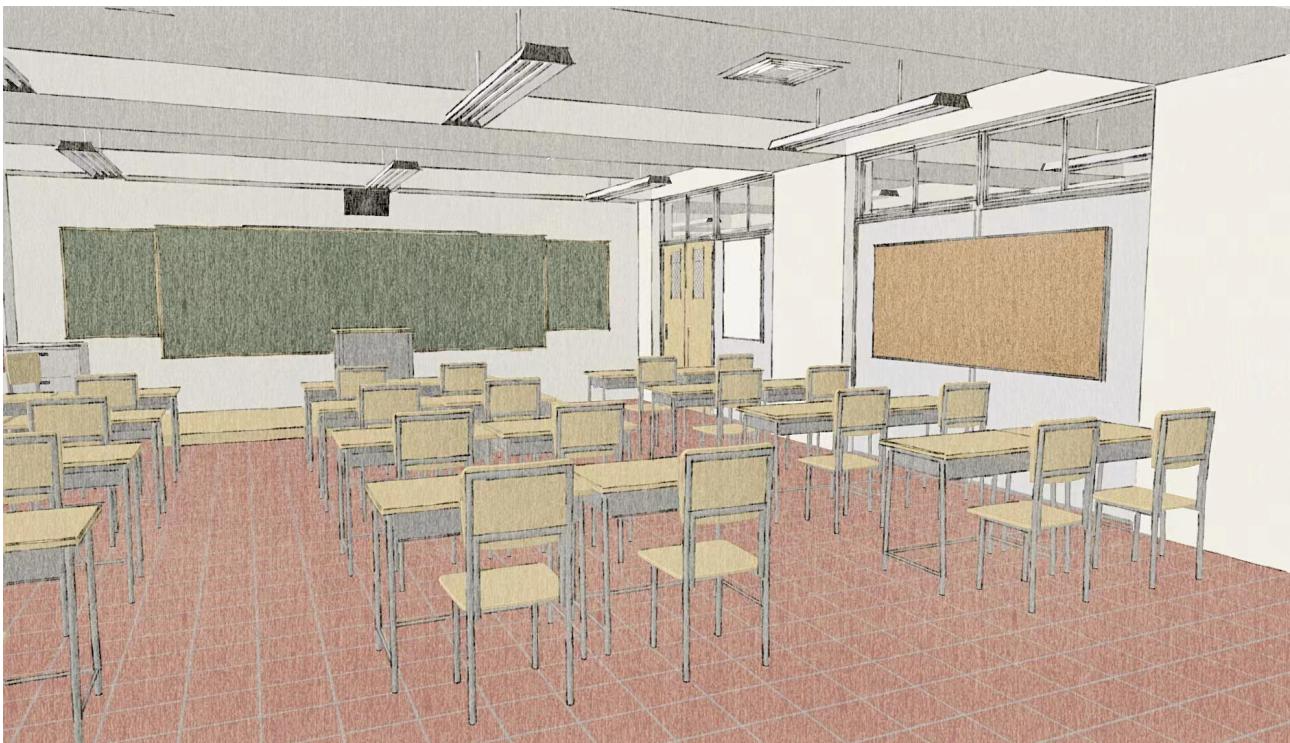
Museum, School Gym and Classroom are used respectively for School trip, Prom and Final tests.

6.2 Locations

CLASSROOM

In the MC's classroom there aren't too many students (only 16) and every desk is for two people.

The desks are distributed on two columns and four rows with three windows on the external side and a door on the internal one leading to the corridor. The teacher's desk is at the end of the room with the blackboard on the back.



PLAYGROUND

The playground is mainly used during physical education hours but it's also used by clubs after the lessons and is decorated during festivities. The playground is quite big and usually is set up as a soccer playfield and has a space for people to spectate.



HALLWAYS

The School Hallway is a standard school hallway with windows on one side and doors on the other.



LUNCHROOM

The school lunchroom is located on the bottom floor and is big enough for at least 72 students thanks to the 6 tables with 12 seats each. A lot of people bring their own food from home and decide to eat in the classroom or in the schoolyard but, nonetheless, the lunchroom is always full therefore the students need to hurry during lunch break in order to find an empty spot.



SCHOOLYARD

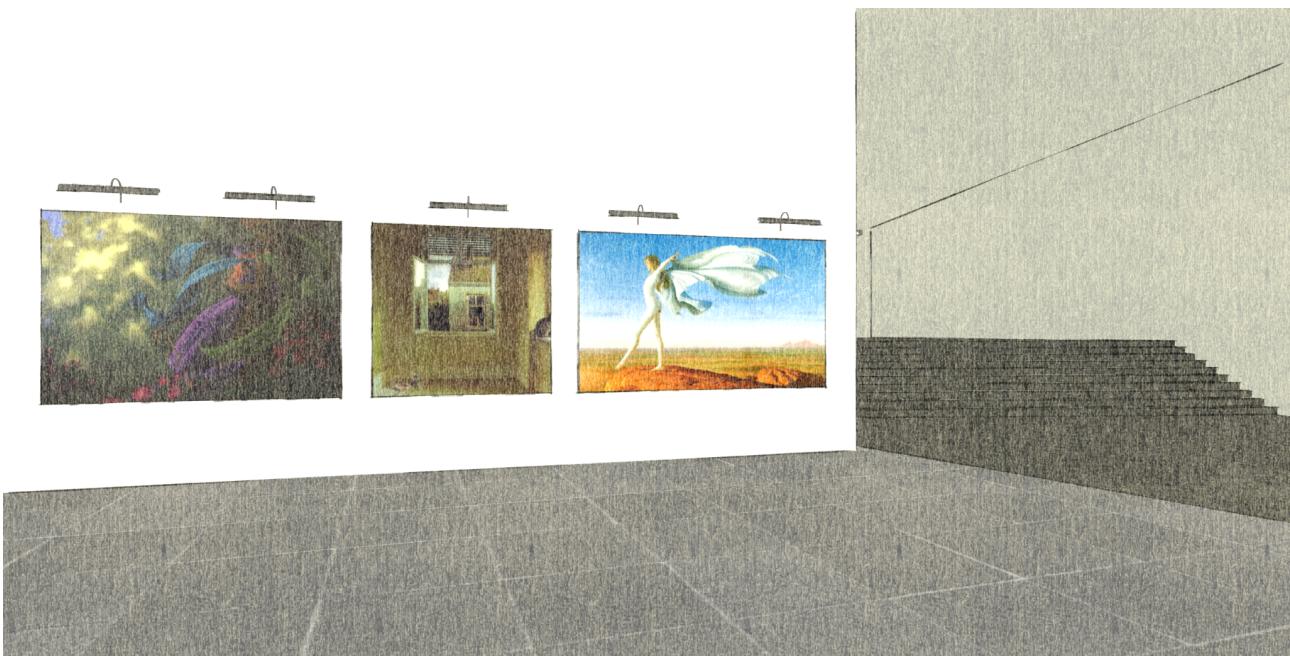
The Schoolyard is a place where people meet during breaks when they don't stay in classrooms. It's a nice green space that lets students take a break from studies and sometimes eat something. In this yard there are trees and benches where people can sit and relax.



MUSEUM

This is the city's biggest museum and involves various fields such as art, science, history and many others. The museum is packed with many interesting things to see and discover but because of its structure it's fairly easy to get lost.





CINEMA

To be precise the section in which the dialogues and events will happen is the entrance of the cinema. This represents the scenario for one of the weekend events where you can bring one of your friends during the evening. Here you can see some posters for new movies and the ticket office but also the doors to enter the cinema.



