

A Cat in Limbo

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Github Repository: [vschwan/VisualNovelRepo \(github.com\)](https://github.com/vschwan/VisualNovelRepo)

Visual Novel: [A Cat in Limbo \(vschwan.github.io\)](https://vschwan.github.io)

Miro: https://miro.com/app/board/uXjVOZveRdg=?share_link_id=343085702219

Diagrams: [VN-DecisionTreeDiagram.drawio - draw.io \(diagrams.net\)](https://draw.io)

Nicht vergessen:

- einbauen: Katze verhält sich anders wenn man einen gewissen punktestand hat
- englisch überprüfen, generell text
- Einschübe im Konzept Text (Script) vereinheitlichen
- readme anpassen
- namensgebung von variablen überprüfen
- evtl von frog outline zu hell, wegmachen
- branching paths: Sind alle Variablen sinnvoll benannt und die Szenenhierarchie strukturiert und übersichtlich aufgebaut?
- Welche Szenen sind wie miteinander gekoppelt? → nochmal in maps festhalten
- Code ordnen, unnötiges löschen, parts besser benennen, usw
- check consistency of names of images
- in diagram Lovepoints überprüfen, ggf einfügen,
- an den richtigen Stellen überprüfen ob katze einen verlässt oder nicht
- musik leiser wenn wurm weg
- warnung am gate, dass man alles verfüttern soll
- credit transitions?
- am ende: play again
- evtl. steckbriefe ausführlicher

Criteria

Nr.	Bezeichnung	
	Titel	A Cat in Limbo
	Name	Schwan, Valentina
	Matrikelnummer	263806
1	Konzeption	Inhaltsangabe, Steckbriefe, Drehbuch, Decision-Tree-Diagrams
2	Charaktersteckbriefe	Steckbriefe, Archetypen
3	Auswahlmöglichkeiten	Die Auswahl von Dialogoptionen beeinflusst den Spielverlauf und die Punktevergabe, somit auch das Ende der Geschichte.
4	Branching Paths	verschiedene Pfade können eingeschlagen werden, die zu unterschiedlichen Story-Abläufen führen. Manche Szenen können übersprungen werden, andere muss der Spieler mitnehmen.
5	Transitions	Transitions wurden jeweils thematisch passend zu der Umwelt in den Szenen ausgewählt, z.B. Transition mit scharfen Kanten für Mountain Scene, oder Transition mit Rundungen für Szenen, in denen Gewässer vorkommen.
6	Audio	Sämtliche Sounds stammt copyrightfreien Quellen: Pixabay, Envato Elements, BigSoundBank, Free Sounds Library, Orange Free Sounds;

		<p>In jeder Szene gibt es Ambience-Sounds, die die Natur der Szene widerspiegeln.</p> <p>Auch das Erscheinen einiger Kreaturen wird durch Audio unterstützt (z.B. Blöken von Ziegen, oder Blubbern der Sumpf-Kreatur).</p> <p>Erschreckt oder freut sich die Katze sehr, ertönen entsprechende Katzen-Sounds.</p> <p>In gefährlichen oder spannenden Momenten ertönt ein Drum-Sound.</p>
7	GUI	Neben einem aufrufbaren Gamemenu, gibt es auch ein Inventar und ein Lovemeter.
8	Input-Feld	Der Spieler hat die Option, seinen Namen zu Beginn des Spiels in ein Input-Feld einzugeben, welcher dann für den Rest des Spiels genutzt wird.
9	Animation	Animationen wurden verwendet, um Charaktere erscheinen oder verschwinden zu lassen.
10	Styling	Alle HTML-Elemente wurden mit CSS gestylt und zweckmäßig benannt
11	Creative Corner	Map: Jedes Mal, wenn man von Szene zu Szene wechselt, wird eine Map angezeigt, auf welcher bisher zurückgelegte Pfade und der Pfad, welcher gerade beschriftet wird, zu sehen sind.
12	Enden	Es gibt verschiedene Enden, die durch Entscheidungen, bzw. Punktestand des Lovemeters variieren.
A	Inventory- und Item-System	<p>Es gibt Items, die insofern konsumierbar sind, dass man sie an die Katze verfüttern kann, was dem Lovemeter Punkte hinzufügt.</p> <p>Der Erhalt anderer Items spielt für den Story-Verlauf eine Rolle. Bsp.: Hat man etwa ein gewisses Item nicht, so kommt man an einer bestimmten Stelle im Spiel nicht weiter, oder bekommt keine weiteren konsumierbaren Items.</p>
B	Punkteverteilungssystem	<p>Punkte für das Lovemeter werden gesammelt, indem Entscheidungen getroffen werden, die der Katze in der Story zusagen, oder ihr Items gefüttert werden.</p> <p>Die Anzahl der Punkte beeinflussen das Verhalten der Katze und das Ende der Story.</p>
C	Novel Pages	/
D	Meter-Bar	<p>Ein Lovemeter wurde eingebaut, welches sich je nach Verhalten des Spielers gegenüber der Katze durch ein Punktesystem füllen oder leeren kann.</p> <p>Das Lovemeter zeigt die Zuneigung der Katze gegenüber des Spielers.</p> <p>Ein hoher oder niedriger Wert wirkt sich auf das Verhalten der Katze und das Ende des Spiels aus.</p>

Summary

You're dead and find yourself in Limbo. Not hell, not heaven, but a place in-between where you can easily get stuck if you don't have a companion that guides you out of there.

