

NOTES

- For larger backgrounds (like the classroom), have it pan around when a new character comes in (like the class clown)
- Background noise/music that changes based on scene
- Figure out user input (for the user's name)
- Have some of the end scenes with the camera be user controlled (like tracking the user's features)
- Christina - stabby pencil
- Augustin - thorny rose
- Pari - soda (bubbles)
- Sumin - black and white striped hearts

1 - opening screen	<ul style="list-style-type: none"> • Title: Drops in the Wind • Start button • Outside classroom bg
2 - story context	<ul style="list-style-type: none"> • Black background • "New student at Tandon High School" • "Everyone wants to get to know you" • "People keep coming up to talk to you... who will you be closest with by the end of the day?"
3 - warning slide	<ul style="list-style-type: none"> • Black background • "Remember, your choices matter!"
4 - name slide	<ul style="list-style-type: none"> • Black background • "Welcome to Tandon High!" • "Your name is:" • Text box and submit button
5 - class president greets you	<ul style="list-style-type: none"> • Hallway background • "Hi! Welcome to Tandon High! I'm _____, the class president. I'll show you around."
6 - cp gets interrupted	<ul style="list-style-type: none"> • "Here we have the-"
7 - childhood friend joins	<ul style="list-style-type: none"> • "Hi _____, do you remember me?" • Y OR N
8 - IF N, you continue	<ul style="list-style-type: none"> • "Uh, ok... let's continue" • Cf looks sad
9 - classroom!	<ul style="list-style-type: none"> • Classroom background • "This is our classroom"
10 - class clown joins	<ul style="list-style-type: none"> • "OMG! Who is this?"
11 - cp looks annoyed	<ul style="list-style-type: none"> • "This is our new student" •

12 - mc	<ul style="list-style-type: none"> MC: "uh" (cp looks annoyed)
13 - so cute pari	<ul style="list-style-type: none"> "Aww! You're so cute! I'm _____, what's your name?"
14 - cp mad!	<ul style="list-style-type: none"> "Their name is ____! We need to finish the tour now"
15 - cc invites you	<ul style="list-style-type: none"> "Damn, ok class pres. Well (YN), come meet me after school for a fun welcome gift." *wink*
16 - cp pulls you to the side	<ul style="list-style-type: none"> "They're the class clown, don't trust them"
17 - will you accept cc's invite?	<ul style="list-style-type: none"> ● Y OR N
18 - IF Y, cc suddenly embarrassed, cp annoyed	<ul style="list-style-type: none"> "Yay! Ok, I'll um... see you then!" <ul style="list-style-type: none"> ● ccMeet = true
19 - cc leaves, cp still annoyed, tour continues	<ul style="list-style-type: none"> *sigh* "Ok, you'll probably regret that. Class is about to start, so I'll show you one more room."
20 - tour about to end	<ul style="list-style-type: none"> ● Hallway background ● "Ok, so this is the nurse's-"
21 - bump into the stoic/school bully	<ul style="list-style-type: none"> Sb looks annoyed MC: "Oof! I'm so sorry!" *You look up, stunned by the glare* You: FLINCH OR GLARE BACK
22 - GLARE BACK	<ul style="list-style-type: none"> Sb smiles at you <ul style="list-style-type: none"> ● sbMeet = true
23 - cp protecting you	<ul style="list-style-type: none"> Cp: "oh absolutely not" *pulls you away
24 - sb is gone, class is about to start	<ul style="list-style-type: none"> Cp: "do not talk to that guy... there are rumors he's a gangster. Anyways, class is about to start. If you're free, do you want to meet up after class?" ● Y OR N
25 - IF Y, cp is happy	<ul style="list-style-type: none"> Cp happy "Ok cool! See you then!" <ul style="list-style-type: none"> ● cpMeet = true no matter what
26 - class starts	<ul style="list-style-type: none"> ● Black screen "Class starts and the school day passes by quickly" "As you pack up, you remember the commitments you made, and realize you