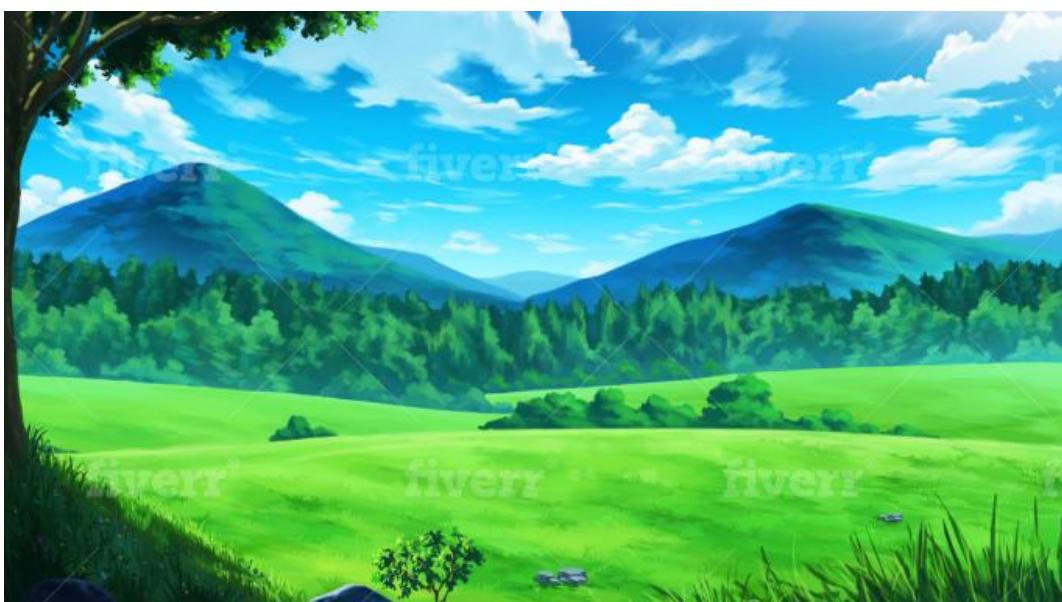
BEACH

The beach can be visited during one of the weekend events in the morning. On the beach there are going to be some people enjoying the sunny weather and playing rackets. You will have a beach umbrella to share with your friend and there are going to be two deck chairs.



MOUNTAINS

The mountains can be visited during one of the weekend events in the afternoon. They have a great green view and offer a nice and refreshing time alone immersed in nature.



7 Media List

At least one sprite for every character with 3 different facial expressions.

At least one background for every location.

Art Sprites for every card.

Background for every menu and transition.

Mood bar sprites.

Text boxes sprites.

Sprites for UI and buttons.

A distinct sound effect representing the voice for each character:

-Sara: voice a bit more high-pitched than the others.

-Robert: slower pace and low-pitched voice.

-Mary: lower-pitched than Sara but still needs to be feminine.

-Bill: faster paced and higher pitched than Robert.

At least a music track for each:

-Main Menu music must be relaxing. (similar to this one [Melty Blood Type Lumina OST - Very Suitable]):

https://www.youtube.com/watch?v=o9kSrQMhUjs&ab_channel=NekkoBlue)

-General Game music must be catchy but not too fast-paced.

(similar to this one [Doki Doki Literature Club! OST - Doki Doki Literature Club! (Main Theme)]: https://www.youtube.com/watch?v=BFSWIDpA6C4&ab_channel=TeamSalvato)

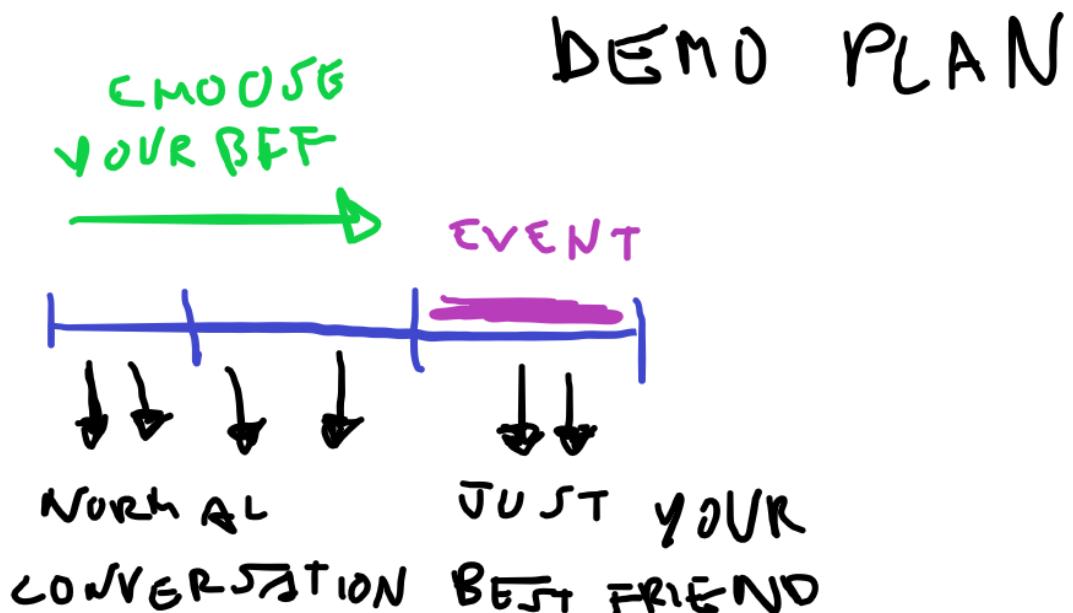
-Conversation music must be fast-paced and engaging. (similar to this one [Marvel vs. Capcom 2 OST - Clock Tower Stage]):

https://www.youtube.com/watch?v=6tb0c0yb650&ab_channel=MythKiller77)

8 Demo

This section describes the content of the demo.

Demo plan



General Structure

The Demo will have 3 days: 2 normal school days and 1 day of the trip to the museum.

The Demo will have special situations and dialogues that won't be in the final game.

All characters will be playable and the daily routine with the different parts of the days will be followed just like in the complete game.

On the first day there will be a tutorial and an introduction to the characters while the need to find a friend for the trip will be mentioned.

During the second day the player will be reminded to speak to people that he wants to spend the time with during the trip.

On the day of the event the structure will follow the event course with special cards and situations.

School Cards

School days

Note: you start with 12 cards and every time you level up the friendship you get a card. It must be possible (not easy) to level up the friendship in each dialogue with a new character since we only have 4 chances to get a new card (if someone wants to use all the cards he must play the demo at least twice).

Topics:

- Physical education
- Recess (given by Robert)
- Art lessons
- Maths lessons

- Cats
- Astrology (given by Sara)
- Classical music
- Trap music

- Videogames (given by Bill)
- Football/Soccer
- Drawing (given by Mary)
- Reading

- “Sara”
- “Robert”
- “Mary”
- “Bill”

Note: base values are designed to give 40 decimals (30 for Rebecca) in total. Sad base value is from 1.0 to 1.2 and happy is from 1.3

Rebecca

Note: Rebecca has a defined set amount of cards, that's why some are missing.

S1: "When I was a student I was way slimmer, it was a lot easier doing physical exercise." (sad) (V = 1.2)

S3: "I was very fond of art, sculpting in particular got my interest. You can create so many different things starting from the same block!" (happy) (V = 1.5)

S4: "Maths was not my forte when I was younger, but I decided to study more since I was passionate about it and now I'm a teacher! If you do your best you can also achieve your goals!" (happy) (V = 1.6)

ST1: "Cats are fascinating. The way they move, their appearance, their cute eyes, their cute paws, their cute nose, their cute tail... sorry, I lost myself for a second there." (happy) (V = 1.5)

ST3: "I haven't a particular taste when it comes to music, I guess I can appreciate it depending on the mood." (happy) (V = 1.3)

ST4: "Trap? Is that what young people like these days? I mean... it's not like I'm old... of course I like it!" (sad) (V = 1.1)

H2: "I've tried playing football recently but it's not easy for me to run and jump... are you asking because you want to play with me? Eheh, just kidding." (happy) (V = 1.3)

H4: "I read a lot of psychology books even just for interest, but, if we are talking about hobbies other than work, then I guess I would say that I like reading manga in my free time." (happy) (V = 1.5)

Robert

S1: "P.E. is probably the worst subject. People keep saying that I should play basketball because of my height but I have no stamina..." (sad) (V = 1.0)

S2: "During recess it's quite nice to speak with other people to know them better... but I often end up getting upset about the lazy students who waste time when they don't even study!" (sad) (V = 1.0)

S3: "I don't understand art. I can't understand why it's so interesting but the amount of work that is behind an artwork is inspiring!" (happy) (V = 1.4)