If that were to happen, you would be doomed to live there forever, whilst your mind would become more and more clouded.

You awake on a beautiful meadow where you curiously touch a cat-statue. Brought to life by your touch this statue turns into a suspicious and very sassy pink cat!

The cat explains what is happening to you and offers to show you the way out of Limbo as it knows the place and some creatures there.

Your new guide is short of patience, very hungry and moody, and will only continue to help you, if you know how to behave. If it leaves you, it's over.

Can you make it to the gate to afterlife?

Characters

All characters in their different versions were illustrated by Valentina Schwan.

Main Characters



Name: *Your Decision*

Age: Unknown

Traits: clueless, curious, adventurous

Archetypes: The Innocent, The Explorer

The protagonist of the story has deliberately not been given a body in order to give the player a first-person perspective and avoid the allocation of a certain look or gender. In one part of the novel (Mountains Scene: Riverflow) the protagonist is visualized as a yellow aura.



Name: Pink Cat

Age: Unknown

Traits: insolent, spoiled, bold, curious, brave, kind-hearted

Archetypes: The Jester, The Explorer, The Hero, The Rebel, the Caregiver



Name: Death

Age: Infinite

Traits: all-knowing, wise, mostly impartial, likes fishing and cats and pink

Archetypes: The Sage, The Ruler

[He appears throughout the game at the river and at the gate to afterlife]

Creatures

There are a number of inhabitants in Limbo which have gotten lost and been stuck there for a long time. They have become a dull and lesser version of themselves whilst turning into creatures reflecting their environment and what they hate or miss most. These creatures mostly stay in their places and don't accompany you on your journey as they are too sad and deprived of motivation to do anything but rust away. Some creatures got closer to the gate, some didn't. Those that didn't make it far seem more lost and unintelligent than those who got closer to the gate to afterlife.

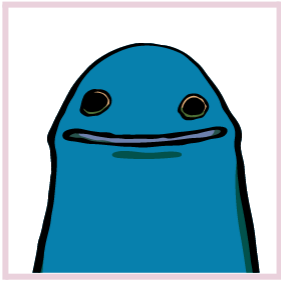
Name: Spider Creature

Home: Forest

Traits: scared of abandonment and judgment, angry, aggressive,



Name: Lake Creature



Home: Lake

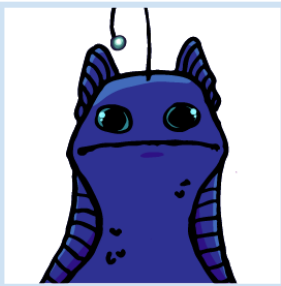
Traits: gave its heart away and can't find it anymore, heartbroken



Name: Swamp Creature

Home: Swamp

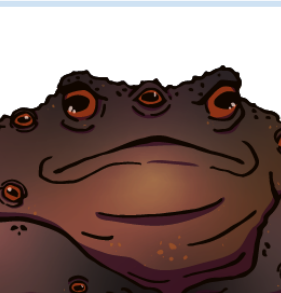
Traits: unable to move without being in constant physical pain



Name: Bay Creature

Home: Bay

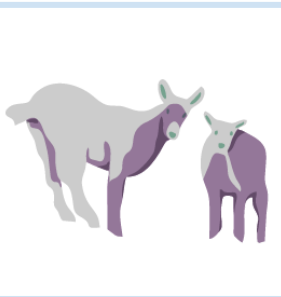
Traits: Hungry for love, Thief of hearts



Name: Cave Creature

Home: Cave

Traits: Hiding in Cave in fear of being seen



Name: Some goats

Home: Mountains

Traits: mostly unknown, harmless, know how to hide



Name: Skyworm

Home: Top of the Mountain in the sky

Traits: Endless Hunger

Backgrounds

Almost all backgrounds were AI-generated with the Generative Fill Option in Adobe Photoshop (Beta) and modified with filters of the Filter Gallery or Camera Raw Filter, also in Photoshop, or vectorized in Illustrator to achieve an artistic effect.

Exceptions:

- lake.png: Foto von Pixabay:
<https://www.pexels.com/de-de/foto/szenische-ansicht-des-sees-im-wald-247600/>
(modified with mentioned filters in Photoshop)
- meadow.png, mountainsBackground.png, clouds.png and all riverflow-pngs were drawn by Valentina Schwan.

Inventory and Items

All items were illustrated by Valentina Schwan.

There are several items in the novel you can use to feed the cat to make it like you more.



Besides that, there are also some items you will need to trade, use to get points for the Lovemeter or to continue a certain branch of the novel.



Map

Between scenes, a map shows how far you have come and where you are currently traveling:



Script for Chapters

Meadow

You:

Where am I?

WHO am I?

Ah, I remember, it's [Input Name]!

What now? What is that strange statue doing over there...?

Decision first Action:

1. Touch Stone Cat
2. First, Take a Look around

Option: First, Take a Look around

You:

Well, this seems like a lovely meadow, but what the fuck am I doing here? I feel kind of...ghosty. Like I don't have a lot of substance.

And a cat, really?

Why does it look so real? Like it's not supposed to be of stone. Maybe if I touch i...

[no break in switch case, so code jumps to next case?]

[add option to collect items (spiders, flies)]

Option: Touch Stone Cat

[cat comes alive]

You:

Wtf, it's alive!

What now?

