

Characters:

Three main NPCs. They have placeholder names

1. Anna. -> Optimistic. Thinking everything is going to be ok in the end.
2. Garret - > Lost hope of society. They will mention leaving for a different country and mention giving up.
3. Maxwell -> A guy who has fallen to hatred in the alt-right pipeline.

The player character -> Hope. Worried about the future and is becoming a recluse.

Arc 1:

[scene and choices]

(mood)

{out of script comments}

^actions^

[Scene 0 - bedroom]

The game begins. The player wakes in their room, and their phone goes off with a list of tasks.

->Go to work

The player can customise the main character and edit their name.

[Skip]

[Scene 1 - the Kitchen]

At this point, the player tries to leave through the front door. Ignoring the pile of dishes left unwashed. Lighting flickering and a slight hum.

Garret (concerned):

Hey, you shouldn't go out today.

Player:

Oh. What is happening?

Garret:

You didn't hear... Protests are happening outside, in the city. They are protesting about some conspiracy theories they believe in. Probably better to stay in.

Player:

Yeah..

Garret:

Want to hang out?

[Choice 1]

- "Yeah, sure." -> [bond +1, Garret quest 1 begins]
- "Nahh." -> [End scene]
- Silence -> [bond -1]

If the player chooses: sure

[Choice 2]

Garret:

"Fuck, the remote doesn't work. Can you get some batteries?"

- Yeah, whatever-> [bond -1]
- "No"

{one of those moments where the player can reask}

{This is the tutorial. Introduction to the core gameplay}

[Scene 0 - bedroom]

^phone beeps^

The player can see the time is gone, and our given the option to text

[choice 3]

- Silence (ignoring)
- Can't come in. (short and cold)
- Apologetic long string of words.

Batteries are here

[Scene 2- long hallway]

The lights go dimmer and darker, and the character goes to their knees. The walls close in, and a loud hum can be heard.

Broken up. Back to reality.

Starting down is Anna

Anna: "dude, what's up? Watching the dust bunnies??"

^laugh^

"Nah, I am fucking with you."

Anyway..... the weather is dogwater. Super excited to go out. Oh shit, my bad, I haven't let you speak at all. How are you feeling?"

[Choice 4]

These choices are the same but visually different. Using different textures like they are stapled over the real choices

- Fine
- Fine
- Fine..

Continues-

Main character: "Yeah. I am fine. I had to get batteries. Sorry.."

Anna: "Why are you apologising?"

[Choice 5]

The player will be presented with two choices

- Truth -> opens up further dialogue [bond +1]
- Lie-> shuts down conversation [bond -1]

If the player chooses truth

Opens up her quest.

The idea for the first arc is the introduction to the themes, but also the tutorial.

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Continuing with Garrett's Quest

The player walks back into the room where Garrett sits on the couch

[choice 6]

-> hand over batteries <-

-yes -> [bond +1] unlocks further conversation.

-no -> nothing happens, and the player can interact.

Garret: "Thanks ^sigh^. Nothing on, fucking sitcoms. Affection Island, desperate househusbands, nothing interesting on.

Garret: (nervous) "Sorry for randomly bringing this up.. Do you think about starting over?"

Moving away, far away

[choice 7]

- "Yeah. I just want to disappear. Start anew sometimes - > [bond +1]
 - Reply by Garret: "Thanks"
- "No, never" - > [bond -1]
 - Reply by Garet "Yeah.... Totally.."

^click sounds^

TV plays. Showcasing the news. '[arc 2]

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Continuing with Anna's Quest. Still in the hallway.

Anna: "OH! Would you be willing to help me, please? You know if it was nothing, I wouldn't even bother asking to begin with"

[choice 8]

- "Sure, I have time I guess" [starts Anna's quest]

- "Can't, I am currently busy, sorry"
- Anna's reply: "Oh yeah, fine... eh, please"
-

Anna: "It's rather simple" ^light heated tone^ "Maxwell, currently keeping every cup hostage."

Anna: "Being a little honest, I need help asking him to give some back.. Basically, we just knock and pray that he answers. Simple."

Player character: "Wait. This is super simple. I thought you wanted me to climb on top of the roof to grab a cat or something."

Player character: "Actually thinking about it. I haven't really spoken to him at all. Kinda gives me the creeps."

Anna: "Don't call him that dude." serious tone, but drops to normal, happy mood

Anna: "I mean, I get it, and the idea of asking him is a bit nerve-racking. He's done the other side."

The player walks into the next hall

The hallway is different compared to the last one.

It's darker and feels tighter. Narrower.

^click inspect and knock on door^

Player: "You think he's even hear" (whisper)

Anna: " I don't think I've ever seen him leave ("whisper)

^ cutscene. The door opens into total darkness, only sees the hand on the doorframe pulling himself into the frame a little^

Maxwell: "...." Silence

Anna: "...." Silence

Player: "...." Silence

Player: "Oh, yeah. Sorry to be annoying.. Um... we think you might have all the cups"

Maxwell: "...." Silence

^Hands other cups^

Maxwell: "...." Silence

Maxwell: ".... sorry"

^door closes^

Anna: "Well..."

Anna: "Mission accomplished, we make great conversation buddies."

Player: "Huh, sorry, I was processing what just happened"

Anna: "I have spoken to him a handful of times. He is a lot."

Anna: ^optimistic^ "I think he's just shy"

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Doing Anna's stuff changes Garrett's scene a bit. She's also there and has some lines of dialogue.

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Continuing with Garrett's Quest on the tv part if Anna's quest is done

Anna: "You two look like those people in those old ass scary movie adverts." ^jokish^

Anna: "You know how the marketing was like ' , this is the scariest movie ever' and the people would be reacting to the cinema."

Anna: "That's kinda you two. Lol"

Garret: "No offence. Are you taking the piss?" ^annoyed^

Player: "...calm. It was a joke".

Arc 2