S4: "Maths makes me feel really comfortable. Knowing that thinking logically and applying the right methods will lead me in the right direction makes me relaxed." (happy) (V = 1.6)

ST1: "I have a bad feeling when I'm near a cat. They watch me with their cold eyes and I can't understand what they want, they make me feel a bit anxious..." (sad) (V = 1.0)

ST2: "Astrology is fascinating from a folklore point of view but it's really hard talking to people that really believe in that stuff..." (sad) (V = 1.1)

ST3: "I love classical music! I often listen to Debussy's music while I study, time really flies while listening to good music." (happy) (V = 1.5)

ST4: "Mmm... I usually listen to music to relax, so I don't really like when it gets too loud. It's also really hard for me to sympathise with the lyrics of most of the songs..." (sad) (V = 1.0)

H1: "Sometimes I play videogames casually. I've tried the one about being a surgeon but it was too hard and I kept throwing things around... it was fun though!" (happy) (V = 1.4)

H2: "Because of my height they usually decide that I should be the goalkeeper. I don't have any idea how to prevent the ball from going past me but I like that I don't have to run too much." (happy) (V = 1.3)

H3: "I love watching how people sketch, it's truly amazing how fast they can draw a good line and how that line becomes a real world object in our minds." (happy) (V = 1.4)

H4: "Reading is my favourite hobby! I particularly like reading thrillers, it always excites me thinking and speculating about how the story would unfold!" (happy) (V = 1.6)

P1: "Sara is very passionate about her interests, I don't believe in magic but her energy really inspires me. I guess it's the same relationship that I have with art..." (happy) (V = 1.4)

P2: "I need to do better, there are a lot of things that I still don't understand or that I'm not good at..." (sad) (V = 1.1)

P3: "Mary is such an intriguing person but I think there is a certain sadness around her that most people don't realise. I hope she will open up more." (sad) (V = 1.2)

P4: "The laziest person in the world. I really wonder how a person can have so much energy and not direct any of it towards studying." (sad) (V = 1.0)

Sara

S1: "I don't like P.E. Everyone looks even taller when jumping." (sad) (V = 1.0)

S2: "People approach me only for fortune reading, so I usually spend recess time alone." (sad) (V = 1.0)

S3: "Art lessons are useful to understand how creating an artwork works, but I'm conflicted about how they limit us. I should be able to express my evil intentions through my drawings, eheh." (happy) (V = 1.3)

S4: "Maths should've stopped after 6 and pentagrams. I need nothing more." (sad) (V = 1.1)

ST1: "Cats are very useful for chanting magic but more importantly they are cute!" (happy) (V = 1.6)

ST2: "Astrology is for dumb people, I'm a Lion and today I'm unlucky as usual!" (sad) (V = 1.0)

ST3: "I love hearing reversed classical music, it really keeps me relaxed when studying." (happy) (V = 1.5)

ST4: "That's the worst shape chaos has ever taken." (sad) (V = 1.0)

H1: "I hate how often videogames propose cute magical schoolgirls, we NEED more cute magical schoolboys!" (sad) (V = 1.2)

H2: "I usually hate sports but in soccer even short people can win!" (happy) (V = 1.3)

H3: "I'm very fond of drawing annoying people in bad scenarios." (happy) (V = 1.5)

H4: "Reading taught me a lot of useful formulas... Which professor would you want to see as a buffed luchadores?" (happy) (V = 1.5)

P1: "I have the strongest magic in town. I can read the future, I can summon evil creatures and I can fly through the galaxies... no, wait, I can't do that... yet..." (happy) (V = 1.3)

P2: "He is one of the few that listen to my rambling. He is too nice to people sometimes, maybe I should take that as an opportunity to make him my disciple." (happy) (V = 1.4)

P3: "Mary is so cute when she is frightened, eheh... you know, she may seem a little cold sometimes but she really is a softie." (happy) (V = 1.3)

P4: "Dumb, stupid, ugly and dumb. The perfect subject for my curses" (sad) (V = 1.0)

Mary

S1: "Physical education is easy for me. For how much I would hate to admit it, I guess I am blessed with good genes." (happy) (V = 1.4)

S2: "It's the best time of the day: finally getting to talk with my friends after so much time feels refreshing." (happy) (V = 1.6)

S3: "Art lessons are what made me hate art for some time. I like expressing myself and school ruins it for me, but that won't stop me!" (sad) (V = 1.0)

S4: "For some reason people think that I'm good at maths even if I hate it. I bet it's the glasses..." (sad) (V = 1.0)

ST1: "Oh, I have one! She is called Historia but I call her Histy... yep, no reference here... let's talk about something else now, ahah." (happy) (V = 1.4)

ST2: "Astrology is really interesting, it keeps me entertained and is a good way to break the ice." (happy) (V = 1.3)

ST3: "I'm not really into music that you can't dance to, I much prefer something that involves movement." (sad) (V = 1.1)

ST4: "A friend took me to a trap concert recently where the DJs were playing some melodic tunes, the atmosphere was unique and we were all dancing together. I have to say that this genre has won me over!" (happy) (V = 1.5)

H1: "I love games with motion control so that I can burn some calories while I play them, but my day is quite full of stuff to do, so I don't have too much time for them." (happy) (V = 1.3)

H2: "I'm not a football fan, I mean, I'm fully focused on doing my best at volleyball already." (sad) (V = 1.2)

H3: "Drawing is so liberating sometimes, it's definitely my favourite activity that doesn't involve getting sweaty." (happy) (V = 1.4)

H4: "That's definitely something I don't like. Reading can be quite lonesome in some way and I'd rather avoid feeling that way." (sad) (V = 1.0)

P1: "She is annoying but in a good way. I know that she teases me just in a friendly way and I like her personality, but sometimes she should behave more!" (happy) (V = 1.3)

P2: "I can't stand him, he always acts like 'Mr. Perfect'. I bet his life also is perfect." (sad) (V = 1.0)

P3: "I should feel happy for what I have, but somehow I feel empty and that annoys me." (sad) (V = 1.1)

P4: "Bill is more than meets the eye. He cheered me a lot during middle school, I hope people could also see who he really is..." (happy) (V = 1.4)

Bill

S1: "Easily the best part of this boring school. How cool would it be if every lesson was about playing basketball?" (happy) (V = 1.6)

S2: "Oh you mean the few minutes during which you can escape this jail? Yeah, I guess they are good." (happy) (V = 1.3)

S3: "Booooooring." (sad) (V = 1.0)

S4: "More boring than boredom, it's surely stuff that my brother loves." (sad) (V = 1.0)

ST1: "How can people say that cats are cute? Are the ones in my neighbourhood the only cats that bring dead birds on the front door?" (sad) (V = 1.1)

ST2: "Astrology is so fun, you can use it to influence weak minded people with it. Not that I would ever do that, of course." (happy) (V = 1.5)

ST3: "I think I can't listen to music that doesn't have a sick bass drop somewhere." (sad) (V = 1.0)

ST4: "Now that's the stuff I like! It sure makes me feel more motivated!" (happy) (V = 1.6)

H1: "Videogames are what keeps me relaxed after a boring day at school, or at least they should. I don't care anyway, getting angry over little things is a way to release stress." (happy) (V = 1.3)

H2: "It's a sport for everyone, that's why I prefer basketball: I don't like everyone." (sad) (V = 1.1)

H3: "I stopped drawing when I was 8, I'm pretty sure I can never reach that peak again." (sad) (V = 1.2)

H4: "I am supposed to read at school, why would I want to actually do that in my free time?" (sad) (V = 1.0)

P1: "I want to talk to her just to chat but everytime we end up arguing, she is tougher to approach than me." (sad) (V = 1.2)

P2: "He belongs to the same boring category as my brother. I surely would be good with less annoying people around..." (sad) (V = 1.0)

P3: "Mary is one of the few friends I have in this school, we went to middle school together. She has a lot going on in her life, that's why I need to be good with her. (happy) (V = 1.6)

P4: "The coolest guy in this hole, team leader of the basketball team and funniest guy around all in one package." (happy) (V = 1.5)

Museum Event

Premise:

The teacher makes couples out of classmates during the visit so no one gets lost.