[cat jumps from pedestal and stretches]

Decision approach cat:

1. Carefully approach cat
2. Walk towards cat
3. wait

[show lovemeter]

Option: Carefully approach cat

[Lovemeter: get += 5]

pink Cat:

Not too fast, that's right. You seem to know your stuff I guess.

Option: Walk towards cat

[Lovemeter: get -= 5]

pink Cat:

Back off! I'm warning you. My claws are sharp as ever.

You:

Ouuuh, I'm sorry, I'm sorry, calm down!

pink Cat:

You act like someone who has never ever even met a cat!

You:

Well, you're certainly not a normal cat.

pink Cat:

Ugh, shut up. Do I have to expect you to behave like this all the time? Cause if that's the case I think I'm just gonna scooch right back on my stone over there.

You:

Alright, I'm gonna behave from now on!

pink Cat:

...I hope so.

Option: Wait

Decision attract cat:

1. Kneel Down
2. Reach Out
3. Make ksksk

[for each: Lovemeter += 5]

[after you're through all three options: Lovemeter +=5]

pink Cat:

Ouuuh, you seem nice!

You:

Okay, so what is this and where am I? Do you know about this place?

pink Cat:

A warm Hello to you too, good sir. You're dead!

You:

What?!

pink Cat:

No need to panic. You're in Limbo.

You:

Limbo? Like the Limbo in Christianity?

pink Cat:

Uuuuuh, I don't know anything about Christianity stuff. Though this is neither a good nor a bad place. It's an in-between.

You:

...?

pink Cat:

Well, you're dead, but your soul didn't get to afterlife.

You:

So... there is a way out? Can I be with my family if I get out?

pink Cat:

Why do you care? You can't remember them. No, honestly I don't have a clue about what happens if you get through, but good thing is, you don't have to suffer for eternity.

You:

You're right, I can't remember anything. But this doesn't really sound like a place that's not bad.

pink Cat:

Okay, you're right, I forgot, it's only a neutral place for me personally.

You:

Why is that?

pink Cat:

That's cause I'm a guide. I can give you a tour if you want?

You:

A tour to...where exactly?

pink Cat:

To the gate to afterlife you dummy! Want to get out of here and avoid eternal suffering or do you want to stay?

You:

Oh, good God, yeah, let's go!

Decision next Location:

1. Forest
2. Lake

Forest

You:

It's kinda eery here. Do we HAVE to be here?

pink Cat:

We don't HAVE to, but I want to visit an old friend. I want to see what he's been up to you know?

You:

...I don't like this place.

pink Cat:

That's cause you're a baby.

[spider creature shows but hides quickly]

pink Cat:

Oh, look! I think I just saw him!

Come out you chicken shit!

[spider appears]

[spider attacks and cat flees]

You:

Uaaaah, fuck fuck fuck fuck, LET'S RUN!!!!

Decision Fight or Flight:

1. Fight
2. Flight

Option: Flight:

Decision nextLocation:

1. Swamp
2. Lake

[if lake has already been visited there's only option Swamp]

Option: Fight:

[spider creature backs off but still looks angry. Cat comes back]

pink Cat:

Wait...you're not going to attack, are you?

[spider creature looks normal now]

I knew it! You're my old chicken shit friend!

[to you] He doesn't do anything, he's just trying to be scary.

You:

Well, it's working?!

pink Cat:

You should get along well actually, you both seem to stem from the chicken family.

You:

...

pink Cat:

Ugh, okay. Listen, it's just a poor soul like you, that got stuck here.

Decision How to treat spider creature:

1. Berate spider creature
2. Console spider creature

Option: Berate Spider creature:

You:

Ew, I'm nothing like that thing, it's fucking disgusting.

[spider creature looks sad]

pink Cat:

What in Death's name is wrong with you?

[spider creature disappears]

Wow, great, now it's gone. It heard you!

You're kind of an idiot, you know? I'm gonna tell you right now, if you piss me off too much, I'm just leaving you here.

[maybe insert warning here to explain lovemeter]

Option: Console Spider Creature

You:

Really? That poor thing!

pink Cat:

See, we're nice! Do you remember me?

Spider Creature:

[spider creature smiles]

makes strange sounds

pink Cat:

Ui, that's gonna be difficult.

You:

What's wrong with it?

[spider creature looks sad]

pink Cat:

It got lost here. Like you, if we don't stay on our path.

You:

Wait, so if I'm staying I'm gonna turn into this thing?

pink Cat:

Not exactly, but yeah. You're probably not gonna turn into a spider I think. Everyone's different.

You:

...Great.

pink Cat:

Yeah. So, buddy have you got any treats for me maybe?

Spider Creature:

[spider creature smiles]

makes strange sounds

[add items to inventory (flies)]

pink Cat:

OMD, that was almost a word!

Thank you my friend. Take it easy okay?

Spider Creature:

makes strange sounds

Decision nextLocation:

3. Swamp

4. Lake

[if lake has already been visited there's only option Swamp]

Lake

You: Uh, what a beautiful lake!

pinkCat: You never know...

You: Oh, come on...

[animation: Lake creature appears]

[pinkCat is oblivious]

You: Ehm...okay, you were right.

pink Cat: What?

[lake Creature baits]

You: We're not alone.

[pink Cat turns around]

pink Cat: Ah. Hi!

Buddy, that's the worst bait I've ever seen. Maybe you should just, you know, first, show the fish, and then, if somebody is trying to get it, you could show yourself?

[lake Creature attack]

pink Cat: Yeah, like that!

[lake Creature sideEye, normal]

You: (whispering)He seems a bit simple..

pink Cat: Down here, all creatures are a bit dumb.

