Scene Hierarchy

can only be visited once

can be visited multiple times, but after first time only for transit

can be visited twice under circumstances for extra Scene content content

Meadow Scene

Lake Scene ←→ Forest Scene

to give lake creature heart back

Swamp Scene

Bay Scene ←→ River Scene

Cave Scenes

Mountain Scene

Gate Scene

Clouds Scene

```mermaid
Meadow Scene
  → player gets some items: 3 spiders
      ⋯ 3 spiders
  → click on cat
      → cat comes alive ("animation")

give Hint about Inventory and Lovebar ⋯ (carefully approach cat, walk towards cat, wait)

cat comes alive ("animation")
  → carefully approach cat
      → dialogue: cat finds your behaviour acceptable
          ⋯ Lovebar: +5
  → walk towards cat
      → dialogue: cat gets scared and angry
          ⋯ Lovebar: -5
  → wait
      → dialogue: cat is curious

dialogue: cat is curious
  → kneel down
  → reach out
  → make "ks ks ks"
      ⋯ Lovebar: +5

kneel down / reach out / make "ks ks ks"
  → cat praises you for appropriate behaviour
      ⋯ Lovebar: +5

dialogue: cat finds your behaviour acceptable → ask cat where one is
dialogue: cat gets scared and angry → ask cat where one is
cat praises you for appropriate behaviour → ask cat where one is

ask cat where one is
  → dialogue: cat explaining what's up
      → pick next location
          → Lake ↔ Forest
          Lake → ◇
          Forest → ◇
```

Forest Scene

dialogue with cat about location

a strange and scary spider creature appears

run away

stay and fight

if lake has not already been visited

to lake

to swamp

dialogue:
the creature pretends to attack but then backs away - its actually not very violent and uses its looks to scare people away in order to not get hurt

Lovebar: -10

insult spider creature

console spider creature

5 flies

dialogue:
creature hides, cat insults player

dialogue:
creature gifts items to you for the cat: 5 flies

pick next location

if lake hasn't been visited

Lake

Swamp

```
                              ┌─────────────┐
                              │  Lake Scene │
                              └─────────────┘
  if lake has already              │
     been visited     ┌────────────┴──────────────┐
                      │                            │
        ┌─────────────────────────┐    ┌────────────────────┐
        │ dialogue:               │    │ dialogue with cat  │
        │ give creature heart back,, │ │ about location     │
        │ creature gives fish     │    └────────────────────┘
        └─────────────────────────┘              │
           ╱          │            ┌────────────────────┐
   ┌───────────┐      │            │ lake creature      │
   │  5 fish   │      │            │ appears            │
   └───────────┘      │            └────────────────────┘
               ┌─────────────┐              │
               │ pick next   │    ┌────────────────────┐
               │ location    │    │ dialogue:          │
               └─────────────┘    │ lake creature seems│
                      │           │ to not be dangerous│
               ┌─────────────┐    │ but very sad       │
               │   Swamp     │    └────────────────────┘
               └─────────────┘              │
                      │           ┌────────────────────┐
                      ◇           │ dialogue:          │   ┌──────────────┐
                                  │ Conversation about │   │ Lovebar: -5  │
                                  │ Love               │   └──────────────┘
  ┌──────────────┐                └────────────────────┘
  │ Lovebar: +5  │              ┌──────────┴──────────┐
  └──────────────┘              │                     │
              ╲      ┌────────────────┐     ┌────────────────┐
                     │ agree with cat │     │ disagree with cat │
                     └────────────────┘     └────────────────┘
                              │                     │
                              └──────────┬──────────┘
                              ┌────────────────────────┐
                              │ dialogue:              │
                              │ Find out creature is   │
                              │ missing it's heart and │
                              │ decision to find it to │
                              │ bring it back          │
                              └────────────────────────┘
                                        │
                              ┌────────────────────┐
                              │ lake creature      │
                              │ departs            │
                              └────────────────────┘
                                        │
                              ┌────────────────────┐
                              │ pick next          │
                              │ location           │
                              └────────────────────┘
                                        │
                    if forest hasn't been visited
                      ┌─────────────────┴─────────────────┐
                      │                                   │
                ┌───────────┐                       ┌───────────┐
                │  Forest   │                       │  Swamp    │
                └───────────┘                       └───────────┘
                      │                                   │
                      └─────────────────┬─────────────────┘
                                        ◇
```

Swamp Scene

if swamp has already been visited

pick next location
- Bay
- **if lake or forest have been visited yet: delete decision**
  - Forest
  - Lake
- River

(decision diamond)

dialogue with cat about location

swamp creature appears

- **help creature**
- **don't help creature** — *Lovebar: -10*

help creature →
dialogue about how to help
→ get wood out of creatures body
→ cat asks for pretty snails

- **get snails** — *Lovebar: +5*
- **don't get snails** — *Lovebar: -5*

get snails → items added: snails — *4 snails*

don't get snails → cat angry

don't help creature →
creature hides, cat angry

→ get item:fireflies as gift for help from swamp creature — *1 fireflies*

pick next location
- Bay
- **if lake or forest have been visited yet: delete decision**
  - Forest
  - Lake
- River

(decision diamond)

Bay Scene

Bay Scene → (decision: if bay has already been visited) → **Decision next Location**

Bay Scene → **dialogue about sea and a small fight between you and cat**

dialogue about sea and a small fight between you and cat → **offer solution** and **ask for more info**

offer solution → **cat angry**
- Lovebar: -5

ask for more info → **cat less angry than with other option**

cat angry → **a glowing spot appears in water**
cat less angry than with other option → **a glowing spot appears in water**

a glowing spot appears in water → **a glowing spot appears in water**

→ **cat walks up to it and gets attacked by bay creature**

→ **you and the cat realize thatt he creature has two hearts and that one is probably lake creatures heart**