The student with whom you have established the best relationship becomes your partner during the trip.

The class is visiting the city's museum. It is a really big building with exhibitions of various fields (art, science, history, etc.).

If there's a tie you can choose the classmate.

Day plan:

- Initial scene (morning): The setting is established and the characters express their thoughts. The professor establishes the couples.
- Central scene (morning): Unique scene with your partner.
- Conversation with best friend <- Card conversation.
- Ending scene (afternoon): The MC and partner go back to regroup with the class and then go home.

Museum Cards

Event cards: 8

These are special topics on the works exhibited in the museum. As it is a special event the general topics are different from usual.

- Dinosaurs
- Insects
- Cinema
- Primitive history
- Ancient Egypt
- Space
- Car
- Telephone

Note: base values are designed to give 25 decimals in total. Sad base value is from 1.0 to 1.2 and happy is from 1.3

Robert

D: "Dinosaurs are really fascinating, they are the proof of a living world before our appearance. It's incredible that we have proof of their existence hundreds of millions of years later." (happy) (V = 1.4)

I: "It's crazy how insects have different abilities like draining blood or lifting more than a thousand times their own weight. You can think of them as superheroes!" (happy) (V = 1.5)

CI: "To be honest I find movies quite boring, I guess it's also because of the fact that I prefer reading. Imagination is way more powerful than special effects, I believe." (sad) (V = 1.1)

P: "Primitive humans are interesting. They make me think about how much our way of living has changed and how much more we can accomplish." (happy) (V = 1.3)

A: "Thinking about how much of our history is built on slavery makes me sad. I hope we have learnt to be better..." (sad) (V = 1.0)

S: "Space projects are the pinnacle of modern technology. When humans had explored the world they moved to explore the universe, isn't that exciting?" (happy) (V = 1.5)

CA: "A lot of cities are built around the concept that people move by car and it often happens that there are more roads than places to walk, I wonder if that's a good thing..." (sad) (V = 1.1)

T: "From sending electrical signals through a wire to communicating thanks to electromagnetic waves. We live in a world full of magic!" (happy) (V = 1.6)

Sara

D: "Magic was introduced thanks to humans, I'm not interested in a world without them." (sad) (V = 1.2)

I: "They often annoy me when I'm preparing potions, so they become ingredients sometimes." (sad) (V = 1.2)

CI: "I can't stand movies. The horror movies are so fake that they are painful to watch and the other ones are boring." (sad) (V = 1.1)

P: "Oh oh, you have no idea how much black magic was going on back then, so scary and wild. My cup of tea." (happy) (V = 1.5)

A: "Ancient Egypt cult of death is so inspiring! Rituals, mummification and so many cool divinities!!" (happy) (V = 1.7)

S: "Astral energy is what gave me the energy to not skip today's trip. Oh, but don't confuse astrology with astral energy: people are not so weak to bound their destiny to their birthdate." (happy) (V = 1.3)

CA: "I guess we must settle with them until we learn to fly without so much fuss." (sad) (V = 1.3)

T: "The telephones were one of the first means that enabled scams on a larger scale. They are one of the reasons why people can't take magic seriously." (sad) (V = 1.2)

Mary

D: "Dinosaurs are kind of scary. Giant monsters that move around and can easily destroy anything... I guess we would've been insects in a world like that." (sad) (V = 1.1)

I: "They are disgusting and terrifying, why do they have so many eyes and legs?!" (sad) (V = 1.1)

CI: "The movie industry is intriguing and there are so many cool actors! I guess everybody wanted to become a star at least once." (happy) (V = 1.5)

P: "We overcame many difficulties through history and evolved for the better, but sometimes I wish we would look back to a time before technology and think about what really matters..." (sad) (V = 1.2)

A: "I love Egyptian mythology: Ra, Osiris, Obelisk, they are all so cool!
Wait... Obelisk is not an Egyptian god?" (happy) (V = 1.4)

S: "Space is so romantic. It makes me think about the possibility of meeting new species and technologies that are completely different from ours." (happy) (V 1.4)

CA : "The car was such a useful invention. Now we are able to travel and visit new places so easily... but we should never forget how much fun it is to move by using our own body!" (happy) (V = 1.3)

T: "Telephones make me think about how much fun I have chatting with my friends. Being able to chat when we feel lonely even if we are far apart is refreshing". (happy) (V = 1.5)

Bill

D: "Dinosaurs are cool! Giant monsters that battle each other will never bore me." (happy) (V = 1.6)

I: "Insects are a pain in the ass during summer but some of them keep away the most annoying ones. That's why spiders are ok." (sad) (V = 1.2)

CI: "I like movies that are so bad that they are hilarious. They unintentionally find the craziest jokes without even trying." (happy) (V = 1.4)

P: "You wouldn't have time to be bored if you were a primitive, always fighting for survival. I guess that would be a nice challenge." (happy) (V = 1.3)

A: "Mummies are the most boring halloween monsters! They are like censored zombies..." (sad) (V = 1.1)

S: "Why do so many people want to go to space? There is nothing there, just rocks. Weird shaped rocks that are very far away." (sad) (V = 1.1)

CA: "I love car racing, rally in particular! Drifting is the best: it looks like the car shouldn't move like that but the pilots are so good that they found out it is actually the best way." (happy) (V = 1.5)

T: "Yeah, I use the phone like anybody else. It's not like I'm on it all the time but I find it useful." (happy) (V = 1.3)

Script template

The Script will be in the following template:

Name of the character (emotion): "dialogue".

If the emotion is not specified then it's neutral.

If the dialogue is between *dialogue* that it's a thought (and it is not actually said) or it is an onomatopoeia.

Conversation End Phrases

At the end of the conversation the characters could say three possible lines depending on a possible level up or on how well the conversation went. The point threshold is currently being tested but for now it's 9 points (<9 → bad). The expressions will be sad for bad and happy for good and level up.

Rebecca

Bad: “The conversation didn't go well, but you shouldn't feel pressured. Just try always using new cards and, if you are unsure, use the neutral emotion.”

Good: “The conversation went way more smoothly than I expected, maybe you didn't even need this reminder.”

Level up: “Woah, you surely know how to play your cards with me. When you'll strengthen your bond like this with other people they'll give you a new card, good job and keep going!”

Robert

Bad: “We could've studied instead of chatting, maybe next time we could prepare for the next lesson or talk about things a bit more scientific.”

Good: “Talking with you makes time pass faster, scientifically speaking it reminds of the relativity theory.”

Level up: “I’m happy that we could grow closer, you are an interesting fellow. Here, take this card and use it well! Trying and observing is a good tactic in a lot of fields.”

Sara

Bad: “The time we just spent was quite boring, but I’m sure you wouldn’t disappoint me again, would you? I’d rather talk about art and magic than other stuff.”

Good: “You surprise me everytime, having a singularity in our class can be a lot of fun!”

Level up: “You are showing a lot of potential for being a newcomer. Lucky you, you have a good master: take this card and bring more chaos to the world!”

Mary

Bad: “I don’t feel comfortable talking so much about me. Maybe we should talk about somebody else next time: people are interesting and unique, they could make a good topic to talk about.”

Good: “You have a lot of interesting things to say, I hope someday you won’t need these cards at all.”

Level up: “Talking to you feels much easier than to anybody else and at the same time I’m learning a lot about yourself too. Take this card as a symbol of our friendship.”

Bill

Bad: “Man, are you for real? You know that I like talking about the cool stuff and not boring school things... ”

Good: “I knew you would get me, bro. You are one of the few guys that’s not boring in this place.”

Level up: “I thought that this card game was stupid, but I’m having a good time! I got to know that you are not bad. Take a new card, people would get bored otherwise.”

Day 1 Script

The first day happens on Monday in school.

Before lessons (tutorial)

Setting → Hallways

MC: "It has already been a week since I transferred to this school because of my father's job."

MC: "Because of my social anxiety I had been involved in an integration program thanks to my teacher Rebecca, who's also the school psychiatrist."

MC: "She gave me and other students some playing cards and involved everyone in making sure that I would fit in."

MC: "Maybe she is being more considerate than usual because it's my last month of highschool... speaking of the devil".

-- Rebecca appears in the scene--

Rebecca (happy): "Hello my sweet little patient, has your first day of highschool treated you well?"