You: Down here?

pink Cat: Those that don't make it far into the mountains turn into idiots.

You: Oh.

(whispering) What's that hole in his body?

pink Cat: Good Question. Yo, what's that hole in your body?

[lake Creature sideEye, cry]

pink Cat: Good Death.

You: You mean "Good God".

pink Cat: No. We're in Limbo. God has no place here. I don't even know him.

[lake Creature has hearts in his eyes that get broken]

You: Is it Lost Love maybe?

pink Cat: Oh, now I get it, he gave his heart to someone!

[creature cries hard]

You: Omg, that's kind of sweet!

pink Cat: Sweet? You're delusional. You should never give your heart away. It belongs to you and you only. First person you should love is yourself.

Decision: judge statement

1. agree with statement
2. disagree with statement

Option: Agree with statement

[Lovemeter + 2]

You: Wow, very wise.

pink Cat: Call me Sokracat.

Option: Disagree with statement

[Lovemeter -=2]

You: Nah, I think it's the ultimate goal to be able to fall in love and give your all to someone.

pink Cat: How unprogressive and disappointing....

You: Hey, maybe we can get its heart back!

pink Cat: Maybe...if we can find it on our way...But then we have to go back again...

You: It should be worth it, right!

pink Cat: ...Ok. If we can reduce some of this creatures suffering I guess it's worth it.

You: Then let's not waste time and move on!

pink Cat: Jeez, alright goody-goody.

[creature submerges]

Decision nextLocation:

5. Swamp
6. Forest

[if forest has already been visited there's only option Swamp]

If lake has already been visited

[lake creature hiding but appearing when pink cat and you arrive]

You: Buddy, we got your heart!

[subtract heart from inventory]

[lake Creature happy]

[lake creature got its heart back in his body + happy]

[add fishes to inventory]

pink Cat: That's really sweet! I love fishies! Yum.

You: Alright! Bye, Laky!

Decision nextLocation:

7. Swamp
8. Forest

[if forest has already been visited there's only option Swamp]

Swamp

[if swamp has already been visited give Decision Next Location Options → River, Bay]

You: Bah, it really doesn't smell good here!

pink Cat: Uh, you're right, let's move on ASAP.

[something moves]

[one can hear bubbling-sounds]

You: What was that?

pink Cat: Nothing good I fear.

[animation: swamp creature appears, pose: asleep]

[swamp creature bubbles]

Good Death, what is up with you?

Decision help SwampCreature:

1. don't help
2. help

Option: don't help

[Lovemeter -= 5]

[pink Cat looks angry]

pink Cat: What?! How can you be so heartless?

You: Sorry, I just think it looks a bit nasty.

pink Cat: Then let's go, I guess. I would drown if I tried to help him.

Option: help

You: He looks really sad. Maybe we can help him somehow?

pink Cat: Are you hurt, maybe?

[swamp creature, pose: eyes open(normal)]

Swamp Creature: lbublbblblb!

You: Is it the wood that sticks inside your body?

Swamp Creature: bublbblblb!!!!

pink Cat: Sounds about right. Okay let's get that stuff out of you. It would hurt me too to be honest.

You: alright, I'm gonna do it!

[swamp creature loses some sticks and tree stumps]

pink Cat: Hey, can I get those snails maybe?

You: ehm...alright? If it doesn't mind...

[swamp creature loses rest of sticks and tree stumps and snails]

[add 3 snails to inventory]

You: Better?

[swamp creature smiles? and disappears]

[add fireflies to inventory]

You: Well he was talkative. But hey I think we got something from him!

[add fireflies to inventory]

Some fireflies!

pink Cat: Noice. But please let's move forward now, this place stinks like hell!

Decision nextLocation:

9. River
10. Bay
11. Forest (if not visited yet)
12. Lake (if not visited yet)

Bay

You: Aaah, the sea. Salt air. Cool Breeze. Adventure in my soul.

pink Cat: You should make a wall decal.

You: You're a grumpy, mean little cat.

pink Cat: How dare you?!

You: Excuse me?

pink Cat: I've lived here far too long, only to get a sense of existence once every few decades, and then spend all my time guiding some lost souls with no sense of direction through the countryside.

Most of the time they fail, but that's not my fault! I'm just being treated very poorly here.

I get no tips, no holidays, only working hours and then eternal sleep without relaxation. I want to retire, I'm exhausted! And now I have to put up with your insolence!

[a small, glowing spot appears in water]

You: Jesus, you're mad, huh?

pink Cat: Hmpf.

HowToTreatGrumpyCats:

1. offer solution
2. ask for more information about job

Option: Offer solution

You: Maybe you should speak with HR, or something, I don't know how it works, but...

[Lovemeter -= 5]

pink Cat: Forget it

Option: ask for more info about job

You: Well, who's your boss?

pink Cat: Oh, you're gonna meet him, probably.

You: Why do you not quit?

pink Cat: Good idea! Thanks for reminding me of the option!

It's complicated, okay?

You: Oh, what's that?

[pink Cat maybe goes over to the spot and tries to touch it]

[sea creature attacks]

[cat backs off and hisses]

You: It almost got you!

pink Cat: Almost. But I think it can't get out of the water, so...

You: Does it have two hearts?

pink Cat: Wait, you think this is the lake Creatures heart maybe?

You: It's possible!

pink Cat: This creature seems less ready to compromise though.

