PASSWORD

”A furry visual novel with dark elements.”

# Premise

Password is a narrative experience that touches on a few key themes that set it apart from other games in the same category by deliberately delving into themes and topics that are inherently darker, and more gore-y than a typical slice of life romance novel.

# Overview

The game follows the trends of other game in its genre by providing branching storylines based on player input. As a project, the idea of having less in the way of complex mechanics enables the focus to shift more towards the story and lessen overall costs and delays in programming complex systems. As far as the branches themselves go, they follow the way of games like Zero Escape, Until Dawn, or even the original Goosebumps books.

Some choices put a twist on the current narrative, while others throw the path of the plot far off into its own timeline or ending otherwise.

# Inspirations

### Zero Escape (Virtue’s Last Reward)

(Visual Novel, Darker Themes, Interactive Narrative, Multiple Endings)

Probably the biggest inspiration both in structure and narrative premise. As far as the name of the game goes, this is heavily inspired by a key concept about taking memories from alternate timelines and acting upon them. As far as where Password differs, there’s an explicit requirement to put in a code that prompts the “memory” as opposed to it being ingrained into the main character’s skillset of being able to have flashes from other lives lived.

### Zero Escape: 999

(Visual Novel, Darker Themes, Survival, Interactive Narrative, Multiple Endings)

Narrative branching is taken from this, in that player choice very much determines the bigger events to take place versus the smaller ones in conversation that effects how some scenes play out. Granted, talking about Sheldrake’s Morphogenetic Field Theory and Morphic Resonance occur if only to explain the phenomenon of the passwords in-universe but it’s not explicitly stated as the exact cause.

### Danganronpa

(Visual Novel, Light-hearted Presentation, Puzzle, Single Ending)

Narrative theme; despair, an amalgam of happy, more lighter moments dispersed through heavy despair. Sub-theme of “Whodunnit” as far as the murder victims and the murderer themselves are taken but the player, as opposed to anyone in-universe or in-game are the ones to take on that role to inform choices within the narrative.

### Morenatsu

(Visual Novel, Light-hearted, Multiple Endings, Multiple Character Routes)

Character variety and narrative pacing. Typically favouring the light-hearted segments when the routes intersect, and more character specialty tailored route options based on player decision. Also, direct facing of character sprites towards the player in theory increases the player immersion by a few points through pseudo eye contact as opposed to the typical ¾ view seen in other visual novels.

### Lagoon Lounge

(Visual Novel, Light-hearted, Multiple Endings, Multiple Character Routes)

The takeaway from here is how options appear based on group character interaction. Not entirely from a sexual content perspective as that remains locked to the character chosen as the partner, but supplementary events can be influenced. Such as promising to meet up for a round of multiplayer gaming and who turns up based on who had been spoken to before.

### Blackgate/Echo

(Visual Novel, Darker Themes, Multiple Endings, Multiple Character Routes)

Aesthetic choices. Having the characters crisp against a low saturation and blurred background brings the focus onto the character speaking.

# Mechanics

As a visual novel, there are few direct mechanics that the player needs to take part in. Typically, it’s just simple menus and single button clicks.

Additional mechanics may be later implemented for mini-games as the need, funding and capacity arises.

## Affection Values

Each character has an associated variable that tracks their attitude towards the player. This ranges from 0 upwards and typically only goes up. Actions chosen by the player have the ability to raise this value, along with the values of other characters at the same time, but never decrease them.

**Dev. Note: Do they need to be available to the player to see? Does the player benefit from a notification when this value changes?**

# Main Character Profiles

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| Main Character (Default Name: Dave) |
| Character OverviewA blank slate and undeclared major in school. By default, race and other details are left vague and uncertain for maximum self-insertion from the player, but typically is assumed to be bipedal with other human-like traits as far as having hair, and hands.As far as problems with this goes, explicit depictions of them will be forced to be minimal, which makes explicit sex scenes harder to incorporate. As far as solutions, there’s two:- Make the Main Character generic human like other VNs- Ghost Body | Special Plot Details* **Only got to invite Tyson**

Everyone else invited was through Roswell, each being chosen to fulfil some sort of role for his experiment. Tyson’s inclusion created some initial issues, but overall Roswell’s capacity to play off his personality made it a non-issue.* **Has no romantic feelings**

None of those present the Main Character has any romantic attachment to. The closest is Dean, and that’s only through virtue of the bear’s behaviour. |
| Generic Route | ‘Canon’ RomanceAs far as discussing the ‘canon’, the Main Character ends up with no one given the result of the newborn alpha timeline in which Roswell survives past the month. Leaving it open means in the event of a sequel, there’s no existing ties to any one character from the first game. Also, potentially allowing the Main Character to be the same individual across both games from the player’s perspective. |
| Relationships with OthersRather than note any specifics about how the Main Character feels about any one character given the nature of romancing the rest of them, the following should be kept in mind:Dean – Intended romantic partner, although been unable to dateRoswell – Childhood friend. Hoss – Relatively unfamiliar but on good termsTyson – Friend and ally, in the position of little brother in the wolf’s eyesOrlando – The “gay” best friend.Sal – Relatively unfamiliar but on good terms |

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| Roswell Sinclair (Boar) |
| Character Overview(Formerly: Ross Hammond)Childhood friend of the Main Character. Very much into his street magic tricks but outside that boasts, often to his detriment, his intellect in always wanting the last word and for it to be the correct one. Lost contact with the Main Character after falling sick and had to move away, having moved back only in the past couple of years with a keen interest in psychological sciences and medicine.A boar was chosen to represent Roswell due to his hidden wealth. Boars/Pigs compare to piggy-banks as a means of holding onto money, so on a subconscious level his race should hint towards wealth especially if it’s reinforced in-game with the owners of the mansion.**No favoured room for interactions.** | Special Plot Details* **He is the mastermind**

Roswell is terminally ill with advanced cancer of an undisclosed location. He’s since turned to hoping a quantum experiment will yield him the miracle cure that he’s after, hidden away in the vault.* **He’s Ross Hammond**

After getting sick at a young age, he moved away, had his name changed, and met the Main Character. After getting sick again, he got back in contact with his original family to develop a means to get a cure to his incurable ailment.* **He has little regard for other’s survival**

Beyond the Main Character, he couldn’t care less about if the others lived or died. Especially when his attempt at his own survival is rendered void, his outlook just becomes defeatist. |
| Generic RouteWill go hunting for mushrooms on Day 4 and return home sick. While being out he infects himself with a fungal infection that plays off his condition, setting his effective time left to be alive to 30(ish) days. Resigned to his fate, he becomes more callous and less mindful of other people’s feelings, effectively bitter that his plan failed.Will however resolve to see the Main Character survive through the trials that may occur in the mansion. | Romance RouteWill orchestrate his death on Day 4 with no intervention from the Main Character putting all his faith in his experiment. Upon being saved, will take on a more pro-active role in keeping everyone alive as best he can in hopes of the Main Character coming through in finding the password to the cure to echo through into the true timeline where he can be saved. |
| Relationships with OthersMain Character – Truly cares for him and has fond memories of their childhood. Hides their wealth from them deliberately in fear of changing how their friendship works. Dean – Finds him full-on but ultimately doesn’t think he’s bad. Granted, believes that his pursuit of the Main Character has reached levels beyond polite, to the point of being jealous as his sexual confidence.Hoss – Trusts him. Finds that Hoss’s mentality and drive makes him a perfect candidate for a subordinate or otherwise someone able to take direction. Tyson – Was a subject of Tyson’s bullying, and hadn’t factored in the Main Character inviting him along. Has no faith in Tyson’s mental ability and sees him as no threat or problem in the overall plan.Orlando – Kind and gets along well with him. Has regrets that he didn’t get the chance to pursue a more invested friendship, if not more because of his health.Sal – Somewhat scared about what he’s capable of. Thankfully, after finding out about Sal’s sleepwalking, proceeds forward knowing that he has a means to get back at him without the croc being none the wiser. |

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| Dean Orson (Bear) |
| Character OverviewA lusty bear that lives in the shadow of his many much more successful siblings. Has a heart of gold that is constantly overshadowed by a lack of social etiquette and tunnel vision of what he wants versus what he can achieve. Is resolved to date the Main Character and puts stock in his capacity to cut wood and tend the garden, if little else.Comes across as flirty and crude in dialogue, typically taking any shot at a sexual innuendo where possible so long as the Main Character is within earshot.**Favored room is the Greenhouse.** | Special Plot Details* **Acts rashly**

As far as the murders go, some of them are unintentionally made worse by Dean attacking the wrong person without confirming details, or trying too hard to defend someone else in the party. * **Thinks with his dick**

As far as weaknesses, controlling Dean is easy by appealing to his carnal desires. While he has a very strong preference for the Main Character, is easily tempted by anyone willing to follow through on an offer to go to bed with him.* **Has access to sleeping medication**

Known only to the Main Character on his route, Roswell, and after his room is raided, Orlando. Implicates Dean’s intentions towards the Main Character, ultimately used to sedate Tyson and Sal during events later in-game. |
| Generic RouteEither partnered with Hoss or Roswell in every other route. In both instances, brought into the plan as an uninformed accomplice, typically his own behaviour being the driving force towards the end goal of the mastermind.  | Romance RouteIntended to be the “easy” route for those just wanting to have access to smut. All affection checks should be forgiving to what points are given out, or potentially just set to a fair value if too low at the end of each day.Dean’s plot as far as romance starts on Day 5 upon reviewing how they met and share their first kiss in the hot tub during night time events. As far as romantic ideals in the plot, Dean’s arc involve him coming to terms with his lot in life, feeling generally inadequate compared to his family while trying desperately to find where he fits in the world. After the conclusion of the first “week”, will ask flat out of he and the Main Character can be an item as a trial run. |
| Relationships with OthersMain Character – Shy of explicitly loving him. Very open about his sexuality and fondness for physical attention towards them. Harbors a lingering regret he hasn’t had a chance to have a proper date. Roswell – Feels he’s too smart for his own good; although respects the boar’s intelligence in the areas that Dean falls short.Hoss – Gets along well with Hoss, and sees him as probably his closer friend outside the Main Character. Will typically take his side in arguments figuring that’s what “bros” do. Tyson – Has a strong dislike towards the wolf for having history with the Main Character along with being a victim of his bullying. Worries about how trustworthy he can be.Orlando – Sees him primarily as a source of food. While he’s also openly gay, there’s no physical attraction but are typically on good terms.Sal – Wary. Sal’s behaviour and strength makes Dean anxious given he’s hard to read and tends to, or at least appears to, take things personally. |