-- Choice → Yes-No --

Yes

Rebecca (happy): "I'm happy to hear that, I wasn't sure that your classmates would collaborate since this is a critical period".

No

Rebecca (sad): "I know that this is a critical period for every student but maybe I need to talk to them again..."

-- Every case --

Rebecca (happy): "Anyway... I saw that you've started using the cards I gave you..."

Rebecca (happy): "... but, since you couldn't use them during the weekend we should play a game, just to remember how it works!".

Rebecca: "When you approach one of your classmates during your free time you can ask them to play."

Rebecca: "Then you have to choose the cards that you want to use in the actual card game, the order is not important."

-- The Tutorial starts --

– Switching to the deckbuilding scene, with Rebecca sprite and dialogue box overlay. All the buttons and cards are not interactable but the dialogue box. –

Rebecca (happy): Before playing the card game with your classmates you have to choose the cards that will compose your hand.

Rebecca (happy): Here you can see all the cards in your collection. These are the cards that you can choose to add to your hand.

– An arrow points at card collection –

Rebecca (happy): This is your hand and you can see the cards you have already chosen.

– An arrow points at the deck section –

Rebecca (happy): Why don't you try it out? Take the two cards I'm pointing at in the collection and add them to your hand. If you have taken the wrong card you can put it back from your hand.

– Two arrows point at two cards in the collection. Rebecca and the dialogue box move out of the screen to allow the player to select any cards. When the two pointed cards are added to the hand, Rebecca and the dialogue box come back in the overlay and the tutorial can continue. –

Rebecca (happy): Good job! As you may have seen, you cannot choose more than five cards, so you should think wisely about the cards you will use in the game!

Rebecca (happy): After you have chosen five cards, I will tell you how to proceed. Why don't you pick five cards now?

– Rebecca and the dialogue box move out of screen, the player may now select any cards to fill their deck. When the deck is full with five cards the tutorial resumes. –

Rebecca (happy): Nice! Now that you have chosen five cards you are able to confirm them. After confirming the card game will start!

– Rebecca and the dialogue box move out of screen. The player is now allowed to select the confirm button to proceed to the next scene –

– Switching to the Card Game scene, Rebecca is now the interlocutor the player will play the game with. Again all the buttons and cards are not interactable but the dialogue box. –

Rebecca (happy): Now you do the talking! In the card game you can choose the topic of conversation and your opinion on it.

Rebecca (happy): This is the "topic" hand. Here you can see all the topic cards you have chosen.

– An arrow points to the topic cards section –

Rebecca (happy): Instead, this is the "emotion" hand. While you talk, you can choose which emotion to express towards the topic by picking one of these cards.

– An arrow points to the emotion cards section –

Rebecca (happy): In order to talk, you simply have to choose a combination of a topic and an emotion. You will move the chosen cards in this space.

– An arrow points to the card play space –

Rebecca (happy): Why don't you try it out? Select a topic and an emotion. As you will see, you are only able to pick one topic and one emotion at a time.

– The player can now select one topic and one emotion card which will be moved to the play space –

Rebecca (happy): Nice job! Once the Topic card and the Emotion card have been chosen, you can play them. Why don't you try it?

– The play cards button is now unlocked and the cards become locked. After selecting the play button Rebecca will display the reaction to the topic and the emotion selected, after some seconds the tutorial will resume. –

Rebecca (happy): ...I almost forgot I was explaining you the rules. Anyway...

Rebecca (happy): As you saw, when playing a combination of a topic and an emotion, the person you're interacting with will reply. Each combination may or may not improve your friendship with them, choose wisely!

– An arrow points to the friendship bar –

Rebecca (happy): Improving your friendship with someone will strengthen your bond and could impact your daily life. They may also choose to give you a new card you can use in the game!

– An arrow points to the friendship level –

Rebecca (happy): You also have to keep in mind the mood of the person you are talking to.

– An arrow points to the mood bar –

Rebecca (happy): It's hard to bond with a not very keen person, but if you "play your cards right" you can cheer him up with a good combination of cards and improve your friendship further!

Rebecca (happy): Not every student of this school is the same, so you should choose wisely which topic you want to talk about and how you will express your ideas and topics.

Rebecca (happy): In fact, some students may prefer talking about different topics rather than the ones we have chosen. Discover all your classmates' preferences!

Rebecca (happy): I think that's all I can teach you! Why don't you try the game? Talk with me by playing the cards!

– All the buttons and cards are now unlocked and the card game can proceed as a normal conversation –

-- After the Tutorial --

Rebecca (happy): "To celebrate this moment I'll give you some new cards!"

--People cards obtained--

Rebecca: "Remember that people you play against could give you a card if you performed well enough."

Rebecca: "I see you have not forgotten after all..."

Rebecca: "...but just in case, take this too!"

—Diary is now available—

Rebecca: "I wanted to help you a little bit more, so I made this little notebook with some information on your classmates."

Rebecca: "It ain't much, but it's enough to get you started! Also, I put some suggestions on how to get to know them more for each one of them!"

Rebecca: "Gosh, look at the time! The lessons are about to start, you should probably go!"

Rebecca (happy): "Thank you for spending time with me sweetheart, see you in class!"

First lesson

Setting → Classroom

-- Rebecca appears in the scene--

Rebecca: "Remember students, the day after tomorrow there is going to be a trip to the museum."

Rebecca: "We are going to make couples so that no one will get lost, if you have not any specific preference that I will choose for you."

-- Rebecca leaves the scene--

-- Bill appears in the scene--

Bill(sad): "Do we really need to have someone with us at all times? We are not in elementary school anymore."

MC: " *He is Bill, my desk mate. He is a bit too extroverted and tends to get people upset with what he says.* "

MC: " *I know he is not a bad person but I'm probably in the minority here.* "

-- Sara appears in the scene--

Sara: "It's probably because they are afraid of YOU breaking something. "

MC: " * She is Sara. She skipped a year and her appearance gives it away since she looks even younger than her age.* "

MC: " *She had trouble fitting in just as me, but for different reasons. Her interest in the occult and her sharp tongue scare people away."

Bill: "Or maybe they're afraid you'd get lost, shortie..."

Sara: "Shut that mouth of yours or I swear I'll curse you..."

-- Bill leave the scene--

-- Robert appears in the scene--

Robert: "Quit it, Bill! The professor is still speaking!"

MC: " *And he is Robert, the class representative. He was the most welcoming person when I arrived... "

MC: " * ... but sometimes he is way too strict when it comes to school."

Sara: "Oh look, the teacher's pet is here, coming in to save the day?"

-- Robert and Sara leaves the scene--

-- Rebecca appears in the scene--

Rebecca: “ *Ahem* As I was saying... remember to find someone to spend your trip with but don't go harassing people!”

Rebecca: “There is not going to be another case of stalking in this school!”

MC: “ *The professor is surely talking about Mary's case...* ”

-- Rebecca leaves the scene--

-- Mary appears in the scene--

MC: “ *She is the most popular girl in school and because of this she got stalked. Eventually they found out who it was and he got expelled* ”

MC: “ *Even though she is popular she rarely talks about herself. I guess it's that aura of mystery that is even more appealing to people.”

-- Mary leaves the scene--

-- Rebecca appears in the scene--

Rebecca: “ ... and now let's get back to the lesson.”

Recess

During recess Robert and Sara will be in the Classroom while Bill is in the Hallways and Mary at the gym.

MC: “Well it's recess time, i guess it's time to talk to someone.”

--These scripts are enabled when talking to the specific character before CG--

Sara (happy): “I've seen that you want to talk to me. No magic, it's written all over your face,eheh.”

Robert: “Hello there, are you here to better prepare for the next lesson too?”

Bill: “Man I needed to get out of there. Want to grab something to eat while we talk?”

Mary (happy): "Oh hello, I still need to get used to this. Since that accident there are not a lot of people approaching me... anyway, do you want to talk?"

Second lesson

--Sara and Mary appear in the scene--

Sara: "So who was it? It was Bill right?"

Mary: "No it wasn't him, I have known him since middle school. He is actually a nice guy once you get to know him."