FeedBayCreature:

1. Feed snails
2. Try to talk it out

Option: try to talk it out

You: Listen, we've met a friend from a lake who is really really sad. It lost its heart. We thought you could have it, as you have two hearts!

[bay creature looks angry]

bay creature: blblbbl get blblb lost!

[show other option again]

Option: Feed snails

You: let's give it some snails or something...

pink Cat: They're MY snails!

...Maybe don't use all of them up, okay?

[toggle usability of snail item and only proceed if a snail was fed]

[printText: use your Inventory to feed the creature]

[bay creature happy]

[toggle usability of snail item]

You: okay, now it looks definitely happier. So, do you maybe know anything about a friend we met in a lake? He is looking for his heart.

bay creature: blblblbl Lake?

pink Cat: Yes, Lake! Big, a bit slimy and very dramatic character!

bay creature: ...blblblb...

[baay creature looks at its heart]

bay creature: blblLake, saaad.

[bay creature looks sad]

You: What is it doing?

pink Cat: I think...

[bay creature gives heart]

[add item: heart to inventory]

You: Wow, we really got it! Thanks!

pink Cat: Great. We don't have any time to lose. Do you still want to help the Lake Creature?

Decision helpLakeCreature:

1. go back to help
2. move forward and don't help

Option: go back to help

return Lake Scene

Option: move forward and don't help

You: You're right, I kind of want to get out of here. Let's move on.

Decision nextLocation:

1. Cave
3. River

if bay has already been visited

If lake creatures heart got brought back to it:

[bay creature appearing]

pink Cat: Hey, what's up!

You: Lake creature was really happy when it got its heart back!

[bay creature happy]

bay creature: Blblbl blhlappy!

[bay creature thinking]

[bay creature gives coin]

You: Is that for us? Thank you, that's very nice!

[item: coin added to inventory]

Bay Creature: blblb

[bay creature disappears]

pink Cat: A Coin? Oh, that could be helpful. Let's move on.

Decision nextLocation:

2. Cave
4. River

If lake creatures heart got not brought back to it:

Decision nextLocation:

3. Cave
5. River

River

You: There is someone! Who's that?

pink Cat: oh. [miaut]

You: Doesn't look like the rest of the creatures we met.

pink Cat: That's right.

You: Hey, excuse me!

[ferryman looks up]

You: Good Day Sir! How are you?

[ferryman stands up]

You: Why is he not answering?

pink Cat: Cause he's a mysterious weirdo.

You: You know him?

[death comes close]

pink Cat: Hi. What's up. We're doing fine. You don't have to check on me.

You: Check on you?

Death: Mhm. Sure thing. Want a ride to the mountains?

pink Cat: Since when are you helping?

Death: I'm bored. But I'll tell you what I am not: A cheap bitch! I will help you for an obolus.

pink Cat: Well, might as well accept the offer, right? Also, I seriously need a break from these scandalous travel conditions.

if you have coin in inventory:

You: We do have a coin!

Death: Then I can be your ferryman. Do you accept my offer?

pink Cat: If we're up there, we won't come back down, you know.
We could also try to move through the cave.

payDeath Decision:

1. accept the offer
2. refuse offer

Option: accept the offer

You: Let's go!

[subtract coin from inventory]

[return Mountain Scene]

Option: refuse offer

You: Nah, I don't feel like it. Let's go the other way around through the cave.

Death: Pah! Good luck.

pink Cat: Let's move through the cave then.

[return cave scene]

if you don't have coin in inventory:

You: We could, the only problem is, I don't have money.

Death: A Coin would be enough.

But if you don't have anything, go back where you came from! I'm disappointed.

You: What?

pink Cat: Ooooh, he's so dramatic. Let's go, maybe we can still find a coin or just move through the cave up the mountain.

Decision nextLocation:

1. Cave
2. Bay

if cave has already been visited

if you have coin in inventory:

pay Death Decision:

1. accept the offer
2. refuse offer

if you don't have coin in inventory:

Decision nextLocation:

1. Cave
2. Bay

Cave

Cave Entrance

pink Cat: It's gonna be dark in there. Do we have anything that can provide some light?

if fireflies in inventory:

You: Yes! We could use those fireflies the swamp creature gave us!

pink Cat: Noice! Let's get going!

if no fireflies in inventory:

You: Unfortunately we don't...What should we do?

pink Cat: It's your decision, but obviously we won't see much. It could get dangerous.

Decision getInCave

1. Turn around
2. Enter the cave

Option 1: Turn around

Decision nextLocation:

1. River
2. Bay

Option 2: Enter the Cave

return Cave Inside Scene

Cave Inside

[atmospheric, spooky music]

if you have fireflies:

[show light version of inside cave]

pink Cat: So, as it turned out, helping others pays off sometimes.

You: Totally!

[strange sounds, frog sounds]

You: Eh, what's that? That sounds like we're not alone in here.

pink Cat: Chill, it's just some frogs probably.

[frog appears in some distance]

pink Cat: ...Welp..Nevermind. It wasn't here last time I visited this cave. But it looks quite old.

You: I guess? How can you tell?

pink Cat: Experience.

Let's give it the rest of our snails to distract it.

You: What? I thought you wanted them so badly.

pink Cat: I'm your guide for a reason. This creature comes from a very dark place. Let's not take any chances.

You: Alright, alright.

if you have snails in inventory:

You: Luckily, I have a bit of snail left.

pink Cat: Throw it to the left!

[snails to the left (animation?), frog disappears, eating sounds]

pink Cat: Let's move on quickly now!