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| Tyson Grey (Wolf) |
| Character OverviewA bully and a school drop-out. Not quite a childhood friend of the Main Character but close. Has a strong sense of loyalty but plays by the beat of his own drum, causing him to be a dependable person but coming of very stand-offish. Comes across as mean and abrasive and puts a lot of stock into being strong in body given his lack of mental acuity. | Special Plot Details* **Doesn’t have a strong nose**

Despite boasting otherwise, he instead just has a good memory. He cannot track, and typically can’t smell things unless in close proximity of them. * **Highly sensitive to sound**

Not that he can hear like a superhero, but high frequency noises mess with his head, causing mania and hallucinations.* **Asserts self as alpha**

Prefers to take charge in the bedroom and in relationships which is why he’s currently single. Very much has the outlook of “a hole is a hole” but will very much adopt the role of leader in partnerships.  |
| Generic RouteTypically sticks to supplementing Roswell’s route as both an antagonist and a fill-in for when he’s dead off-screen. Outside of that, he acts as a minor antagonist to play off the failings of the other characters as a means of progressing their character development.During the Full Moon event, he is effectively hunted and chased out of the house and disappears into the woods while the lunacy wears off.  | Romance RouteOnly enters the running for the scavenger hunt if chosen as a partner. Will fall into asserting dominance over the Main Character, including being sexually aggressive in the explicit scenes. Struggles with finding his place in the world having taken on the responsibility of his own accord to be the provider but takes issue not being smart enough to have a graduation certificate.During the Full Moon event, on Tyson’s route the Main Character will follow him into the woods and the pair will linger out there to work through Tyson’s issues, including the induced lunacy before returning to the manor for the end game. This is necessary as a medal is out in the woods and finding it during this event is one of the only chances the player will get to roam outside the manor as a preliminary setting. |
| Relationships with OthersMain Character – Treats him like a little brother that he’d gladly fuck if ever asked. Has his back unconditionally and is quick to take his side. Takes pride in being able to help the Main Character where able in matters beyond physical, as rare as that is.Dean – Typically doesn’t condone his behaviour given in his eyes, he’s not taking no as a no. Otherwise, doesn’t think much of him.Hoss – Wary. Knows something’s up with him but can’t place it. Doesn’t put too much faith in those that prune themselves near constantly. Does know where to hit him where it hurts, but can rile up the lion as needed.Roswell – Along with Orlando, a prime target for bullying. Unfortunately, Roswell’s wit works against Tyson’s normal method of interacting with those he can assert dominance, but finds himself oddly attracted to the challenge.Orlando – Along with Roswell, a prime target for bullying. Playing off the dragon’s subservience and wanting to do right by people, he swindles anything and everything he can when bored. Sal – Threatened. Sal’s size and strength cause Tyson some  |

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| Hoss Warner (Lion) |
| Character OverviewBecame a friend of the Main Character only over the past year; having moved into the neighbourhood the year prior. Takes pride in his looks and aspires for fame later in life. Has landed a couple of acting gigs although still bitter about how some of them went, especially his last where due to unforeseen circumstances the show was cancelled before filming could begin.Is a big anime fan, specifically of the super sentai genre. | Special Plot Details* **Invited explicitly to assist Roswell**

Wouldn’t have come if not specifically asked to by Roswell as a favour. The prospect of a mansion still makes him feel bitter given the cancellation of Clearwater, but the boar’s connections made him say yes.* **Doesn’t believe the murders are real**

Roswell words up Hoss early about the plot to conduct a surprise murder mystery as yet another thing they can do, to the point of explaining how he plans to be the first victim so he can facilitate the game. Hoss is asked to play the murderer to build on his acting repertoire. In every instance where Roswell dies, Hoss is the intended murderer but never gets the chance to actually follow through. He does, however, have the details of the deaths before they occur due to Roswell’s orchestration.* **Duplicitous, and seeks conflict**

Beyond Roswell’s request, Hoss is a big fan of seeing growth through conflict and antagonises it where he can, at least through poking at an otherwise sleeping beast. |
| Generic RouteTends to let on more than what he actually knows, hinting he has a good read on people or what’s going on. In reality, Roswell has kept a lot of the specifics from him, but relies on being able to read people to fill in the blanks for himself. Unfortunately, this fails in a few ways, leading to a few accidental deaths by his hand, working under the assumption that the whole thing is staged versus actual murder. | Romance RouteConfides in the Main Character that their acting ability seems to be in a slump after the events of Clearwater being axed. Turns out that while healthy in body, he lacks reassurance about who the real “him” is, and feels like mimicry is about as good as he’s got at the moment.As far as overall theme, look towards the narrative pacing for Morenatsu as far as beats as well as character arc. |
| Relationships with OthersMain Character – Sees a lot of himself in the Main Character, at least as far as diversity and range of potential goes. His vanity plays a part in this, finding that similarity sexually appealing however.Dean – Finds the bear amusing for the most part, although that quickly changes when his libido starts showing through. Wishes Dean would show more restraint, if only because he’d personally enjoy the metaphorical game of cat and mouse to bed him himself.Tyson – Wary. Mostly out of his reputation. Finds the wolf crass and unkempt to the extent of believing he’s deliberately playing it up. Has no strong opinions of the wolf but finds him less than pleasant all the same when he starts arcing up.Roswell – Respects his intelligence, at least insofar as knowing that he can’t mimic what Roswell brings to the table. If anything, is relaxed around the boar as pretending to be informed on the more grounded subjects like sciences isn’t something he can get away with.Orlando – Feels he’s too innocent to do anything untoward against. Finds himself envious that he’s as comfortable in his own skin as he is and lingers wanting to achieve the same.Sal – Has very little in common with the crocodile. They get on well enough, both preferring peace and quiet but otherwise have little reason to interact at all. |

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| Orlando Noble (Dragon) |
| Character OverviewThe only child of a pair of wealthy tycoons, his naivety has gotten him into trouble a few times with how the world really works, but makes constant effort to understand things better. Has no interest in the banking lifestyle his parents wish for him and instead prefers kitchen work, finding fulfillment of pleasing others through their stomachs versus their wallets. | Special Plot Details* **Can breathe fire**

Has gone on record to use it for baking. Temperamental and heavily influenced by external temperature. If it’s too cold, he’s unable to perform. * **Selfless to his detriment**

Places too much stock into the opinions of others and finds himself stressed near constantly because of it. Always emotionally available but rarely vents his own needs out of fear of persecution. |
| Generic Route | Romance Route |
| Relationships with OthersMain Character – Sees him as a confident. As the first person he came out to, Orlando trusts the Main Character with his life.Dean – Finds Dean’s behaviour slightly abrasive but believes that deep down he’s a good guy. Is envious of his confidence in pursuing romantic interests, but can’t find anything in common outside a love for food.Hoss – Awed by the lion’s talent, or at least his own perception of Hoss’s capacity as an actor. Has been operating under the impression that Hoss is a good source of worldly wisdom given the few niche subjects Orlando’s confident in are also known by Hoss.Roswell – Gets along well with Roswell despite not really getting most of the more complex concepts the boar comes up with. As the pair both tend to space out when having a good time, they typically have a good time just being around one another.Tyson – Wary/Scared. As a victim of the wolf’s bullying early on, he keeps his distance from Tyson when isolated. Around others he finds himself more confident to stand up to him, or get his own back as far as quips and other remarks.Sal – Looks up to him as an ideal version of himself, or just who he wants to become. As a bigger, stronger reptile, Orlando sees Sal as a sort of big brother or senpai, although doesn’t really know much about him. |

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| Sal Warden (Crocodile) |
| Character OverviewA croc of few words and tends to just follow the will of the crowd instead of taking charge. Despite not wanting to take the lead, he’ll more often than not play the role of defender and take that too far due to lack of real experience in having a solid friendship base.  | Special Plot Details* **Medically trained**

While having only advanced first aid qualifications under his belt, he’s quite good at it and can manage to revive people if their injuries aren’t too severe.* **Sleepwalker**

In addition to sleep walking, he’s highly suggestable while asleep, seemingly unconscious of his actions during this time but will follow through any direct requests without a second thought. He’s unresponsive to questions in this state. |
| Generic Route | Romance Route |
| Relationships with OthersMain Character – Dean – Hoss – Roswell – Orlando – Tyson –  |

# Support Character Profiles

### Benson ???

Role: Butler/Victim

An elderly otter that lives within and acts as the butler of the Hammond Manor. Comes across as a devoted servant while seemingly having ulterior motives. In truth, earlier in life he was trained as an agent for the secret service and is still under orders to this day.

### Oswin “Oz” Hammond

Role: Victim

Roswell’s cousin and heir to the manor. Plays only a minor part as far as on-screen time goes but is in direct contact with Benson as to what’s happening within the manor. Working in line with his cousin’s request, but ultimately is killed by the house fire.

### Dominic ???

Role: Antagonist

A downright mean and sadistic black bear who lives in the woods surrounding the manor. Calls the shack his “home” and otherwise lives off the land as a hunter. However, what he hunts is anything and everything that he comes across. Lives alongside Benny and treats him as an avenue to vent frustration.

### Benny O’Hare

Role: Antagonist/Victim

A hare who plays innocent but has a bit of a mad streak, bordering on schizophrenia. Has taken to foraging mushrooms in the forest due to being kept on a short leash and at times forcibly starved by Dominic. Has developed Stockholm syndrome from being around Dominic too long, willingly doing anything the bear wishes. Ultimately is fated to die by Dominic’s hand.

# Locations

## ****The Mansion (Interior)****

### ****Foyer****

A large open area upon entering the manor. There are stairs leading up to the next level, along with another set off to the side leading down. Down one side hallway is the dining room and adjoining kitchen, and on the opposite end is the ball room.