Sara (sad): "I can't even imagine it. Are you talking about the same idiot that I've been cursing for years now?"

Mary (sad): "Yeah, he just doesn't realise how rude he can be sometimes..."

Sara (happy): "Do you want me to cast a spell on him? I could shut him up for good whenever you want..."

Mary (calm): "What?! Oh quit it, you know that kind of talk weirds me out, I want Bill to be himself, not some kind of puppet!"

--Sara leave the scene-

--Robert appears in the scene--

Robert (sad): "Sara, Mary, you're disturbing the whole class with your chit-chat!"

Mary (sad): "Here it comes Mr. Perfect without being asked!"

Mary (calm): "Besides, you're being a lot louder than us..."

--Mary and Robert leave the scene-

--Rebecca appears in the scene--

Rebecca: "Please be quiet, I'm trying to solve this equation for you all!"

MC: "It has been thirty minutes, just give up already!"

Lunch break

During lunch Mary and Robert will be in the schoolyard, Sara in the classroom and Bill at the gym.

MC: "Eating alone doesn't have the same flavour, I should probably go find someone."

--These scripts are enabled when talking to the specific character before CG--

Sara: "You've come here to get your future predicted? No? Well then let's just chat a bit."

Robert: "I also need fresh air from time to time. Walking helps my stamina, in no time I won't be bad in P.E. anymore!"

Bill: "Lunch break is the perfect time to speak with my basketball teammates about yesterday's match. Did you also want to speak with me?"

Mary: "I'd rather eat in a quiet place and at this time the lunchroom is a battlefield. Don't get me wrong, I like people but in moderation."

Third lesson

--Robert and Bill appear in the scene--

Robert (happy): "It's nice that for the art lesson we get to be all three of us together so that we can chat a little."

Bill: "So even you can talk... you know you've been here 55 minutes without saying a word..."

Robert (happy): "Well of course, I had to finish my assignment!"

Bill: "You are weird, how can we enjoy school if we have to be robots?"

Robert: "Robots? I don't think I follow you. Anyway, how come you are the only one that hasn't finished yet???"

Bill: "I'll finish it at home, probably... maybe."

MC: " *Those two are a true Yin-Yang* "

--Bill leave the scene-

Robert (sad): "How can he be so lazy, in almost an hour he didn't make any progress on his assignment..."

-- Day ends --

Day 2 Script

The second day happens on Tuesday in school.

Before lessons

Setting → Schoolyard

--Bill appears in the scene--

Bill (sad): "Maaaan, would you remind me why we have to go to the museum tomorrow?"

Bill (sad): "Hell, if it wasn't for my absence record I would've skipped the trip."

--Robert appears in the scene--

Robert: "Are you kidding me? We get to see one of the biggest museums in the country for free and you are complaining?"

Bill (sad): "The only thing I know is that I'll have less hours to sleep. *yaaawn*"

Bill (happy): "Yesterday I stayed up all night watching basketball matches, they got me so hyped for the match this weekend that I couldn't sleep."

Bill (happy): "So now, if you'll excuse me, I have a lesson to attend. *yaaaaawn*"

--Rebecca leaves the scene--

Robert: "Why is he going on ahead alone? He knows we are in the same class..."

Robert: "We should go too, the lessons are starting."

First lesson

Setting → Classroom

--Rebecca appears in the scene--

Rebecca: "Ok everyone, I'll leave this integral on the blackboard and I'll ask one of you, 5 minutes from now, to come and solve it."

--Rebecca leaves the scene--

"3 minutes later."

--Rebecca appears in the scene--

Rebecca (sad): "Sara what are you doing with those red chalks? This is no time to be playing."

--Sara appears in the scene--

Sara (happy): "I'm not playin, professor, I'm resolving the integral..."

Rebecca: "By doing what exactly?"

Sara (happy): "I'm communicating with Hell, you know, there are pretty smart people down there."

Rebecca: "You are what?!"

Sara (happy): "They are saying pretty fun stuff about you but they don't seem to help me..."

Rebecca (sad): "That's it! Those are confiscated!!"

--Sara and Rebecca leave the scene--

"2 minutes later."

--Rebecca appears in the scene--

Rebecca: "Ok, five minutes have passed, you should have solved it by now."

Rebecca: "Now, who should I call to show the solution to the class...?"

Rebecca: "Wow, Bill has been on his paper since we started."

Rebecca: "Normally I'd say he's finally focusing on his studies, but I guess it's just because he needs to pass the final exams at the end of the month..."

Rebecca: "Bill, come to the blackboard and show your solution to the others, would you?."

Rebecca: "Bill?"

--Robert appears in the scene--

Robert: "Professor, I think Bill has been sleeping for far longer than when we started."

--Robert leaves the scene--

Rebecca: "I... I need a break..."

Recess

During recess Bill and Robert are in the classroom, while Mary is in the schoolyard and Sara is in the hallways.

MC: "I need a break too, let's talk to someone!"

--These scripts are enabled when talking to the specific character before CG--

Sara : "I need to grab more water at the fountain. Do you want to keep me company?"

Robert (sad): "Mmmmm, maybe I should've done something before, since I'm the class representative. Well, let's talk about something else, shall we?"

Bill (happy): "Man, I feel refreshed. Do you want to chat?"

Mary (happy): "What lovely weather, I really want to exercise when I get home!"

Second Lesson

--Mary appears in the scene--

Mary: "... 28, 29, 30 and 31!"

--Robert appears in the scene--

Robert: "Mary, what are you counting?"

Mary (happy): "Oh, It's the number of students who handed over their authorization for the trip to the museum"

Mary (calm): "Seems like we'll be a very large group!"

Robert (calm): "Wait, there are only 16 students in this classroom. How is that even possible?"

Mary: "Apparently there's lots of people from other classes, I think that they're trying to sneak in and get an extra day off..."

Robert(sad): “How irresponsible of them! I won’t allow it!”

--Mary leaves the scene--

--Sara appears in the scene--

Sara: “And with that we’re at 17...”

Robert: “Wait, Sara, you’re counting even more authorizations? Just how many of them are trying to sneak in??”

Sara (happy): “I don’t know what you are talking about, I’m just counting how many times you are going to interrupt the professor by being this loud today!”

--Rebecca appears in the scene--

Rebecca (sad): “I swear to God, it’s like I’m not even here...”

Lunch break

During lunch break Bill and Mary are in the classroom, while Sara is in the schoolyard and Robert is in the hallways.

MC: “This is the last break until the visit to the museum. I should spend this time wisely.”

--These scripts are enabled when talking to the specific character before CG--

Sara (happy): “I wanted some time alone, but I don’t mind if it’s you.”

Robert (sad): “I can’t believe I didn’t notice. What if she actually noted it?! I need to talk to the professor later!”

Bill (sad): “I missed the opportunity to make some funny remark earlier, I need to work on my comedic timing... ”

Mary (sad): "I always feel bad when turning down people, but I guess it can't be helped."

Third Lesson

--Bill appears in the scene--

Bill: "You know, lately I have a lot of free time and I'm feeling kinda bored..."

MC: " *I guess that's normal when you don't do your homeworks...* "

Bill (sad): "So, I started playing this new basketball video game to kill some time, but it just keeps pissing me off every time!"

Bill (sad): "How come that playing basketball in real life is easier than playing it in a damn video game?"

-- Choice → I think you are just bad at videogames - I think you are just talented in sports--

I think you are just bad at videogames

Bill (sad): "Oh c'mon it can't be that... Haah, I don't care anyway! Video games are fun regardless of winning or losing."

MC: "That's actually a pretty mature thing to say."

Bill (sad): " *Whispers* Yeah but I still want to win..."

I think you are just talented in sports

Bill (happy): "Eheh, you are right. I'm just so talented that everything else is incomparable!"

MC: "That's not what I said..."

Bill (happy): "Yeah I get it, it's the game's fault! These stupid bots can't even do simple passes!"

MC: "Maybe you should stop playing if it makes you frustrated."

Bill (happy): "Frustrated? No, playing video games is so fun!"

Day 3 Script

Arrived at the museum

--Rebecca appears in the scene--

Rebecca (happy): "Here we are everybody, we have finally arrived at the museum."