[let time pass, idk]

if you don't have snails in inventory:

You: I just...Apparently, I don't have any snails left.

Pink Cat: Ah, yey, of course, you gave all of them to the bay creature.

You: What can I say, I didn't know we would still need them?!

Pink Cat: Damnit.

[frog comes closer]

You: Oh fuck.

[frog comes closer and attacks]

return Bad Ending: A hungry Frog

if you don't have fireflies:

[show dark version of inside cave]

[let time pass]

You: This does not feel good.

pink Cat: I told you so.

[strange sounds, frog sounds]

You: What is that?

[a frog appears and attacks]

~~pink Cat: No! Fuck! Why did you have to do this?! So fucking mean, Jesus.~~

return Bad Ending: A hungry Frog

Cave Exit

You: omg, that was close!

Pink Cat: Yeah, we're lucky we brought those snails with us!

You: True.

Pink Cat: Now, it's not much further.

return Cloud Scene

Mountains

Riverflow

[Fun illustration of death, pinkCat and you on your way over the water]

[jazz music]

Mountains

Death: Now, this is where we part ways.

You: Oh, alright. Let me ask: Who are you, anyway?

Death: ...

pink Cat: We shall meet again.

You: Great, thanks for ignoring me.

Death: Bye!

You: Ok, whatever, let's move on.

[goats appear]

pink Cat: Look, goats! Oh, I LOVE goats!

You: Really?

pink Cat: They can jump very high, climb absolutely everywhere and they sound cute.

You: Makes sense.

You think they're hiding in these caves from the sun?

pink Cat: Probably? I'm not a goat expert.

You: Come, let's leave.

pink Cat: Waiiiit, I want to say a quick hello at least!

You: ...Knock yourself out.

[cat gets up to goats and chills with them for a bit]

You: Can we move on now?

pink Cat: You're a real party pooper. Let's go.

Clouds

if you're coming from cave:

You: Wow!

pink Cat: Pretty great, huh?

You: It's amazing!

What are these things in the sky?

pink Cat: Skyworms I think.

You: They're pretty!

pink Cat: From far away maybe.. Once, I saw one up close. It was terrifying.

You: Mhm.

pink Cat: We should get going, before one notices us.

if you're coming from Mountain:

You: Wow!

pink Cat: Pretty great, huh?

You: It's amazing!

What are these things in the sky?

pink Cat: Skyworms I think.

[Skyworm appears]

You: Woah!

[cat hisses]

pink Cat: For fuck's sake.

Skyworm: I'm smelling something!

I'm smelling...my favourite THING!

You: Please don't eat us!

pink Cat: Cats, pink cats especially, taste like rotten mice, I swear!

Skyworm: Cats? No shit! Blargh! I haven't tried a pink one, but you guys taste like litter box leftovers!

pink Cat: Ouch?

You: Lol, why do you feel offended?

Skyworm: No, what I'm smelling...is....goats!

You smell like goats!

pink Cat: Oh no.

You: Just because you couldn't leave them alone.

pink Cat: Sorry, I love goats.

Skyworm: WHAT ARE YOU WHISPERING ABOUT?!

I'm hearing goat-talk. You probably know where they are, right? RIGHT?

I'm always smelling them, but they are sneaky. Somehow they always get away from me.

pink Cat: Poor guy.

Skyworm: Except this one time. It was DELICIOUS! DELICIOUS!!!

Tell me, where are they?

You: Why would we do that? You're gonna eat them!

Skyworm: Well, you know, I am good friends with a certain...ruler.

I could whisper in his ear about how you've helped out!

Also, ha, it's just some goats! Kill one animal for the possibility of a happy afterlife? What do you say?

Suddenly, a goat's life gets precious? I don't think so.

You: Mhm...

Decision betrayGoats

1. betray goats
2. don't betray goats

Option 1: Betray Goats

You: They live in small caves further down the mountain.

Skyworm: Caaaaves?

You: Small holes in the big stone we stand on.

pink Cat: You're a bitch.

[Lovemeter: -20]

You: Huh? Me?

Dude, I just want to live a peaceful afterlife!

pink Cat: You think they're gonna eat just one goat?

It's gonna be a fucking massacre!

You: But they're all already dead! We're in Limbo, are we not?

[Skyworm disappears]

pink Cat: Of course we are, but just because someone is already suffering does not excuse being an asshole to them or torturing and killing them fucking AGAIN!

Fuck this.

Option2: Don't betray goats

[Lovemeter +15]

You: Nah, sorry, we don't really know where they are, right?

pink Cat: Nooo, sorry! We met them but they were so damn fast!

Skyworm: What?? You're lying!

You: Nooo, we wouldn't! We like to eat goats, same as you! If you see them, could you do us a favor and tell *us* where they're hiding?

Skyworm: Hmpf...Alright. Maybe I'm gonna tell you...damn little hiding artists...

[Skyworm disappears]

pink Cat: Damn, for a moment I thought you would betray those cute little goats.

You: Well, I thought about it, but it didn't seem right.

pink Cat: No, It wouldn't have been right.

pink Cat: Let's get you to that damn gate.

Gate

[death appears]

Death: Well, hello my little friends! How have you been?

if betrayed goats:

pink Cat: My buddy here has just made sure that quite a few goats are going to die.

Death: Noooooo. I love those goats!

Why would you do that?

You: For real? What is it about these goats?