### ****Dining Room****

A large room with a table that runs the length of it, near constantly set with placings for many people beyond who’s currently at the manor. It has a clean, refined style similar to a high class restaurant.

### ****Kitchen****

Almost commercial kitchen in appearance, it has everything from a stove, several ovens and various cooking equipment. Attached is a large commercial walk-in freezer and a separate walk-in refrigeration room. Both run cold and seem to be using an old locking system that requires some fiddling to keep closed.

### ****The Bedroom(s)****

Typical affair as far as sleeping quarters. They’re done up in high quality linens but otherwise kept bare, implying they’re only meant for sleeping. Each has an attached bathroom with basic amenities.

### ****The Museum****

A large archive room with various pieces on display as well as books pertaining to the history of the manor and its family. Book cases hold the books and reach fairly high, with several lining the walls of the room itself along with the display cases.

### ****The Conservatory****

Overlooking the forested area and part of the back yard, this reading room has a window that takes the whole length of the room and part of the ceiling. It has a few seats, the main of which being a lounge that runs alongside the window, in addition to a few small shelves with books and a couple of side-tables.

### ****The Library****

[Not Implemented]

### ****The Rec Room****

Think similar to a casino cross arcade cross home theatre. There are slot machines but they’re largely for show, a Poker table, as well as a large screen and console set-up hidden within one of the walls of the room. Most of the room is controlled by a universal remote, including the lights. There are plush bean-bags around the console side of the room with nicer chairs around the rest.

### The Ball Room

[Not Implemented]

### ****The Gym****

Down in the basement, it’s presented as a fairy rudimentary home gym. It has the basics, such as treadmill, weights, and a bike, with an attached shower off to the side.

### ****The Vault****

Looks sort of like an emergency bunker or bank-styled vault. Rather than go sterilised white, think closer to grungy marked walls and concrete floor. Additionally, think Fallout style keypad input thing next to the main door.

## ****The Mansion (Exterior)****

### ****The Greenhouse****

Overgrown and full of produce, there’s a storage area in the back along with a hydroponics section. Additionally, there’s a supersized pumpkin seemingly left behind.

### ****The Pool****

Resort style pool enclosed by a metal bar fence with several points of entry. Around the pool are deck chairs, along with a set of lockers and attached is a hot tub, semi-secluded from the rest of the main pool. In a separate section there’s a set of shower heads, open forum style like at the beach or at public swimming pools sans dividers.

### ****The Hedge Maze****

A brick maze with vines and alike grown up to cover it. It twists and turns at right angles leading towards the middle.

### ****The Hedge Maze Fountain****

An open area surrounded by hedges with a fountain running in the middle. It has a statue on top holding one of the medals.

## ****Others****

### ****Surrounding Woods****

Dense overgrowth. Dark. No discernible path. There are mushrooms, vines, roots and alike everywhere.

### ****Abandoned Shack****

A wooden shack in a state of disrepair. Despite this, there are signs of someone using this as shelter from the stains on the ground and discarded bits and pieces. Outside, there is a fire pit showing signs of recent use.

### ****The River****

The forest river flows fast and otherwise clear. Otherwise it’s typically just depicted as a riverbank with the river in the background.

### ****Makeshift Campsite****

A glade with a poorly made fire pit and a few fallen logs. Kept generic for various uses throughout the narrative.

# Plot Major Points

## Motives

### Roswell’s Illness

The fact that Roswell is sick is a driving point of the narrative. Everything that happens within the story is a result of his desire to find a timeline where he can grow up. His plan revolves around the concept of Morphic Resonance wondering if it can translate across spacetime to influence one’s survival instinct. His theory is that if he can survive to see enough of a change in the world to where a cure to his ailment (cancer, compounded with cryptococcal meningitis) he can pass this information back through the timeline to cure himself with the Main Character’s help.

### The Manor

The manor, while an actual building designed to live in by the affluent Hammond family, was renovated after its initial construction to include The Vault down in the basement. In actuality, the place was also chosen to host the TV drama Clearwater Mansion up until the funding for it dried up prior to airing a single episode. In truth, the funding wasn’t pulled as much as the Hammond family pulled some strings to try and get the show to continue, but outside only a couple of interested parties, the rest of the cast and production crew didn’t wish to stay on the project. Instead, Roswell used his circle of friends to fill the void of the missing cast.

### The Vault

An invention of Roswell’s cousin Oswin, functionally a Schrodinger’s Cat experiment seeded with multiple instances of the same. The theory is that the room can call a box whose contents is determined by spacetime events in alternate realities to otherwise send objects and information to the current one. This was built of his own volition but utilised by Roswell upon realising how it could be combined with his own theories to advance the medical field.

Oswin isn’t sold on the idea but sticks by the will of his family, especially one on his death bed. He feels the room itself is more like Pandora’s Box, fearing that Roswell’s ambition, if his theory holds water, could do more harm to the timeline than good depending on what gets brought through.

### Inflicting Trauma

Roswell’s theory only holds up if those suffering survive. The premise of his understanding of Morphic Resonance is that for information to be stored, it needs to result in a successful survival of a traumatic experience as opposed to being provoked as a survival instinct. This is similar and different to the theory in 999 in that Morphogenetic Fields can be read and written to in times of danger as a survival instinct, but the distinction here is that it’s not read in times of dire need, and only written to after the information would have been useful.

Because of this, the Main Character is never directly chosen as a murder victim as having that as a constant across as many timelines as possible enables them to be the perfect author and potential receiver of vital information.

### The Murders

Roswell needed to create enough of a closed room state as best he could and decided to use the Hammond Manor as his location due to how remote it was from any outside help. It’s seclusion also meant escape was not an immediate option either.

With location out of the way, he needed players and willing victims. Hoss was chosen first as with prior connection to the manor from his past. The fact that requests can be appealed to his desire to become a better actor, and his nature to be dishonest for other’s benefit made him the perfect, unwilling accomplice.

Sal was next as he needed a safety net in case things really went wrong. The crocodile’s ability to resuscitate people would be necessary to ensure that those that were needed to survive did, in order to have the experience recorded within their genetic memory.

### Dominic and Benny

Unplanned antagonists as far as Roswell’s concerned. The pair of them shack up in the woods and only become relevant in the final stages in the game after the Full Moon event. As a hunter pair, they capture prey with Benny being the bait and Dominic coming in for the kill. As a bear, he plays off Dean as a stark contrast to his character as a well-meaning sexual deviant to someone who’s downright mean and sexually abusive. This is the only reason that the Main Character is left alive as opposed to killed on the spot. This is one moment where Roswell’s panic over his experiment failing is superseded by his worries for his friend and signals a personality shift, showing more of his true self until the Main Character is rescued.

### The Gun

Hidden in the tree-line in a box and retrieved the morning of Day 1 before everyone arrives is Oswin’s pistol. Benson, knowing of its location retrieves it on Oswin’s request and hands it off to Roswell.

### The Mushrooms

Roswell goes out foraging on Night 4 assuming he’s been swayed away from death. While in the woods, he infects himself with Cryptococcal Meningitis along with collecting various mushrooms including Amanita Deathcap for use later.

### The Axe

Was originally in the Greenhouse before being moved by Roswell for use within the house. Used by Sal to murder Roswell, used by Dean to murder Tyson during the Full Moon, used by Hoss to break the door to the freezer, used by Dean in the woods when confronting Dominic.

### The Medals

The medals of the zodiac, hidden in various places within the scope of the mansion and its surrounds. The hiding places were chosen as such to force Dave to make different decisions across the different timelines and to also place himself in danger by traversing the woods.

* Aries
* Taurus – (Dave) Found under the pumpkin
* Gemini – (Tyson) Found in the maze
* Gemini #2 – (Tyson)
* Cancer – (Roswell) [Day 9] Found in the Study
* Leo – (Hoss)
* Virgo – (Dave)
* Libra – (Dave)
* Scorpio – (Orlando) Buried
* Sagittarius
* Capricorn – (Sal) [Day 9] Found in pool locker
* Aquarius – (Orlando) Found in the hedge maze
* Pisces – (Dean)
* Ophiuchus – (Sal)

## The Murders/Password Scenarios

### Roswell’s Death (Museum) [Roswell Specific]

Roswell intended to die here. Roswell goes through the plan on Day 2 when talking to Hoss. The plan was initially to have Hoss assist in clobbering Roswell and set up his death as a fatal attack from behind with minimal blood-loss. In reality, the death was orchestrated by its victim. Roswell catches Sal sleepwalking, and aware of his suggestibility prepares the book he intends to use to pass on the event of his death and instructs the crocodile to eviscerate him using a woodcutting axe to the back of the head. The death was not instant, allowing Roswell to leave his message, messily, in blood before dying with Sal unaware of the event. The room was then locked afterwards by Benson under orders from Oswin who witnessed the death by remote camera.

The event tears the group apart with only Tyson remaining in contact with the Main Character.

PASSWORD: DISCOVERY

With the password, Roswell is warned of his demise and he goes out to enact the second part of his plan knowing that he’s not on the correct timeline but a close offshoot of it. He goes into the woods and infects himself with a strain of cryptococcal meningitis to ensure that his clock is set to 30 days.

###  Benson’s Death (Foyer) [All Routes]

Taking advantage of the soundproofed rooms, Benson is murdered in the middle of the night by gunshot. Roswell kills Benson feeling as though he needs to witness the effect of his experiment first-hand. He messes with the crime scene following to make it look like a suicide but doesn’t plant the gun in the appropriate hand, poorly masking the event. Tyson and Dean, both aware of the gun’s presence go on edge and fight over it. In a panic, someone grabs the gun and it misfires, injuring Orlando. Sal prevents Orlando’s death but the event tears the group apart.

Orlando in hospital talks to the Main Character about what happened and has regrets that everyone lost their cool about seeing a dead body. He comments that he owes Sal a great debt but feels unable to pay it back.

PASSWORD: PEACEKEEPER

With the information of the series of events, the option to step in and take the gun for yourself becomes available. It misfires, injuring no one. Discussion about how and why Benson was killed and it’s confirmed that one of the people present need to be the murderer. Tyson questions where the gun came from before Hoss points out the details of the body making it a clear that whoever tried murdering Benson wasn’t very good at it. Orlando becomes implicated. Main Character takes the stance that Orlando needed to know about the gun, dig it up, and then kill Benson with it when up until this point he’d been in the kitchen near constantly since it was discovered the gun had been dug up.