→ **feed snails to creature** and **try to talk it out**

- if you feed all four of them: Lovebar: -10 (note attached to "feed snails to creature")

try to talk it out → **doesn't work** → **feed snails to creature**

feed snails to creature → (if a snail has been used) → **dialogue: creature gives heart**
- 1 heart

dialogue: creature gives heart → **help lake creature**, **don't help lake creature**, **move forward and don't give lake creature heart back**

- Lovebar: +10 (note attached to "help lake creature")
- Lovebar: -10 (note attached to "don't help lake creature")

help lake creature → **return Lake Scene**

don't help lake creature → **next Decision Location**

move forward and don't give lake creature heart back → **next Decision Location**

next Decision Location → **Cave** and **River** → ◇

return Lake Scene → ◇

Left side:

Decision diamond → (if lake creature got it's heart back and haven't talked about it with bay creature yet) → **give bay creature info about lake creature**

give bay creature info about lake creature → **creature gives coin and fish**
- 3 fish
- 1 coin

creature gives coin and fish → **Decision next Location**

creature gives coin and fish → **Cave** and **River** → ◇

River Scene

if you don't have a coin

if river has already been visited

there's a ferryman (Death) at the river, fishing

dialogue:
say Hello
ferryman offers to let you pass and bring cat and you to the foot of the mountains to make the journey easier but only for an obolus

if you have a coin

ferryman won't help you and and sends you and the cat away.

if you don't have a coin

if you have a coin

give coin

don't give coin

Lovebar: +5

return Mountains Scene

return Cave Scene

Decision next Location

Cave

Bay

```
                                          Cave Entrance Scene

         dialogue:                if no
       warning about           fireflies in                if fireflies in
         darkness               inventory                    inventory

                                                              ◇

       Decision get in Cave

                                                        Lovebar: -10

       turn around          enter cave

                                              return Cave Inside
                                                    Scene
       Decision next
         Location
                                              Cave Inside Scene

       River        Bay                              if fireflies in
                                                       inventory

                                    if no
                                 fireflies in        if no snails
                                  inventory          in inventory       strange sounds, frog
                                                                              appears
                              strange sounds, frog
                              approaches without you
                              noticing cause it's too dark                           if snails in
                                                                                      inventory
                                 frog attacks
                                                                            distract frog,
                                                                              move on
                              return Bad Ending:     frog comes
                               A hungry frog        close, attacks
                                                                          return Cave Exit
                                                                               Scene

   return Cave Exit
        Scene

      dialogue:
   Finally outside!

     return Cloud
        Scene
```

```
Mountains Scene
```

```
fun riverflow
```

```
dialogue:
say bye to death
Cat loves goats
```

Lovebar: +5

Lovebar: -5

```
allow cat to
approach goats
```

```
don't allow cat to
approach goats
```

```
cat says hello to
goats
```

```
return clouds scene
```

```
Clouds Scene
```

if you're
coming from
cave

if you're
coming from
mountain

```
dialogue:
don't get approached by skyworm
cause you don't smell like goat
```

```
dialogue:
get approached by skyworm cause
you smell like goat
```

```
skyworm asks you to tell it
where goats hide
```

Lovebar -20

Lovebar +15

```
betray
goats
```

```
don't betray
goats
```

```
return gate scene
```

```
                          ┌─────────────┐
                          │ Gate Scene  │
                          └─────────────┘
                                 │
                          ┌─────────────┐
                          │ death appears │
                          └─────────────┘
                                 │
        if betrayed                              if not betrayed
          goats                                      goats
            │                                          │
    ┌─────────────┐                          ┌─────────────┐
    │  dialogue:  │                          │  dialogue:  │
    │ get shamed  │                          │ get praised │
    └─────────────┘                          └─────────────┘
            │                                          │
                              ◇
                              │
                   ┌──────────────────┐
                   │ decide whether cat can │
                   │  follow you or not │
                   └──────────────────┘
  ┌──────────┐              │
  │ Lovebar +10 │           │
  └──────────┘    ┌──────────────┐      ┌──────────────┐
         ⋱        │  allow cat to │      │ don't allow cat │
                  │ follow through │      │   to follow   │
                  │     gate      │      │  through gate  │
                  └──────────────┘      └──────────────┘
                         │                      │
  if catScore >= 60 && <90      if catScore < 60 │
         │                                        ◇
         │                                        │
 ┌──────────────────┐        if catScore >= 90    │
 │ return NeutralEnding │                          │
 └──────────────────┘                    ┌──────────────────┐
         │          ┌──────────────────┐ │ return BadEnding Hell │
         │          │ return GoodEnding │ └──────────────────┘
         │          └──────────────────┘          │
         │                   │                     │
                             ◇
```

BadEnding Frog Scene

↓

show frog stomach

↓

print explanation for ending

↓

show caption and title

↓

◇

NeutralEnding Scene

↓

show space

↓

print explanation for ending

↓

show caption and title

↓

◇

Bad Ending Hell Scene

↓

show Hell

if you did let cat come with you → print specific explanation for ending

if you didn't let cat come with you → print specific explanation for ending

↓

show caption and title

↓

◇

BadEnding LostCat Scene

↓

dialogue: cat leaves you

↓

show forest with eyes

↓

print explanation for ending

↓

show caption and title

↓

◇

GoodEnding Scene

↓

show heaven

↓

dialogue: happy about being in heaven

↓

other cats appear

↓

print explanation for ending

↓

show caption and title

↓

◇