Death: What's done is done.

if not betrayed goats:

pink Cat: Yeah, I mean, my buddy here just saved quite a few goats from a skyworm, so I am pleased.

Death: Woohoo! I love those goats!

pink cat: I know.

You: I'm glad I did the right thing.

Death: Now that you made it up here you need to leave this place and take one last step through this gate.

You: What happens when I step through the gate?

pink Cat: Either something very good or very bad.

You: So heaven or hell?

Death: Yes. There's also the possibility of sweet nothingness. There will be no pain or sorrow. You will find peace in an endless sleep.

You: How is it decided what's gonna happen?

Death: It depends on your past actions of course. How you've treated my little kitty here!

You: Oh. Wait. What?

pink Cat: Yep.

Death: This cat was not only your guide, but a means to test your character.

Surprised? Well, that was expected. Humans are not the brightest.

Now walk through the gate!

You: Okay okay...It's... goodbye I guess.

pink Cat: Goodbye.
[gate comes closer]

pink Cat: Wait!

Death: What is it?

pink Cat: Death, may I come along?

Death: What?! No!

You know very well that you are not allowed to do so!

pink Cat: But I want to die already! This place is so boring and guiding souls fucking sucks!

Death: Mhm. I gotta admit, you've been here for quite some time.

You've been complaining a lot though. That got on my nerves a little bit...

pink Cat: I'm soooooorry, I was just not made for this!

Death: Actually, you were solely made to be a guide in limbo.

pink Cat: Oh no.

Death: Ah, what the hell. I'm feeling generous today!

But I won't let you go so easily cause you're causing me more work! I will have to craft a new guide if I lose you. If [nameProtagonist] takes you with them, both your fates are linked to those of your companion!

[nameProtagonist], you choose first whether to allow Kitty to accompany you at all.

Choose wisely.

allowCat:

1. to follow
2. not to follow

Option: to follow

if lovemeter >= 60

Death: It is decided.

Now, my little soul and you, pink cat...step through the gate. Your destiny awaits on the other side.

pink Cat: Thank you!

Quick, let's go! Before he changes his mind.

[if lovemeter >90 return Good Ending]

[if lovemeter > 60 && <90 return Neutral Ending]

if lovemeter < 60

pink Cat: Mhm, I don't know. I think I'll stay here.

You: For real?

pink Cat: I won't take any chances. You haven't been very pleasant.

Death: It is decided.

Now, my little soul...step through the gate. Your destiny awaits on the other side.

[return Bad Ending]

Option: not to follow

if lovemeter < 60

pink Cat: Lol. Since my fate would be linked to yours, believe me, I wanted to stay anyway.

if lovmeter > 60

pink Cat: Wow, I really underestimated the shittiness of your character.

You: Sorry, but I haven't had the best time with you, you know. You're a mean brat.

pink Cat: Goodbye forever.

You: Goodbye.

Death: It is decided. Step through the gate. Your destiny awaits on the other side.

[return Bad Ending]

Endings

Bad Ending: Not A Cat-Person

Due to making the cat mad, it leaves you and you have to stay in Limbo.
Maybe just stick to dogs and leave the cats alone.

Bad Ending: A Hungry Frog

Your soul got devoured by a huge frog and now you're not only dead and in Limbo, but also trapped in a frog's body. Congratulations. Maybe don't go into caves without a light.

Neutral Ending: Sweet Nothingness

Score > 60

Death has decided that the cat can go with you, but because he has linked your destinies, the cat must experience the same end as you do.

Let's face it, there is probably neither heaven nor hell.

Now you are properly dead, just like the cat.

Maybe you'll be reincarnated, maybe this is the end.

Who knows what's to come?

Good Ending: Cat heaven

score > 90

Death has decided that the cat can go with you. Because you treated the cat very well and your destinies are linked, you both end up in cat heaven. Obviously by entering this realm you got turned into a cat as well, otherwise, what would be the point of you being in cat heaven, lol.

Enjoy endless streams of milk and tuna as far as the eye can see.

Bad Ending: Hell

If decided to leave cat behind:

Death has his twisted ways to test the kindness of souls trapped in limbo.

What were you thinking, leaving the cat behind? I mean, this whole story was a test, were you not

aware?

Of course, death has kept his little cat in limbo. Though it now has to stay in limbo and pursue it's boring job as a guide (thanks to you) it at least doesn't have to endure endless torture in hell.

Have fun there.

score < 50

You haven't been very nice to the cat and other creatures in limbo.

I mean, this whole story was a test, were you not aware?

Of course the cat didn't want to go with you.

Though it now has to stay in limbo and pursue it's boring job as a guide (thanks to you) it at least doesn't have to endure endless torture in hell.

Have fun there.

Distribution of points and items per scene

Scene	event	items	+	-
Meadow	take a look around	3x spider	+6	
	carefully approach cat		+5	
	wait		+20	
	walk towards cat			-10
Forest	fight → insult spider			-10
	fight → console spider	5x fly	+10	
Swamp	help → get snails	4x snail (not consumable)	+5 for getting snails for cat	
	help → don't get snails			-5
	help	1x fireflies (not consumable)		
	don't help			-10
Lake	agree with statement		+5	
	don't agree with statement			-5
	help lake creature get its heart back (second time coming around)	5x fish	+10	
Bay	help lake creature		+10	
	don't help lake creature			-10
	offer solution to grumpy cat			-5
	give bay creature all snails			-10
	feed bay creature	1x heart		
	if you helped lake creature (second time coming around)	1x coin 3x fish	+6	
River	pay death with coin and let him help you		+5	

	→ easy ride up the mountain			
Cave	go into cave (cat doesn't like caves)			-10
Mountains	allow cat to approach goats		+5	
	don't allow cat to approach goats			-5
Clouds	tell skyworms where goats are			-20
	refuse to tell skyworms where goats are		+15	
Gate-Total	you decide cat can come with you		+10	
	you decide cat can't come with you			immediate BadEnding: Hell
			possible total count: 101	total possible subtraction: -100

→ am Ende sollte es eine Möglichkeit geben, wie man die volle Punktzahl bekommt!