The murder goes unresolved, vacation cut short. Roswell isn’t heard from again and now dead after the investigation due to illness. Orlando invites Main Character over to his place as the only two still in contact and talk things over. While not in a relationship, the Main Character and Orlando are still close.

PASSWORD: ARBITER

Before the death can occur on Night 7, the Main Character pulls Roswell aside and tells him about the gun that Tyson discovered. Panicked about being implicated for the murder of the butler, in addition to seeing the result of his plan first-hand, he plays it off as the Main Character overreacting and disposes of the gun by giving it back to Benson for use later.

### Dean’s Death (Greenhouse) [Dean Specific]

After expressing an interest in wanting to forage for himself, wanders off and figures that if Roswell could do it, he could be even better as an experienced woodsman. Unfortunately, due to lack of experience of what not to touch as far as mushrooms go, ends up poisoning himself through cross-contamination on dinner that night, his hands covered with spores. Dies during the evening, discovered by the Main Character slumped over bags of soil. The mushrooms are discovered, and Roswell correctly identifies the cause of death and gives a run-down of how this might have happened.

PASSWORD: DEATHCAP

With the password, Dean’s put off going foraging without Roswell and the pair go hunting together, returning with confirmed, non-toxic mushrooms for Dean to try cultivating further in the Greenhouse.

### Hoss’s Death (Gym) [Hoss Specific]

Killed by Tyson. Riled up due to the lion poking fun at Tyson’s uncouth nature and passes at the Main Character, they get into a fight mid-workout. Tyson throws a punch and knocks him out cold. However, Tyson’s lack of medical knowledge leads him to believe that he’d instead killed the lion and he sets it up so that it appears Hoss fell asleep in the Sauna and died from dehydration. Groggy, Hoss comes to in the sauna and burns his hand as he gets his bearings; slipping on the floor he hits his head suffering trauma and dying from a combination of dehydration and his new head wound.

After setting up Hoss in the Sauna, Tyson makes a hasty exit, bumping into the Main Character. Hoss’s absence at dinner is noted by the crew and they go looking. Tyson lingers around the Main Character, guilty of what he assumes he’s done.

Investigation leads to find Hoss’s body in the sauna and is retrieved by Orlando being the most conditioned to heat. Tyson’s surprise is genuine when he hears that the cause of death was from something different to what he’d assumed. Accusations get flung around as to how it could’ve happened, Dean noticing the point where Hoss’s fatal wound was in the sauna.

Police get involved, and Tyson arrested pending investigation. He is not present at Hoss’s funeral.

PASSWORD: TEMPER

Armed with the knowledge of his impending demise; the Main Character informs Hoss about Tyson’s sensitivity about his feelings towards them. Hoss brushes it off but ultimately comes out of the encounter unscathed.

### Tyson’s Disappearance [Tyson Specific]

Flees into the forest and shows up dead.

PASSWORD: SOLIDARITY

### Dinner Death (Dining Room) [All Routes]

The mushrooms gotten by Roswell after being apparently checked for any dangerous ones. Handing them off to Orlando, the dragon makes a mushroom stew with them, and serves it to the group. Before dining, Roswell delays the Main Character by wanting to ask about how they’re finding things so far. Specifically, on his route, Roswell apologises for being a burden for being sick and seeks forgiveness.

Upon returning to the dining room, they find the others choking, gasping for air, with Dean already dead on the table with a half-finished bowl. Sal, also in no condition to assist, opts to try and flush the toxins from his body with water, leaving Hoss to die with Orlando soon to follow. He manages to relay to the two that something was wrong with the food before also dying.

Roswell and the Main Character call the emergency services and fall out of contact after the investigation begins. Main Character is left alone to ponder what happened. Receives a letter from Oswin falsely declaring that Roswell took his own life because of the events that happened and that they were close. He lets the Main Character know that the cause of death was cross-contamination of the mushrooms, and Roswell’s suicide was likely out of guilt.

PASSWORD: CONTAMINATION

With the knowledge of the mushrooms, the Main Character tells Roswell about his concerns about the mushrooms and finds out that Roswell did identify some problem ones in the bunch but ditched them. Because the cause of death was cross-contamination, the player has the choice to pursue this or leave it be. Not following it up results in a bad ending where the deaths occur, choosing to take it up with Orlando stops him from using the mushrooms entirely. If Dean collected mushrooms, they use his instead after being checked again by Roswell to make sure they’re deathcap-free, alternatively they just use vegetables from the Greenhouse.

### The Full Moon (Everywhere) [All Routes]

Roswell, having planted audio devices in Tyson’s room, activates a high-pitched noise prior to the Full Moon rising and sets Tyson into a rage which he plays off as lunacy. Orlando, convinced that Tyson is actually a werewolf, rambles about the full moon and the wolf’s aggressive behaviour of late. As night falls, Orlando is found mauled in the kitchen. As everyone tries to figure out what’s going on, Tyson bursts in and starts grappling with Sal while the others take cover. After a while of not hearing anything, the rest of the party go investigate as to how things went down, they find Sal dead too. Tyson finds them soon after and everyone scatters, hunted down literally one by one until it’s just Roswell and the Main Character. Roswell, having gotten the gun back from Benson, shoots him in the head to kill him. Roswell feigns distress over having to kill someone, but the pair get the police involved so they can go home. In the aftermath, Main Character receives a letter from Oswin explaining Roswell took his own life out of distress but had the results from the investigation.

This gives the player two passwords to try and use to avert what happened.

PASSWORD: SEPARATION (Bad End)

Knowing that an attack from Tyson is going to be easier to avoid if they aren’t bunched up, you recommend barricading yourself in your rooms. In a panic, everyone follows suit and Tyson picks off everyone one at a time. With the Main Character the last to go, Tyson kills them in cold blood, obtaining a BAD END.

PASSWORD: UNIFICATION

After hearing Orlando worry about the threat of a werewolf, the plan is to stick together agreeing that something’s up with Tyson. When Tyson goes feral, and Sal steps in, joined by the others, they wound him enough to drive him off and he flees into the woods. If Tyson’s route is active, the player will chase after him into the woods, otherwise will recoup with the rest of the group.

# Route Overviews

### Dean Orson (Bear)

The defining feature of this route is the pace affection and explicit romance takes place. Starting Day 5, the player and Dean can have direct intimate interactions, with Dean soon after directly asking if the pair of them could be boyfriends, on a trial basis.

Ultimately it doesn’t pan out as much as the bear likes, with the pressure of finally being in a relationship, if pseudo one causing emotional distress. Working through this, plus understanding what works for them as far as what they both need in a healthy relationship takes up the time between shared events and tragedy.

### Tyson Grey (Wolf)

Tyson directs the Main Character away from the scavenger hunt focus towards typically being a bad influence instead. Outside the shared events, the route themes cover Tyson’s desire to want to become something more than what he currently is with his lack of formal education. Further than this, Tyson’s lack of social experience leads him to ask the MC to assist him not be an asshole. As far as direct romance goes, he adopts the traditional male role but with wildly out-dated views, bordering on being sexually abusive towards the Main Character in direct sexual confrontations. This develops into experimenting on what it’s like under the effects of role-reversal.

### Sal Warden (Crocodile)

Sal becomes more talkative over his route, typically relying on player input to prompt him to talk. Options will typically give you an overtly positive or negative reaction, with some giving little dialogue to extended dialogue depending.

The content of the route covers why Sal lives alone and covers that in truth he’s usually quite lonely but unable to properly approach people or know how to act.

### Orlando Noble (Dragon)

Outside shared events, the route tackles the problems faced with being openly gay from a social standpoint, covering family expectations and typical reactions from such. Additionally, a big focus is on being a very rudimentary cookbook or cooking tutorial delivered (hopefully) through minigame interaction.

Orlando, by nature, will fall for whoever he’s partnered with but will never make the first move, including the Main Character. In every route not his, he’ll be subjected to rejection from his romantic interest and a side-event will tackle the problems and coping of rejection.

### Hoss Warner (Lion)

A large call back to failed projects and how to recover from disappointment. Hoss still finds himself at a loss of where to take his career after his big break failed miserably. In addition, while actively on Hoss’s route, the struggles of finding who oneself truly is will be explored. Hoss’s attitude towards the Main Character, specifically as feelings of affection grows shifts to find what fits the Main Character best as an ideal partner. Rather than being just himself, he adopts the traits of the others in an attempt to be the “ideal boyfriend” as if it’s just another role to play.

After realising that even after fulfilling these things he feels hollow, and tries to be truer to himself to have a second chance at proper romance.

### Roswell Sinclair (Boar)

Upon partnering up with the Main Character, Roswell becomes invested in teaching them various things about magic in the early stages, moving gradually into more complex concepts like probability, parapsychology (specifically Morphic Resonance) and the value of one’s life in the greater scheme of things.

Roswell is the one that suffers the most in the way of on-screen deaths, most of which planned by himself as a means of a test for the Main Character, suicide caused by his depression of being fated to die, or just expiring from his illness depending on the route ending. Upon infecting himself on Day 4, his investment in ensuring the Main Character survives leads Roswell to guide the player more towards what will give them plot-relevant Passwords, including those for other routes.

# Plot Overview

### Day 1

Introduction to the characters. Set up the “who” and the vague characteristics of each so that the player gets an idea of their personalities. Introduce the player to choices early and the nature of divergent narrative in a controlled environment that holds no consequences.

Arrive at the mansion and establish the beginnings of the “where”, while including some preliminary options to start boosting affection values for some bonus points.

### Day 2

Further establishment of the game’s setting, explicitly delving into choices that can raise affection values, and some that result in no points gained. Allows free exploration among the options provided but the day must end on the player experiencing The Vault.

Ending on the player seeing The Vault bottlenecks the narrative and player experience towards a mandatory unveiling of the knowledge of its existence in case it was missed on Day 1. Furthermore, it’s a nice place to have alternative scenarios be plugged in before any big narrative beats take place, such as a post-apocalyptic scenario or a Narnia spin-off.