Rebecca (happy): "As I already said you need to make couples, I hope you already decided before so that we won't waste too much time."

--Rebecca leaves the scene—

--Bill appears in the scene—

Bill (sad): "Well, I'm beat. Literally zero sleep..."

—Robert appears in the scene—

Robert (happy): "Aaaah, so much culture in one place, it fills me with joy!"

—Robert and Bill leave the scene—

—Sara appears in the scene—

Sara: "And here we have the best representation of yin and yang..."

—Mary appears in the scene—

Mary (happy): "What about you, new guy? Have you decided who you want to spend time with?"

MC: "Yeah, I think I'll spend my time with XXXX."

—XXXX is decided based on the friendship score if there is more than one than the player will have to decide by choosing from a multiple choice and then say the line above"--

Mary (happy): "Well if that's the case then it's better if couples proceed on their own and then we could all meet again at the end of the day."

— Sara and Mary leave the scene—

—Rebecca appears in the scene—

Rebecca: “Well, now that everything is settled we’ll meet here again at the end of the day.”

Rebecca (happy): “If you need anything you’ll find me at the bar just outside the museum, byeeeeee!”

The “Museum visit with...” depends on the character that was chosen

Museum visit with Robert

—Robert appears in the scene—

Robert (happy): “I’m glad you chose me! The others weren’t so excited about today, you made the right call.”

Robert (calm): “Did I ever tell you why I’m so interested in science?”

Robert (sad): “You see my necklace? It was my father’s, before... well, before the incident.”

Robert: “He was ill and the doctors weren’t able to save him...”

Robert: “I’m not blaming the doctors now, but when this happened 7 years ago... I was so mad at them that I decided to give everything I got to save people’s lives.”

Robert (happy): “In the end I fell in love with science and it’s not anger that is striving me forward anymore.”

Robert (happy): “It’s passion for the incredible progress that humanity went through.”

Robert: “I accepted that not everything has a solution and that we must do our best to preserve life, not only human life.”

Robert: “I know that progression and preservation don’t go hand in hand but I know we can find a way.”

Robert (happy): “Anyway, sorry for ruining the mood ahah, today it’s a happy day!”

Robert (happy): “Let’s talk about what we see in the museum, shall we?”

Robert (happy): “There is so much to talk about!”

Museum visit with Sara

—Sara appears in the scene—

Sara (happy): “I wouldn’t have guessed that you would choose me...”

Sara (happy): “For some reason I can’t stop smiling, ahah.”

Sara (happy): “You know, when I transferred in this class I had trouble fitting in just like you.”

Sara: “They didn’t exclude me but they treated me like a child: “You are so cute, you look like a doll!” they used to say.”

Sara: “Professors would always stop me in the hallways asking me if I was lost...”

Sara: “It was humiliating...”

Sara: “People were nice to me, but I felt so awkward that I ended up isolating myself.”

Sara (happy): “I eventually found consolation in mystery and occult stuff, I guess I naturally find them intriguing.”

Sara: “I changed the way I used to dress and become more open about how I feel and about my interests...”

Sara: “... and that scared people away.”

Sara: “They saw me as the cute doll, so when they found out who I am they felt that something was wrong.”

Sara (happy): “Robert and Mary were always close to me. They never treated me differently from anybody else.”

Sara (happy): “Now you are here too and that makes me so happy!”

Sara (happy): “Let’s explore and make this day memorable!”

Museum visit with Mary

—Mary appears in the scene—

Mary (happy): “Soooo... You decided to spend the day with me, huh?”

Mary (happy): “It’s not like I don’t want to, but, I don’t know, when I’m with you I feel like I can open up more...”

Mary: “... and I’m not sure I want to.”

Mary: “I have a lot of friends but we usually talk about trivial stuff, when I’m with you it’s about me and that makes me feel a bit weird.”

Mary: “I almost never meet my parents: they work all day and it feels like I live alone.”

Mary: “My cat is the only one that is with me when I’m at home.”

Mary (sad): “I love him but I always felt lonely, so I started talking with a lot of people and tried to keep myself occupied with part-time jobs.”

Mary: “People don’t know this and that’s probably for the best.”

Mary: “I don’t want anyone to pity me. I feel happy about my life but I feel that something is missing, something important...”

Mary (happy): “It feels like I removed a heavy weight from my chest. I’ve actually never openly talked about this with any other than Bill.”

Mary (happy): “He helped me overcome some dark times during middle school, but he also left me some space to decide on my own what to do.”

Mary: "Anyway, we shouldn't waste our day talking about sad stuff. Let's see what the museum has to offer!"

Museum visit with Bill

—Bill appears in the scene—

Bill (sad): "I guess we are stuck here..."

Bill (happy): "Well, at least we get to spend some time together."

Bill: "You know, it may sound weird but I'm happy you chose to spend time with me..."

Bill: "At school almost everyone avoids me and even at home I'm not really considered much."

Bill: "My brother gets all the attention but that's not really bothering me, it's just the way he acts."

Bill (sad): "He makes everyone think that he is perfect but I know he just manipulates people in thinking what he wants."

Bill (sad): "He is disgustingly smart..."

Bill: "But I guess I should thank him in a certain way. Thanks to him I stopped trying to please people to get recognition."

Bill: "Now I live the way I want and it feels liberatory... thinking more carefully I realize that I probably have more than a lot of people have."

Bill (happy): "I have my basketball team and I have friends like you."

Bill: "I guess sometimes I end up giving the impression of being rude, but probably I'm just socially awkward..."

Bill (happy): "... and you know what? I don't give a fuck. If people want to talk with "Mr Perfect" they could go and talk to my brother, but if they stay around then I know that they are worth spending time with."

Bill (happy): “Anyway, I think I spoke too much for what I’m used to. Let’s see if there’s anything interesting here...”

Conversation at the museum

After the “museum visit with...” script we go straight into the card conversation with the character.

Going back home

—Rebecca appears in the scene—

Rebecca: “Everyone is here, I see.”

Rebecca: “Today you... ehm, we had the opportunity to visit one of the biggest museums in the country.”

Rebecca (happy): “I’m sure you learned a lot today, but now pick up your things because we are going back home.”

—Rebecca leaves the scene—

—Robert appears in the scene—

Robert (sad): “Today is over...”

—Sara appears in the scene—

Sara: “Come on, it’s not like we can never come back. Unless...”

Robert (sad): “Yeah, I know but somehow I feel a sense of sadness.”

—Mary appears in the scene—

Mary (sad): “You feel it too, huh? It’s the same for me, it’s like we are saying goodbye for a long time.”

—Sara and Robert leave the scene—

—Bill appears in the scene—

Bill: “We’ll meet tomorrow at the same place at the same time like almost everyday, does it matter that we are saying goodbye for a few hours?”

Mary (happy): “Yes, you’re right...”

—Mary leaves the scene—

Bill (happy): “Anyway, since you came to this school, everyday has been much more interesting.”

Bill (happy): “These conversations with cards allowed us to talk about ourselves more than we have in years.”

Bill (happy): “I think that speaking our mind is really helpful for everyone, at least once in a while.”

Bill (happy): “I guess we should also thank Professor Rebecca for that...”

Bill (happy): “But surely none of this would’ve happened if you didn’t come here.”

Bill (happy): “So...”

Bill (happy): “...we’ll see you tomorrow...”

Bill (happy): “...but for all the time we already spent together...”

—Robert, Sara and Mary appear in the scene—

Everyone (happy): “Thank you!”

—The end—

Questlines Script

Bill questline, first step (card required: Sara)

Bill (happy): "Hey, what's up?"

Bill (calm): "I was looking for you, there's something I should explain..."

Bill (sad): "And yes, it's about Sara..."

Bill (calm): "You should have noticed that every time we speak we end up arguing like little kids..."

Bill (sad): "I don't know if it's the work of one of her magic whatevers or something like that..."

Bill (calm): "But every time I see her pushing others away with her attitude I always feel like I have to cheer her up!"

-- Choice → By cracking jokes on her height? - Yeah sometimes she can be kinda rude-

By cracking jokes on her height?

Bill (sad): "Yeah, maybe not the brightest idea, but cracking jokes on others comes so natural to me that sometimes I do it without actually thinking about what I'm saying"

Bill (calm): "And now that I think about it I'm just fighting fire with fire..."