	<ul style="list-style-type: none"> forgot to ask <i>where</i> to meet up” “Oh well, hopefully they’ll come looking for me on the way out”
27 - first, class clown Only if ccMeet = true	<ul style="list-style-type: none"> Afternoon classroom *as you pack up, Pari finds you* Cc smile “Hey there Y/N...”
28 - hmm	<ul style="list-style-type: none"> “Hey Pari! What did you want to meet for?”
29 - reason	<ul style="list-style-type: none"> Cc embarrassed “Ahh well... you seem nice so I wanted to give you a gift?”
30 - cc question	<ul style="list-style-type: none"> “Do you want to share a soda?” Y OR N
31 - IF Y	<ul style="list-style-type: none"> *You accept the soda and take a few sips, but notice that Pari is not doing the same* “Is something wr-
32 - cc death	<ul style="list-style-type: none"> *Your vision goes blurry. The last thing you hear is Pari’s telltale laugh as you collapse*
33 - SODA DEATH	<ul style="list-style-type: none"> Bubbles float up the screen and the tint goes from green to pink and vice versa
34 - IF NO	<ul style="list-style-type: none"> CC sad “Oh, ok... I’ll see you then.”
35 - Only if cfMeet = true leave the class	<ul style="list-style-type: none"> Afternoon hallway *As you leave, you find Augustin*
36 - greeting	<ul style="list-style-type: none"> “Hey Augustin, you wanted to catch up?”
37 - yes, but...	<ul style="list-style-type: none"> Cf embarrassed “Yeah but first I just wanted to say... I’ve been thinking of you ever since we last saw each other as kids. I’ve never forgotten my best friend.”
38 - flower offer	<ul style="list-style-type: none"> “Will you accept these flowers to mark our new beginnings?” Y OR N
39 - IF Y	<ul style="list-style-type: none"> “Aww of course! Wow, these are beautiful! Are they roses?” *you sniff them. They’re so fragrant! But you notice something pricking your skin...*

40 - cf death	<ul style="list-style-type: none"> *You suddenly notice the thorns of the roses have torn cuts on your hand, and each thorn has been coated in some strange substance. As you collapse, you hear a faint "I'm sorry"*
41 - ROSE DEATH	<ul style="list-style-type: none"> Thorny branches pulse around the screen The camera is tinted red
42 - IF N	<ul style="list-style-type: none"> "It's alright... maybe it's too soon. I'm sorry, I need a minute."
43 - keep going Only if sbMeet = true	<ul style="list-style-type: none"> *You shake off what just happened and head to the courtyard. You're suddenly hit with deja vu as you bump into something again*
44 - sb moment!!	<ul style="list-style-type: none"> *you're face to face with Sumin* y/n - "Oh, hello..."
45 - greeting	<ul style="list-style-type: none"> Sb embarrassed "Hey... sorry about earlier. I got flustered because you look like you've come from a dream. I know there are rumors about me but I'm really not a bad guy."
46 - proposal?!?	<ul style="list-style-type: none"> "If you go out with me, I'll do whatever you ask. My gang and I will always protect you. Will you let me take you on one date?" Y OR N
47 - IF Y	<ul style="list-style-type: none"> "Really? Oh, you have no idea how happy that makes me." *Sumin hugs you*
48 - good sb ending!!	<ul style="list-style-type: none"> Black screen Good ending! You end up leaving school that day happy, albeit a bit confused over the people you met. Everyone was a bit strange in their own way. You wonder what the day would be like if you could live it again...
49 - IF N	<ul style="list-style-type: none"> "Oh, that's alright. You did just meet me, afterall. Maybe one day I can win you over." *He waves goodbye and you think about how strange that interaction was*
50 - keep going	<ul style="list-style-type: none"> *You head to the school gates and see the class president waiting for you. You realize

	she would have waited for you no matter what you said*
51 - greeting	<ul style="list-style-type: none"> • “Hey there Y/N! Heading home?”
52 - yes	<ul style="list-style-type: none"> • “Yeah, but did you want to explore the town together? I feel like it would be fun.”
53 - happy moment	<ul style="list-style-type: none"> • “I thought you would never ask.”
48 - good sb ending!!	<ul style="list-style-type: none"> • Black screen • Good ending! • You end up leaving school that day happy, albeit a bit confused over the people you met. Everyone was a bit strange in their own way. You wonder what the day would be like if you could live it again...
54 - cont from 7 IF Y	<ul style="list-style-type: none"> • “Really? Wow, that’s such a relief! I was scared you had forgotten.” • cfMeet = true
55 - ofc not!	<ul style="list-style-type: none"> • “What? I could never forget my childhood best friend.”
56 - plans	<ul style="list-style-type: none"> • “You have no idea how happy I am to hear that. You know what, meet up with me after school, we should catch up!” • *Augustin leaves and you continue with the tour* • Return to scene 9
57 - cont from scene 17 IF N	<ul style="list-style-type: none"> • “Oh, alright. I see where I’m not wanted. I’ll see you guys around then.”
58 - cp approval	<ul style="list-style-type: none"> • “Smart decision. Pari’s just a distraction, nothing more. Let’s continue the tour” • Return to scene 20
59 - cont from 21 FLINCH	<ul style="list-style-type: none"> • *The guy frowns harder. He did not seem to like that you flinched* • Return to scene 23
60 - cont from 24 IF N	<ul style="list-style-type: none"> • “Ahh, ok, well... just let me know!” • Return to scene 26