### Day 3

Start by giving the player choices to build more bonus affection points. Reinforcing player choice sets the standard of what to expect as far as preliminary routing for bonus points.

Present the same at breakfast, only mandatory event is to learn how the Rec Room works.

Allude to the player’s room having been tampered with.

During lunchtime events, present first inner-group conflict between Tyson and Roswell as diametrically opposed personalities. Additionally, their affection values are essentially only relevant on their routes, so any choice here if intending to choose someone else’s doesn’t matter.

Specifically the mention of the Scavenger Hunt plot and its details is unveiled here.

End the day on the option for another trip to The Vault for the same reasons as Day 2. Potentially cheat codes for affection Values, or something like costume changes or alike if they can be figured out. Roswell delivers to the player the guidance that saving after an in-game prompt is wise for a value-of-life safety measure rather than having to play the whole game again.

**Dev. Note: Can we make this an interactive map, or a timeline we can click on to jump back to when the Password was needed akin to Radiant Historia, or perhaps just do it automatically like in the fail states of Persona 4?**

### Day 4

Kick off the main game by officially choosing your “route”. Whoever is chosen here sets the player on that romance path and the story shifts to focus more about the Main Character and the chosen partner growing romantically attached. Each pairing will net one specific medallion with the rest being obtained in shared events over the course of the game.

**The Hedge Maze Mini-Game**

In an ideal world it’d be nice to have an interactive actual map that you can wander around and run into various people (Think similarly to the old Windows desktop screensaver perhaps) but for now it’s handled by two variables keeping track of how many “Left” turns and how many “Right” turns have been made.

Most characters should be able to be found within the maze with the exception of Tyson who checks out entirely after retrieving half a medallion from somewhere.

Afterwards, Roswell steals the player for some time to experiment with The Vault before either going off to hunt for mushrooms or advancing his character plotline.

**If Roswell’s Route is active, he dies during the Night.**

### Day 5

For most part, this day is spent with your chosen partner reminiscing about the day you met. This takes place in a sort of flashback scenario where you play out your first interaction with them. Typically this boils down to three main choices as to how best to interact with them for getting the first focused attempt at boosting affection value.

Around lunch, Tyson will pull the Main Character aside and inform them of the location of **The Gun**.

**If Roswell is dead, his body is discovered, and the player is put on the path towards the Bad End related to his first death.**

Roswell appears sometime in the afternoon having spent the night out in the woods with a violent cough and a fever. His partner takes up the mantle of taking care of him up until dinner. During dinner is group movie night. Player can freely choose between those present to sit next to with some options locked out depending on route. (You can’t sit next to Sal if on Roswell’s route as the crush Orlando has on the crocodile is established and known to the Main Character by this point).

The movie choice effects the affection value of multiple people given the limited scope. Choosing who to sit next to before choosing the movie hints as to what to pick if you want to raise their value.

**If Dean’s route is active, you get the Hot Tub scene with him. Additionally if affection values are high enough, you get an additional scene where Dean Kiss 1 is flagged.**

### Day 6

**If Roswell’s route is active, have today be his flashback day. For everyone else, set up their death flag by prompting a save for the player at the start of the day, followed by an option to visit The Vault.**

Another character interaction day. Less focus on building affection value as opposed to learning about the character and how they sit now compared to the first meeting. Ramp up until evening events where the character goes and does their own thing while the Main Character converses with Roswell about philosophy.

Day breaks down into three paths of a morning:

Dean/Roswell – Play in the pool, fun jaunt in discussing life.

Hoss/Tyson – Gym, talk about healthy living.

Orlando/Sal – Cooking adventure, discuss eating habits and nutrition.

Kill off character route protagonist here and pursue the Bad End relevant to their death.

### Day 7

After morning scenarios where appropriate, Oz tells Dave that the deal is still on regarding their potential discussion to happen that night with the condition it takes place in the library at 11pm. He stops talking to force end the conversation.

If on Orlando or Hoss’s route, meet the pair in the basement for the conversation regarding the note:

* Orlando – Will talk about what happened and fill Hoss in about how the vault works. Hoss is unconvinced. Orlando attempts his password to no success. When Hoss leaves, Orlando apologises and swears he’ll be honest about what he’s seen and what he was planning on doing. Allude to his necklace.
* Hoss – The group tries the passwords to no avail. Orlando makes a comment about how he swore it worked. Hoss picks up on this and inquires. Orlando tries to shrug it off, Dave agrees and recounts what he saw. Hoss now aware of what Dave did/saw and is filled in on how he died.

Talk about the meaning of the words, the significance, and if it’s possible to brute force others given the list they have didn’t work. Allude to the two passwords relevant here, PEACEKEEPER and ARBITER. (Call back to this explicitly if Orlando gets shot)

Head to breakfast, Dave looks upon his friends:

* Questioning who the potential culprit is, if anyone
* Figuring out a way to keep everyone safe – Keeping in larger groups to keep track of everyone

Suggest dealing with the pumpkin thing, breaking the group in half:

* Sal/Dean/Tyson – Retrieve the pumpkin (Group 1)
* Orlando/Hoss/Roswell – Inside preparing (Group 2)

Group 1 – The group heads towards the greenhouse. Shade is thrown on Tyson for being social for once and he grumbles about it. In his route, he hangs back and Dave asks him what’s going on.

Tyson scenario – Tyson feels bad about what he did the day before, has doubts about him ever being a less terrible person. Have a conversation reinforcing that pseudo rape is a bad thing but that Dave will stay by his side. Tyson is touched and gives him a hug, requesting some time to talk later.

Inside the greenhouse, Tyson plus one other will carry the pumpkin inside given the size. After cutting the vine it’s attached to, the person not carrying it will hang back and talk to Dave.

Sal scenario – Sal feels unsettled about some of the details regarding last night and what had happened. He pushes for details, asking how you knew and that Orlando hinted something to do with the vault. Sal explains that he’s not ready to admit what he needs to repent for, but promises that he’ll say eventually. As for the freezer, he can reason out how that could lead to death but something doesn’t feel right to him.

Dean scenario – Rather than go for the kiss, Dean checks up on Dave from yesterday, saying that the prospect of suicide worries him more than it should. Allude to Rami as “someone he used to know” that went through suicide. They share a hug. Dean then asks for details about how he died and Dave struggles to retell it, getting upset in the process. Dean consoles Dave and says that everything’s alright, promising to be careful from now on.

On the way out, a medal is found. Dean celebrates with you if he’s your partner, kissing you sweetly. If not, he congratulates you on your find and makes comment that he’ll need to find one to catch up to you. Additionally, he’ll correct himself if you’re on Orlando’s route saying instead he needs 2. If Sal is your partner, he’ll seem pleased and say that now you’re tied with Orlando. If he’s not, he’ll be glad for you and say that he’ll have to push Orlando to try and stay in front. If Orlando is your partner, Sal will make a comment that he’ll not need to worry so much with how easily you two are finding them.

From there we move inside. **NOTE:** If none of these three are the route character, have Dean and Sal move the pumpkin inside and have Tyson talk to Dave in the greenhouse about trying to be less of a terrible person.

Once inside, Sal and Dean take a break with some drinks and Sal calls Tyson over to join them. Dave encourages Tyson to give it a shot. Hoss, Orlando and Roswell are sizing up the pumpkin, wondering what the best method of carving it would be. Before that, Orlando mentions needing knives to get started.

Orlando scenario – Follow Orlando into the kitchen, Orlando ensures you’re alone before bringing up the morning’s meeting in the vault. He expresses concerns about not really knowing what’s happening, or why and fears the worse. Troubled by the prospect that his efforts to keep Dave resulted in his death, he expresses fear in how he could be of use to keep everyone else alive too. Dave reassures Orlando that things will work out and that if they stick together, everyone will stay safe. They collect the knives and head back into the dining room.

Roswell scenario – Giddy about the day before, Roswell sheepishly lingers near Dave. Hoss, picking up on this, questions the change in dynamic laughing off the innocent affections of youth much to Roswell’s irritation. Dave steps in and explains that it’s complicated as far as figuring it out, to which Hoss offers some advice. Allude to Hoss’s lying behaviour here having Roswell call him out on his advice being hypocritical. Before it can develop further, have Orlando return.

Hoss scenario – Hoss apologises for yesterday and mentions that sorting himself out last night was difficult given the developments. Roswell inquires as to what this was but Hoss brushes him off, shifting the conversation towards addressing something as a sign of good faith. Hoss tells Roswell that he’s trying to be ‘less fake’, a concept that falls flat on Roswell seemingly, with the boar explaining that if Hoss is fake, then what parts of their friendship was true. This line of questioning goes unresolved as Orlando returns.

**NOTE:** If none are the route character, have Roswell and Hoss talk about how this reminds them of Halloween.

They begin carving the pumpkin, making a mess in the process; with most of it ending up on Dave. It’s at this point that Orlando catches the medal sticking out of Dave’s pocket and makes comment on it. (If his partner is among these three, they’ll make comment about their standings with Orlando being annoyed about not holding onto first place; with Orlando celebrating loudly if you two are partners.)

Following, Dave is a mess with the others also to varying degrees.

* Roswell – Says he’ll go take a shower, shuffling off. Dave goes off to shower as well, in his own shower. Afterward, Roswell meets Dave in his room to give him a hug, claiming to have been feeling a little lonely but liking being close to his friend.
* Orlando – Says he’ll clean up first, heading into the kitchen to sort out the pumpkin first. Dave offers to help. In the kitchen, Orlando talks more about his feelings, Dave encouraging Orlando to just ask Sal straight up if he’s interested. Dave goes to get clean by taking a shower.
* Hoss – Says it’s better to get the pumpkin off and goes to shower, dragging Dave along if on his route. The pair shower together, show semi-lewd scene and talk about Hoss noticing that Dave didn’t shower properly anyway.

Meeting back in the kitchen is a tense scene with Orlando panicking and Sal looking confused. Dave questions what happened, being filled in by Dean what just happened. Orlando told Sal openly that he liked him and got a response back. Orlando asks for clarification on what Sal meant, Sal says Orlando is like a little brother, to which the dragon is crushed to hear. Desperate, Orlando says that he meant that he liked Sal more than that to which Sal apologises. Orlando runs off upstairs in tears, embarrassed.

