

The story showcases the main characters' worries about the future, struggling in the backdrop of a country that hates them for something they cannot control.

Three characters are representations of their future.

The player completes the game after doing a series of puzzles and quests. Reconnecting with the NPCs.

Overview

The game follows a character by the name of 'Hope' (placeholder) as she is stuck indoors, inside her crummy apartment. As she is stuck inside her worries for her future become apparent. Dealing with her roommates, she begins to calm down, reconnecting with her friendships with them.

Slowing becoming less of a recluse.

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.

Gameplay

The game is dialogue-heavy, but the player has to do certain small quests to continue talking. For example, the player might be asked to grab something from their room to give and but the item is not there, and they end up talking to another NPC to get said item. Once they return, the quest continues.

The player can make choices and often choose their own response. These can affect the player's friendships with said NPCs.

Sample Script

Script 1

[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]

Script 2

[Scene 5 - Living room]

Anna is on the couch, chilling.

Anna (upbeat):

Hey, dude, can you give me some batteries?

[Choice]

- Ok -> [Starts quest]

- Ehh, I can't at the moment -> [ends dialogue]

The player finds batteries after exploring and solving the puzzle.

Hand over the batteries finishing quest.

Anna:

Thanks, dude! You know. I've been kinda worried today, Garret is kinda in a bad mood today.

[Choices]

- He's on edge; I don't blame him. Everything is getting scary -> [Unlocks further dialogue where she opens up about her feelings.]
- I wouldn't worry about it -> [Continues, but you skip her insight.]

Script 3

[Scene 9]

Takes place on the balcony, Garret sits on a chair staring aimlessly into the distance. Noises of yells and car sounds.

Garret (sighs):

If you told me a year ago this country would be like this, I wouldn't know what to say. Maybe a slightly younger me would have laughed and got us another round of drinks.

Garret (upset):

My brother kept telling me how this new movement is going to improve everyone's lives. It's funny, they don't really realise, or maybe they are ignoring the truth. Our issues aren't caused by some random people. It's crazy, they are predicting the party is going to win.

Garret (turns to face the player):

Do you think it's going to get worse? Be honest with me, no false optimism.

[choice]

- I don't believe it's late. I don't agree with Anna's point that nothing will happen, but I think things will change for the better. It's scary times, but it's less scary when we're all together -> [bond +1, tone changes to hopeful]
- Maybe. I think so, sadly... -> [bond -1]
- Stay Silent -> [Garret sighs, and the conversation stops]

Themes and Mood

Three social issues I want to cover in this game:

- Queer rights
- Mental health
- The rise of Alt-right beliefs in the country

All three can link to each other.

A running motif is the depersonalization of an individual, the fear of watching everything around you pass by, and the choking feeling of knowing things are getting worse, but ultimately, there isn't much you can do.

Characters feel stuck, but their sense of community, like friendship, helps them work down a path.

Throughout the game, the threat of a force that the player can't stop is approaching. An ideology that the player encounters through the design of levels and NPCs.