

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.

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]

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”

—

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