Orlando scenario – Dave runs after Orlando, finding him crying, distressed not really understanding why he’s reacting this way. Talk about how he was more invested than he thought and then the worries about how he’s ruined his friendship with Sal now. Dave has the option to either comfort Orlando physically or give him some advice. Going physically flags Orlando kissing Dave, giving advice talks through the problem and ends with Orlando resolved in ensuring that the same mistake doesn’t happen to him and Dean. The pair leave the room and run into Sal, who pulls Orlando away to talk.

Sal scenario – Sal excuses himself to the kitchen and Dave follows, finding Sal pacing, worried. The conversation goes the path of Sal fretting over hurting Orlando despite not having picked up on any sort of romantic attachment. Dave questions this given the talk from the day before but Sal retorts it’s harder to notice for him for a particular reason. He insists that if Dave ever were to feel the same way Orlando did, to approach the person in private just in case. With a sigh, Sal says that despite being unable to return Orlando’s affections, he still cares for him as a younger brother and will go talk to him, thanking Dave for checking up on him.

All others – Following Orlando leaving, Sal will sit awkwardly at the table, the conversation shifting to Tyson saying that Orlando looked like a mess, bringing up the last time Dave cried like that he just needed someone to hear him out. This is questioned by Dean and Hoss, and confirmed by Dave. Sal, seemingly sold that he should go talk to Orlando, he excuses himself.

Dean, Tyson, Roswell and Dave talk about what just happened. Dean makes a crack at how he was lucky it went alright for him. If on Roswell’s route he’ll echo the sentiment, otherwise he’ll probe for details. If on Tyson’s route, he’ll seem saddened by this revelation and if not he’ll call Dean out for being lucky.

Dave will ask those present what they would’ve done differently:

* Dean – Approach them as privately as possible in case things went sour and let them make the first move beyond that.
* Roswell – Patiently wait for the other person to notice
* Tyson – No answer

Tyson’s lack of answer comes under scrutiny with Roswell taking the first shot by throwing shade on the wolf’s inability to have nice feelings. Tyson starts to arc up with Dean cutting in, saying that Tyson’s behaviour proves Roswell’s point.

If on his route, Tyson will look to Dave for some assistance where the choice between taking Tyson’s side (awarding affection) and letting him fight his own battles.

Either option leads to Roswell wanting proof, with Tyson getting angry about how to possibly prove something like that. Roswell retorts with the fact he can’t, because he’s unable to in the first place. It’s at this point that Dean steps in saying that’s not very fair, with Roswell getting up in a huff, commenting that Tyson wasn’t very fair to any of them growing up so he deserves to be alone. Tyson will storm out soon after.

If not on Tyson’s route, Tyson will get up, annoyed and leave grumbling. Dean will comment that he expected that to go different, Dave insists that Tyson is a good guy deep down. Roswell will remain obstinate about Tyson’s true nature.

Sal and Orlando will wander back in at this point, commenting on seeing Tyson heading towards the basement, wanting to know what went down. Give the choice to stick around and find out about Sal/Orlando’s situation or go check in on Tyson.

Tyson scenario (on-route) – (Affection awarded) Dave leaves to go check on Tyson in the basement. He’s sitting on a gym bench pulling at his fur. Give the option between hugging him from behind (affection) or vocally letting him know you’re there. He’ll apologise for how he reacted before going on a rant about how unfair Roswell was being. Dave moves the conversation to what Tyson wanted to talk about. Tyson admits to being scared of a few things, namely going back home. He admits to his plans to just drive around the country once everyone’s moved on as there’s no reason to stick around anymore. He also admits to being scared that he might do what he did again, but wants to know why Dave offered. Dave tells him again he was going to die. Tyson says that he’s not worth saving but asks for details anyway. Dave explains about the vault and that Tyson is important to him. This lifts Tyson’s mood a little and the wolf promises that he’ll do better and try harder. Dave then echoes the comment from the day before about “us”, to which Tyson deflects the question, saying it’s best that he forget it and blame the lack of coffee.

Dave expresses disappointment but understands. Tyson questions why. Dave comments on despite Tyson mentioning that Dave only did one solid thing for him, he recalls the birthday present, and other instances that seemingly don’t count. Tyson shrugs them off as swapping favors. Dave counters by all the things Tyson did instead to which the wolf answers with silence. Prompt the choice again from the previous day between “Do you like me?” and “Because you have my back?” Either way, have Tyson sketchy about where he actually stands. Dave takes this as a cue to leave and Tyson stops him, apologising, and hugging him tight, reinforcing that no matter what happens, Tyson will always be there for him. There is a moment where they hold eye contact and present the choice between “Kiss Tyson” and “Hug tighter”. Kissing Tyson has him freak out and push Dave out of range, apologising. Hugging him nets the player affection as well as a thank you.

Tyson scenario (off-route) – Opting to make sure Tyson is alright, he finds him aggressively punching a bag. Calling out to him he stops to greet Dave. Tyson makes mention that the feeling of being unwelcome by everyone else is getting to him but it’s still better than the alternative. Dave questions what he intends to do, getting an answer back to the tune of Tyson planning on packing up after the month here and driving across the country. Dave asks why. Tyson alludes to his true feelings but plays it off as just needing a change of scenery to sort himself out. He extends the invitation to Dave and it told a solid “maybe” as far as committal. Tyson then mentions that he’s managed to talk to either Sal or Hoss (route dependant) a little bit and they seem alright; but it’s more pleasantries than anything else. Dave says it’s a start, Tyson is nonplussed about this.

Dave goes to leave, stopping when Tyson calls him back. Once more Tyson thanks Dave for being a solid friend for checking up on him and says he’ll try to be less of a burden. Dave is notably pleased by this.

Tyson says he’ll be up for dinner but needs some time alone to think, and Dave complies saying he’ll be around if needed.

On the way out of the gym, Dave ponders visiting the vault (required to save Benson)

Sal/Orlando scenario – Attention turns to Orlando, who opens by apologising for his behaviour. Dean asks if he’s alright and he’s honest that it still stings but he’ll be alright. Hoss commends Orlando’s bravado but adds that he should’ve known better. Sal steps in explaining that these things are always difficult regardless. Roswell doesn’t get it, instead asking why he didn’t ask him in private. Once again Sal steps in and tells the story of his first crush again, bringing everyone up to speed on his experiences. He additionally adds that he did so in public so he can relate. Hoss wonders why the feeling of a little brother came about on Sal’s end given different species. Sal explains the similarities between his sister and Orlando and he reminded him of home. Hoss talks about his siblings as the older brother. Dean talks the same. Roswell chimes in explaining Dave was like an older brother being an only child, Orlando echoes a similar sentiment. Dave has the option of regarding any given pair for additional affection in a similar manner. Depending on option picked you get more insight on what their family life is like.

Orlando, feeling better after a group talk, says he’s going to sort dinner out and that someone should go grab Tyson. Roswell pointedly grumbles about including him given the fun they were having without him but Dave heads off on his own to retrieve him from the basement. Tyson is not down there, but Dave ponders checking out the vault all the same (required to save Benson).

Gather everyone for dinner.

**POINT OF DIVERGENCE:**

**A) No Password used (Lead to Benson Bad End)**

No notable dinner events. Tyson keeps to himself. Dave remembers meeting up with Oz that night and wonders whether he should go or not. Roswell chimes in, noticing Dave’s crunched up nose tell that he’s thinking hard on something. Dave brushes Roswell off, doing a look around the table thinking back to maybe one of his friends being the one behind what he saw.

After dinner, speak to route character a little bit more about recent events and split off to go to bed. Time skip forward to Dave heading to the museum to wait for Oz. He falls asleep, waking to the sound of the gunshot. Not convinced he heard anything, he heads to bed.

The next morning, he’s awoken by a distraught Orlando seemingly the first one up. The pair come downstairs and Orlando shows Dave what he found. He asks what they should do when someone commits suicide. Orlando also admits that he’s a little thankful it wasn’t one of their friends as he wasn’t sure how well he’d be handling it. Everyone seems to arrive at the same time, but accusations start getting thrown immediately.

**Resolving the Gun:**

* **Tyson’s Route –** (originally discovered the gun) Makes a go at getting it first, making a call of blaming Dean for hiding it, under the guise of wanting to protect the MC.
* **Dean’s Route –** (moves to protect Dave) Goes to stop anyone from getting the gun, an act misinterpreted by Tyson, leading to their tussle.
* **Roswell’s Route –** (Dean, MC and Tyson know of the gun) Upon seeing the gun, Dean and Tyson immediately suspect each other and go after it together, convinced the only other person that knew about it was the murderer.
* **All Other Routes –** (Tyson calls Dean out on stowing a gun) Tyson explains his discovery of the gun, accusing Dean while he goes to get it, Dean moves to intercept.

**Once the pair are wrestling over the gun, the player should be aware, regardless of route that:**

* Tyson discovered the Gun’s original location on Day 4.
* Dean and Tyson accuse each other of killing Benson
* They are fighting over the gun, both for MC’s sake

(Jump to Path B if Passwords were used)

(Otherwise) With Dean and Tyson fighting over the gun, they drop it in the scuffle and it goes off, misfiring and injuring Orlando. Sal, distraught, goes to assist but the shot isn’t fatal. It’s enough to warrant medical attention and Hoss is already on his way up stairs to find his phone. Roswell meanwhile is looking over the body frowning, but doesn’t say specifically why outside “This doesn’t make sense.”

Time jump to visiting Orlando in hospital. He talks about how it sucked their vacation ended early, and wondered if any headway was made into Benson’s death. Dave does not know, assuming that it was ruled a suicide given no one else had heard from the police about it. Orlando wonders what would’ve happened if someone had stopped Dean and Tyson from fighting. Wondering if they needed someone to keep the peace of someone to arbitrate between them. He holds no ill will against them given the panic but getting shot did hurt.

Round out the bad end by checking in on what everyone’s doing. Dean took Dave out on a date and they’re testing the waters. Given the event seemingly rattled everyone else. No one moved away but everyone’s keeping busy.