Yeah sometimes she can be kinda rude

Bill (calm): "It's not only her being rude, I'm kinda worried about her pushing away others..."

Bill (sad): "Nobody really wants to be alone, and trust me I know it..."

-- Every case -

Bill (calm): "Well, gotta go, I have to practice with the basketball team."

Bill (happy): "See ya tomorrow!"

Bill questline, second step (card required: Mary)

Bill (happy): “sup, how you doing?”

Bill (calm): “I was thinking about earlier, when we talked about Mary.”

Bill (happy): “As I told you, we went to middle school together.”

Bill (calm): “And I realised that, dark magic stuff aside, Sara isn't so different from myself back then...”

Bill (sad): “I had lots of trouble making friends, lots of my classmates were either scared or they didn't care about me...”

Bill (calm): “But then came Mary! We often met at the school gym since she had her volleyball practices and I had the basketball ones...”

Bill (calm): “For the first time somebody was sincere and serene when talking with me, she helped me to get out of that very difficult situation.”

Bill (happy): “I think that Sara is just as insecure as I was, so I want to be what Mary was for me back then!”

Bill (calm): “I don't know why I realised it only now, maybe this weird cards thing is helping me as well”

Bill (happy): “So, thanks for your help! Even if you didn't say much!”

Bill (calm): “Oh well, we're finally free from this prison called school, I won't hold you any longer!”

Bill (happy): “Bill out!”

Mary questline, first step (card required: Robert)

Mary (calm): "Hey, wait up!"

Mary (sad): "I wanted to make some things clear... About Robert..."

Mary (calm): "You may have seen that we don't really go along well..."

Mary (sad): "Or at least, I personally don't like how he always has to show everyone how perfect he is!"

Mary (calm): "I still enjoy his company and I really respect his role as the class representative..."

Mary (sad): "But it's when he tries to talk about personal stuff that I really can't stand him! I'm more of a "small talk" kind of person"

Mary (calm): "I get it, he's trying to be friendly, but he talks so much about his father and that necklace he gave him..."

Mary (calm): "His family may be as perfect as his grades, but he doesn't have to rub it on our faces all the time!"

-- Choice → He just wants you to open up to him - Tell him that it annoys you-

He just wants you to open up to him

Mary (sad): "I understand that, but this isn't the right way!"

Mary (calm): "I don't really like to open up THAT much..."

Tell him that it annoys you

Mary (calm): "What? No! I can't tell him that! It would hurt him and then he'd hate me for that..."

Mary (calm): "...sometimes it's better to keep some stuff for yourself, you know?"

-- Every case -

Mary (calm): "Oh look at the time! I started talking and didn't realize it was this late!"

Mary (sad): "Now I have to run to the bus stop or I'll miss the ride home!"

Mary (happy): "Thanks for talking with me! Bye!"

Mary questline, second step (card required: Mary)

Mary (happy): "Oh I was exactly looking for you!"

Mary (calm): "You know, the more you talk with me the more I think about some things in my head..."

Mary (sad): "I mean, you're one of the few people I talked about how I feel about Robert..."

Mary (calm): "And talking about myself made me think again about that guy who stalked me..."

Mary (sad): "I barely talked with him and yet he was so stubborn on knowing more and more about me"

Mary (calm): "I like meeting new people, but I hate when they get so invasive on my personal space..."

Mary (sad): "There's a reason if it's called "personal" after all!"

Mary: "Oh sorry, I just started venting again like if you were a psychologist..."

Mary (calm): "That should be Rebecca's job, not yours!"

Mary (happy): "But I'm glad that you're always available to listen to me..."

Mary (sad): "Oh crap, I lost track of time again! Why does it keep happening???"

Mary (happy): "Bye! See you tomorrow!"

Robert questline, first step (card required: Bill)

Robert (calm): "Hey, do you have a minute?"

Robert (sad): "I don't want to waste your time so I won't be long..."

Robert (calm): "But I don't want you to think that I hate Bill."

Robert (sad): "It's just that... Every time I see him wasting lots of time and not paying attention..."

Robert (calm): "I don't quite understand him, to me it seems that he doesn't even care about his own future!"

Robert (sad): "Maybe it's just me, I had a precise goal for my life since I was a child..."

-- Choice → Bill should be more focused in class - Maybe you should loosen up a bit...-

Bill should be more focused in class

Robert (calm): "The mere idea of wasting so much time without working towards a goal baffles me!"

Robert (happy): "That's why I sometimes get too strict, I want everyone to give their best in life!"

Maybe you should loosen up a bit...

Robert (calm): "I can't... It's my role as the class representative to be sure that everyone is giving their best!"

Robert (sad): "It baffles me that he's taking his life so lightly, and yet nothing bad seems to happen to him..."

-Every case-

Robert (calm): "Oh pardon me, I lost track of time, you probably have to go home now"

Robert (happy): "Have a nice day!"

Robert questline, second step (card required: Robert)

Robert (calm): "There you are!"

Robert (happy): "I wanted to talk with you some more before going home"

Robert (calm): "I don't know the reason behind this, but talking with you always makes me feel more relaxed"

Robert (sad): "And you know, I may need to relax a little bit right now..."

Robert (calm): "After our talk about Bill the other day I thought a lot about his approach to life..."

Robert (calm): "And as a result I have started to feel like I'm not good enough and that's really getting on my nerves"

Robert (sad): "Maybe it's just all the extra stress for the end of the school year..."

Robert (sad): "...or maybe this is my limit..."

Robert (calm): "This is so unsettling, and I just don't get it!"

Robert (sad): "Why can't emotion be logical like maths? That would make everything so much easier for me..."

-- Choice → Calm down, you'll find a way for sure - You're doing your best for all of us-

Calm down, you'll find a way for sure

Robert (calm): "I sure hope I do, I don't want to disappoint anyone..."

Robert (sad): "*Whispering*...but what if I do?"

You're doing your best for all of us

Robert (sad): "You're right"

Robert (calm): "Starting from now, I should give my 100% in everything..."

Robert (happy): "No, my 200%! Even if that's mathematically impossible!"

Robert (calm): "Thank you, I really needed this talk, I feel so much better"

-Every case-

Robert (calm): "Now excuse me, but I have to go home. I'll see you tomorrow!"

Sara questline, first step (card required: Robert)

Sara (happy): "I knew I'd find you here"

Sara (sad): "I was wondering, are you some kind of mind reader or was that unintentional?"

Sara (calm): "I'm talking about how you asked me about Robert earlier..."

Sara (sad): "It's not that I like him or something like that!"

Sara (happy): "I'm so used to people being scared away that it's nice to have someone listening."

Sara (sad): "But at the same time I can't control my sharp tongue, I'm afraid one day he'll be afraid like everyone else..."

-- Choice → He won't! - Can't you put a spell on yourself?-

He won't!

Sara (happy): "I sure hope that, I like seeing his reactions when I say something weird"

Sara (calm): "Maybe I just need to loosen up a bit on him, just to be safe."

Can't you put a spell on yourself?

Sara (calm): "Ah ah, very funny, I can't use magic to solve all my problems"

Sara (sad): "Life would be so much easier if I could..."

-Every cases-

Sara (happy): "Well, I'll see you around..."

Sara questline, second step (card required: Mary)

Sara (calm): "Here you are again!"

Sara (sad): "I'm gonna be completely honest now..."

Sara (happy): "I'm more and more convinced that you have some dark powers or an higher being controlling you"

Sara (calm): "First you ask me about Robert, and now about Mary?"

Sara (calm): "I'm very fond of both of them, even with my rough personality they kept approaching me"

Sara (happy): "Not to make fun of my height or my goth look, but just to be friendly, ask about my day and chat a bit..."

Sara (calm): "...well, just like you are doing these days!"

Sara (happy): "I never told them, but it's a nice feeling whenever I see them, sometimes I even miss them when I'm at home..."

Sara (calm): "I'd tell you not to say anything about all this personal stuff, but I think that my secret is well kept with you!"

Sara (calm): "I'm going home now, but I'll gladly see you tomorrow"

Sara (happy): "Will you surprise me once again?"