- + Belohnung dafür: Bestes Ende oder so
- + falls man besonders niedrige Punktzahl hat: kein gutes Ende

Credits anzeigen lassen: [WPM_Visual_Novel/BehindTheScenes/Source/menu.ts at main · manzijas/WPM_Visual_Novel · GitHub](https://www.wpm-visual-novel.com/BehindTheScenes/Source/menu.ts)

Audio Sources

Ambience

Free Sounds Library: <http://www.freesoundlibrary.com>

— ~~spring-forest-birds-sounds~~

Pixabay:

— ~~Dripping Water in Cave~~

— Sound Effect by [solarmusic](#) from [Pixabay](#)

— ~~forest-swamp-6751~~

— Sound Effect from [Pixabay](#)

— ~~forest-wind-and-birds-6881~~

— Sound Effect from [Pixabay](#)

— ~~frogs-48410~~

— Sound Effect from [Pixabay](#)

— ~~jazz-happy-110855~~

— Music by [Oleg Kirilkev](#) from [Pixabay](#)

— ~~river-in-the-forest-17271~~

— Sound Effect from [Pixabay](#)

— ~~small-waves-onto-the-sand-143040~~

— Sound Effect by [Dennis](#) from [Pixabay](#)

— ~~waves-on-the-lake-in-summer-time-in-wav-64379~~

— Sound Effect from [Pixabay](#)

— [Little meow of a cat 1 \(Free Sound Effect\) - BigSoundBank](#)

—Musik von John Kensy Music auf Pixabay

Envato Elements

- mixkit-scary-forest-at-night-2486
 - [Download Free Scary Woods Sound Effects | Mixkit](#)
- anxious-march-full-15523: Music by LiteSaturation from Pixabay

FX

hoerspielbox.de

- BlubbernInDerTiefe
 - Originaltitel: In der Tiefe und nah blubberndes Wasser
 - [MP3 Sounds kostenlos » hoerspielbox.de » Download Sound](#)
- BlubbernLeisesPlanschen
 - Originaltitel: Blubbern und leises Planschen
 - [MP3 Sounds kostenlos » hoerspielbox.de » Download Sound](#)
- taiko-drumloop-001-120-97780
 - Pixabay

Pixapay

- 5-meters-dive-6070
 - Sound Effect from Pixabay
- cat-eating-dry-food-133130
 - Sound Effect by Micheal from Pixabay
- eating-sound-effect-36186
 - Sound Effect from Pixabay
- finger-cracking-40991
 - Sound Effect from Pixabay
- frog_quak-81741
 - Sound Effect from Pixabay
- frog-qua-cry-36013
 - Sound Effect from Pixabay
- monster-rumble-99026
 - Sound Effect from Pixabay
- sheep-bleating-31117
 - Sound Effect from Pixabay
- slimey-97605
 - Sound Effect from Pixabay

Envato Elements

- mixkit-hard-horror-hit-drum-565
- mixkit-horror-deep-drum-heartbeat-559
 - [Download Free Horror Sound Effects | Mixkit](#)

- ~~mixkit-walking-on-grass-1924~~
 - ~~[Download Free Footsteps Sound Effects | Mixkit](#)~~
- ~~[Download Free Monster Sound Effects | Mixkit](#)~~ — ~~Big wild cat slow moan~~ —

-
-
- ~~Fish Eat (Nr. 2 Fortnite Sound) - Sound Effect for editing~~
 - ~~[File Upload.net - FishEatNr.2FortniteSound - SoundEffectforediting.mp3](#)~~

FX Cat-Sounds

- ~~ANMLCat_Growling cat 3 (ID 1887)_BSB~~
 - ~~Joseph SARDIN~~ — ~~[BigSoundBank.com](#)~~
- ~~ANMLCat_Meow cat 7 (ID 1895)_BSB~~
 - ~~Joseph SARDIN~~ — ~~[BigSoundBank.com](#)~~
 - ~~[Meow cat 7 \(Free Sound Effect\)](#)~~ — ~~[BigSoundBank](#)~~
- ~~a-yawn-7011~~
 - ~~Sound Effect from [Pixabay](#)~~
- ~~Cat hissing sound~~
 - ~~<http://www.orange-freesounds.com/>~~
 - ~~[Cat Hissing | Sound Clips from Orange Free Sounds](#)~~
- ~~catmeow1-89814~~
 - ~~Sound Effect from [Pixabay](#)~~
- ~~cat-purr-meow-8327~~
 - ~~Sound Effect by [EdR](#) from [Pixabay](#)~~
- ~~shari_meow-47485~~
 - ~~Sound Effect from [Pixabay](#)~~
- ~~purring cat-77928~~
 - ~~Sound Effect from [Pixabay](#)~~
-

more possible sounds:

celestial-melody-18337

Sound Effect from Pixabay

fear-breathing-14825: Sound Effect from Pixabay