Base level of the game:

A plastic bag solving environmental puzzles to help people in a town with their problems.

Consistent Mechanics within puzzles:

* Wind
* Verticality
* Hooking
* Swinging
* Smushing
* Rolling into a ball
* Social puzzles solved with objects similar to adventure point & clicks

How does an interaction in the game work?

* Answer with a question: How does interacting with others in real life work?
* Not always starting with a conversation or a greeting, sometimes life creates situations where people interact through action before they interact through speaking.

Can the protagonist speak?

* If not then how can the dialogue become dynamic and interesting so that the player is invested in the characters?

Dialogue

* A step by step how to of the dialogue

1. Characters are in certain areas but cannot be interacted with by simply pressing a button that confirms interaction. Instead they will have 3D modeled speech bubbles littering the environment that the player has to pick up in their plastic bag.
   1. Once this happens the player object becomes parented to the speech bubble temporarily and moves to the character who is the parent of that speech bubble.
   2. When player character model has been in collision for longer than 2 seconds with the speech bubble, the player is parented to the speech bubble object.
2. When the player-attached bubble moves to the character that is the parent of that speech bubble they will begin to speak in animated text at the top of the screen in a speech bubble.
   1. Move the speech bubble object to their parented character and then play an animation of the speech bubble dripping off a piece that becomes the dialogue of the character
3. A web of speech bubbles will appear immediately when the text has begun animating on the screen.
   1. I really like the way Paper Mario parses text and think it would be cool to do something like that. Maybe this is an extra feature we try to accomplish later
   2. <https://www.youtube.com/watch?v=q09zUBFv4UU>
   3. Once the animation of the text parser begins, the web of options expand from the original speech bubble and the player can control which limited path the bag can move down
4. The player then has to move their plastic bag between speech bubbles by moving the joystick in a direction of another. This is confirmed when the bag has been on the next speech bubble for one second (subject to change)
   1. Once the plastic bag has reached the next speech bubble for a second it activates the next dialogue from the character and the bubble moves into the middle, creating another web.

Questions that dialogue proposes/things to think about next:

* How do “questlines” work in this game?
* Does anything need to be activated through speech?\

Goals for the summer:

2 Missions

-Twitter Funnel Mission

Town

Characters