**B) ARBITER or PEACEKEEPER Password used (Lead to Benson Bad End 2)**

 (ARBITER)

When Dave and Tyson start bickering about the gun, Dave jumps in and causes them to stop before it gets too heated. After talking them both down, the gun gets put back as Roswell begins considering the state of the body.

 (PEACEKEEPER)

Before Dave and Tyson can bicker about the run, Dave gets there first. Everyone freezes now that Dave has the gun, and Dave explains why he went for it. Orlando is stunned but understands, the others to varying levels of acceptance hear him out. Attention is turned to Benson’s body soon after to figure out what might have happened.

Roswell, examining the body rules it as a murder. Hoss doubts this, but Sal explains that the body isn’t right if it was suicide. Roswell agrees and hints that Tyson and Dean knew this too given how they went for the gun, as well as Dave potentially. Implication is that the side of the head Benson was shot is the opposite to the hand holding the gun. There’s an awkward silence before Orlando realises what this means. If it is indeed a murder, then one of them is the killer. Dave has internal dialogue knowing that there is one other person in the mansion he knows of potentially and prompt the choice to reveal Oz or not.

**Reveal Oz** – Dave tells his friends about Oz, this causes alarm and pressing for information. Dave explains all that he’s been told about them being in danger. Understandably the group has mixed feelings about being left out of the loop and explore the mansion to try and find him. Turning up empty handed, the group gathers back to discuss what to do next. The identity of Oz being one of them is brought up, fracturing the group. Hoss raises the possibility that Dave is Oz, being the only one to know of his existence. Hint at implicating Dave as the murderer to which Hoss will then say there’s no evidence of that either. Hint at the password (BETRAYAL). Move to bad ending where the group split apart.

**Don’t Reveal Oz** – Dave doesn’t mention Oz, and the group fractures. When they all return home, explain in the epilogue that the death was ruled as a suicide despite Roswell’s deduction, something that he talks to Roswell about in the days following their arrival back home. Roswell explains he’s at a loss who could have done it, but if it’s ruled a suicide there’s nothing they can do. He casts shade on Tyson being the most violent but not clever enough to mess with the crime scene. Dave comes to Tyson’s defence to which Roswell picks a fight with Dave over taking his side. Roswell mentions that this has become a growing trend that he’s noticed and it’s not fair. Dave retorts that Tyson has changed. Roswell disagrees, leaving in a huff that he feels betrayed that his longest friend would side with their shared bully. Allude further to the password (BETRAYAL). Move to bad ending where everyone moves away.

**C) BETRAYAL Password used (Benson saved, continue to Day 8)**

During dinner, Dave wonders what he’d seen and asks after Benson. Orlando says that he hasn’t seen him recently. The others seemingly agree to this sentiment. Bothered by this prospect, Dave explains that he feels like Benson is likely to die tonight. Route character will clarify, wondering if Dave got the vault to work again. (All characters are now aware of what Dave can do) If the morning scenario happened with Hoss and Orlando, they’ll back Dave up; otherwise they say Dave should have spoken up sooner. Tyson believes Dave while calling him crazy, swaying Dean. Roswell is still sceptical even on his route but asks what Dave wants to do about it.

Dave mentions the gun, alarming Tyson (and Dean if on Roswell’s route), and that they should find it. Hoss asks why, fearing that if the person was one of us, they’d now just have the chance to hide it instead. Sal will point out that while that’s true, it now puts pressure on someone wanting to target Benson as everyone is now aware to watch everyone else. Orlando asks if this is a wise idea. Dean says it wouldn’t hurt to look for the gun just in case, if only to put Dave’s mind at ease. After dinner, the group splits up to search.

Tyson and Hoss approach Dave, asking how he’s feeling. Dave says he’s fine, Hoss points out that he’s lying without missing a beat. Tyson tells him to be nice but agrees, knowing a few of Dave’s tells himself. He says that they’ll either find the gun at he’ll bunk up with Dave for safety if it will make him feel better. Dave declines. Hoss extends the same offer, again getting declined. The pair say that so far they haven’t found the gun, but it’d be hard to just stumble on it anyway before breaking off to continue to look.

Roswell and Sal approach next, talking about why a gun would be an interesting choice. Roswell takes the path that it’d be messy, if quick, but runs a lot of risk in use. Sal points out proximity being a problem, let alone a motive. Dave asks what they think the reason killing Benson would be, to which the pair speculate but have no solid idea. They head outside to start searching the greenhouse.

Orlando and Dean come up next, Orlando lagging behind Dean as he makes a beeline for Dave and gives him a hug, apologising. Dave, confused, gets told by Orlando that he let slip about Dave’s past with guns (How his dad died). Dave is still confused. Dean apologises for not knowing about Dave’s dad to which Dave says it’s no big deal. Orlando calls him out on it, saying that he shouldn’t try supressing his feelings about what happened so much. Before Dean can go on a rant about how he’ll be there for Dave in any way he can, Dave cuts him off by asking about their search. So far, they’ve come up empty, wondering where they’d even start looking for something like this in the first place. Dave is unsure.

Everyone meets back up in the dining room with no gun being found. Sal asks what Dave wishes to do. Hoss interjects saying there’s not much they can do if the gun does exist, but perhaps sticking together for a night might not be a bad idea. Orlando likes the idea of this, comparing it to a sleep-over. Roswell says it’s a little overkill all being in the one room, so perhaps splitting into two groups to make it easier? Tyson asks Dave directly if that’s help. Dave reasons internally that in groups of three, there is less of a chance someone could sneak away without being noticed as missing and agrees. Hoss claims Roswell and Orlando in his group, leaving Dean groaning about being in the Tyson group but getting smacked upside the head by Sal. Tyson comments only going along with it for Dave’s sake and that Dean was hardly his first choice either.

The group gets ready for bed.

**Sal/Tyson/Dean Routes** – Everyone assembles in Sal’s room as it’s the cleanest of the three options. Conversation shifts to asking Dave if he’s comfortable, Tyson cutting in saying that he can afford to lay off. Sal asks if the attention is making Dave uncomfortable. Dave expresses his concerns about how this vacation is going. Notably the fighting that’s happened so far with the three in the room. Dean says that he wasn’t in any fights. Tyson reminds him about his comments to Orlando, to which Sal reminds him about going at Roswell. Tyson says he deserved it, Dean says that he didn’t deserve Sal’s aggression, to which Sal will say he did. Dave has an outburst here, frustrated. He explains that he wanted everyone to just have a good time and that they’re here now so they may as well try and get along. Tyson promises he’ll stay out of the way, Sal looks to Dean who says he’ll stay at the greenhouse. Sal says he’ll be at the pool. Dave however says that staying in separate places defeats the point of doing this thing as a group. Sal asks if there was a common thing they all liked that perhaps they could bond over. Tyson rattles off liking to tinker on his car, working out, but leaves it at that. Dean likes coffee, gardening, the hot tub. Sal likes swimming, working out, and playing games. Tyson asks what games. Sal mentions anything with flashy lights and happy sounds is fine by him. Dean asks if that’s just not all of them. Dave questions what Dean plays and he’s happy to play whatever so long as he doesn’t need to perform well. Insert lewd jokes, turn in for the night.

**Orlando/Roswell/Hoss Routes** – Everyone assembles in Hoss’s room as it’s the cleanest between the other options. Roswell brings a deck of cards and the conversation happens over a game of Go Fish. Roswell asks if Dave’s comfortable with everyone sort of together. Dave agrees. Orlando muses over what Dave saw and wonders if there’s any truth to it. Hoss considers this as well but it’d seem odd that it would only work for Dave and Orlando. Roswell will ask for clarification on this, outing Orlando as a secondary user. This gets Roswell’s brain ticking but leading him nowhere. Dave apologises he didn’t come forward sooner with this, but Hoss comforts him saying something to the tune of it being understandable given the circumstances. Orlando wonders what’s behind the door if it hasn’t actually opened yet. Roswell wonders if it’s just money, or something more valuable than that. Hoss is on board thinking its money, although seems like a waste to offer it to a group of strangers. Orlando wonders if it’s not a thing so much as something symbolic. None of the answers really sitting right for the group. Dave wonders if it’s a method to bring people back to life, justifying it with what he saw. Roswell is doubtful, given that’s not revival so much as aversion. Dave is disappointed by this, the group seemingly aware that Dave was looking to get his dad back. They finish up the game and turn in for the night.

Once everyone has turned in, Dave excuses himself to go check up on the other group. Dean/Orlando tell him to be careful and instead he goes to the Museum in hopes of meeting Oz. He waits for half an hour before going to his room annoyed. Dave calls to Oz, who responds, confused. Dave asked why he didn’t show up in the library, and Oz says he was in the library, and Dave was instead in the museum. Dave is confused, having assumed they were the same room. Oz insists they are separate rooms, with the library having more than one entrance too. Dave, still confused, asks where it is. Oz however thinks on this and offers Dave another shot, instead tomorrow night. Instructions are to meet at the same time, alone, and to use the day to find the library; payment for saving Benson. Dave questions how Oz knows this but switches to asking if he was watching what happened in the vault, to the answer being yes. If on Roswell/Hoss/Orlando routes, Dave questions further about Orlando being able to use the vault but Oz knows nothing about this. Once again Oz force ends the conversation saying that they’ll talk tomorrow assuming that the library can be found.

Dave returns to his assigned group and settles in for the night.

### Day 8

Day begins either cuddled up with Orlando or Tyson. The person Dave cuddling with wanting to sleep in longer. In the case of Tyson, prompt the option of patting him. Have everyone get up and reconvene in the dining room. Roswell counts everyone present and questions if anyone killed Benson the night before. Tyson and Orlando find this in poor taste, calling Roswell out on it. Before he can defend himself, Benson wanders into the room, wishing everyone a polite good morning before heading into the kitchen. He doubles back, requesting Dave to come speak to him in private.

Dave complies, with Benson thanking him. Dave is confused. Benson informs Dave that he’s been informed by Oz of what he did to stop him dying. Dave isn’t sure how to respond. Benson is grateful and offers some advice, knowing the next task set to Dave. There is a reason that Oz is testing Dave’s capacity to find the library and that one of his friends knows its location. Dave asks why he can’t just be told. Benson tells him that he’s been told not to assist you in this way but in as many others as he can manage, be it weapons, advice or knowledge; with the latter being restricted until after the meeting with Oz.

Benson begins to prepare breakfast when Dave expresses his worries about whatever is going on and just wanting to keep his friends safe. Benson reassures him further that everything will be fine and that the master of the house is legitimately a decent person. Dave asks if he could be trusted. Benson pauses before explaining that decency and trust aren’t mutually exclusive and it’s a thing Dave will need to decide on after meeting in person. Dave asks Benson if he knows who’s behind it, to which he says he does not know. Dave asks if he could trust Benson. Benson reinforces that he’s Oz’s butler and act in his best interest; if Dave can trust Oz, he can trust Benson. Benson then amends that Dave’s inherent trust does not influence his actions moving forward as he is still just a butler. Dave’s final question to Benson is “Do you think we’re going to make it out of this okay?” to which Benson replies “I can only hope so.”

Hoss comes in to check in on how things are going. Benson says that they were just having a little chat, having overheard what happened last night. Hoss asks where Benson was, and Benson says he was just under the weather, to which Hoss calls him out for lying. Benson, amused at this, wonders if Hoss is willing to give him a hand with breakfast. He extends the invitation to Dave. Prompt player choice:

**Stay** – Help with breakfast. Benson asks Hoss how he could tell he was lying. Hoss says that it’s a natural talent of his being able to discern when people are bluffing or not. Benson muses that this would have a fine use in law enforcement or the courtroom. Hoss laughs the idea off, not interested in any of that sort of stuff mentioning that it comes with the territory. Dave asks what territory that is. Hoss says simply that as someone still unsure of where he fits in the world its better to play on the defensive, picking out people’s intentions from afar. He then continues to say that sometimes the best place to observe, or even hide one’s intentions is in plain view. Benson finds this notion interesting and agrees. Dave wonders about the morality of that. Benson says something about morality always being a grey area given one’s perspective of the world. Hoss questions what makes him say that. Benson says that he’s been a butler for the Hammond family for a while and not every master of the house has been pleasant. Once breakfast is made it’s brought into the dining room.

**Leave** – Head back to dining room. Orlando is the first to ask what Benson wanted. Dean cuts in, saying that he probably just wanted to thank Dave for being concerned. Sal asks Dave if it’s true, which he confirms, leading Sal to ask if there’s anything Benson said to hint at who might have wanted him dead. Dave says that nothing of the sort came up.

### Day 9 – Character Route Day

 Day begins with route character checking in on Dave. Dave continues relevant plot thread from the day before to act as a bridge between his interaction with Oswin, his thoughts of his dad’s passing and the next character relevant arc.

 Have Dave wander off during the morning and spent half the day checking out the driveway. Set up Dave’s inner monologue about him trying to be more independent and stronger. Also establish a vague idea of distance between the main road and the house to set total boundaries of the play area.

 Return to the house, have a scene post lunch where everyone’s finishing up lunch.

Branch off into character routes following.

 Tyson -

 Sal (Medal) – Covers the death of his sister. Start the arc of “living for the expectations of others)

 Roswell (Medal) – Cancer (Study)

 Hoss – Teaches Dave to lie

 Orlando

 Dean (Medal)

### Day 10 – Investigation Day

 Investigation Day

Start dream sequence with Dave and his dad. This drives Dave to want to be more proactive in keeping his friends alive by investigating their deaths from what he remembers from the vault visions.

At the end of the investigation, conclude that (if not on Sal’s route) Sal’s appearance outside of the Library was odd. Go interrogate Sal and find that he’s been sleepwalking. Obtain the password from this fierce encounter.

If password is not found and then put in, Sal massacres Roswell and Dean that night.

If obtained, Dave makes a beeline for Sal and explains what he saw. Continuation of interrogation before Sal relents and Dave spends some time talking to Sal about what’s been keeping him from sleeping. This catches the player up on what’s happening with Sal when not on his route.

If on his route, have some more talks with Sal regarding a mutual understanding of one another.

In the event that the massacre occurs, jump to path C document.

### Day 11 – Group Activity Day

Group activity day

 Tyson/Sal

 Dean/Hoss

 Roswell/Orlando

### Day 12 – Group Activity Day

 Group activity, introduce rabbit. End with rabbit venturing back into the woods.

### Day 13

 Character route development day

 Tyson (Medal)

 Sal

 Roswell

 Hoss (Medal)

 Orlando

 Dean

### Day 14

 Dave development day

### Day 15

 Character route development day

 Tyson

 Sal

 Roswell

 Hoss

 Orlando

 Dean

### Day 16

 Group activity day

 Tyson/Dean

 Sal/Roswell

 Hoss/Orlando

### Day 17

 Group activity day

 Tyson/Sal/Orlando

 Dean/Hoss/Roswell

### Day 18

Dave development day

### Day 19

 If Oz is alive, he’ll request to meet Dave for the final meeting.

 If Oz is dead, investigation day.

### Day 20

Confession day. Dean Date into confessions from the characters about their feelings if enough affection has been built by this point. If Dave has a boyfriend, lock it in here.

### Day 21

 Full moon scenario.

 Tyson route – Dave gets dragged into the forest (no one dies by default)

All other routes – Password dependant. If Tyson is threatening Dave and Dean is unaware of what’s going on, Dean kills Tyson to protect Dave. If the passwords are brought up in how to deal with Tyson’s rampage, either sticking together or splitting up, splitting up ends with two deaths: Roswell and Hoss. Sticking together leads to no deaths with Tyson escaping into the woods.

### Day 22

Tyson route – Day kicks off with Dave still struggling against Tyson, who snarls and growls the further in they go. Flag Dave as injured here. He falls unconscious, he awakes to Tyson shaking him on the cusp of shaking off his lunacy. He hugs Dave saying he doesn’t remember anything and wants to know how Dave got injured. Dave fills in him to which Tyson struggles to understand how that happened before remembering the sounds he was hearing. Dave asks if Tyson is alright to which the wolf confirms he’s felt better but he can think again. If he’s Dave’s boyfriend he’ll reinforce that he loves Dave despite what happens and promises to keep him safe. If not, Tyson will hug Dave asking if he’d like some help getting back to the mansion. Carrying Dave, Tyson starts wandering in a direction, Dave asks if he knows where he’s going. Tyson hushes Dave, settling him down and telling him to stay quiet. Dave overhears Rabbit and Bear confronting Tyson about being a lost dog in the woods. A scuffle ensues and they knock Tyson out, make mention of getting a wolfskin rug causes Dave to gasp and be discovered, leading to his capture.

All other routes – Dave is concerned about what happened to Tyson. Group is still wary of what happened but agree they can’t leave him out in the woods, more importantly can’t let Dave go out alone. Dean, charges in before anyone else with an axe, Dave has a Flashlight. Worried about his friend, Dave rushes in with the flashlight after him leaving the others behind dreading Dean getting into trouble. Dave gets lost in the forest and prompt turning on the flashlight:

 Turn on Flashlight – Jump to getting captured

Keep flashlight off – Flag as injured, overhear Rabbit and Bear talking about capturing the wolf that came through recently. Dave follows them hoping to find out what they did with Tyson, only to be noticed by the rabbit and promptly captured himself.

**The Capture**

 Dave wakes first, Tyson is flagged as injured and is unconscious. Dave tries to wake him and Tyson gets up. If on route, he’ll grab Dave swearing that he hoped that he’d get away before moving to ask if he’s alright. If not on route, he’ll ask where they are and how they got here; Dave will move to asking Tyson what he remembers which is nothing, aside from the rabbit and the bear getting him.

 They examine the room, finding it to be something like a storeroom, a large door stopping them from leaving. Dave finds he still has his flashlight. Tyson says to conserve the battery. Look for a way out. Tyson says that they might be able to get out by digging, prison style. Dave asks if they should find a shovel, Tyson says that they’ll just use their hands if need be. Tyson tries the door anyway finding it open. Dave wonders if its safe and Tyson tells Dave to stay here so he can make sure it’s safe first. Prompt player choice to stay behind or to insist to go.

Go with Tyson – Tyson agrees, telling Dave to stay quiet and stick close. Together they work through the watermill. Before finding the Rabbit and Bear going at it. Tyson grabs a nearby knife and says that this is an opportunity to jump them and make a clean break for it. Prompt player choice:

Attack – Tyson goes to jump the pair and it caught by the Bear. The Bear then stabs Tyson with the knife. Tyson yells for Dave to run before dying. Dave runs.

Sneak Away – Dave says its not worth the risk and Tyson follows back the other way. They make it to the exit.

Stay behind – Dave waits, Tyson calls Dave a good boy and goes. If Tyson is Dave’s boyfriend, he’ll come back with a knife, saying he found the Bear and Rabbit. Dave says that he was worried Tyson was going to get into trouble. Tyson takes Dave by the hand and they head to the exit. If Tyson isn’t Dave’s boyfriend, he’ll attack the Bear and yell for Dave to run before dying. Dave runs.

At the exit, Dave runs into Dean. He asks if Dave is safe. If Tyson is dead, he’ll be crying saying what happened in there. Dean asks if he should go in. Prompt player choice.

 Go In – Dean goes in and is jumped by Rabbit. Prompt player choice:

Assist Dean – Dean is able to fight off Rabbit before Bear arrives, but loses the axe. Dave and Dean run.

 Run – Dave runs. Bear captures Dean, killing him.

Run – Dean leads Dave back to the river camp and asks what happened. Dave cries that Tyson is dead and that it’s his fault because he was trying to save him. Dean doesn’t believe it but consoles Dave all the same. If Dean is the boyfriend he’ll swear he’ll do his best to not end up the same way while keeping Dave safe. If Dean isn’t the boyfriend, he’ll console Dave as best he can, saying that thanks to Tyson he’s safe now. Dean leads the way back to the mansion.

If Tyson is alive, Dean will move to protect Dave but Dave will step in insisting they need to leave. At the river camp, Dean interrogates Tyson what happened back at the mansion. Tyson doesn’t remember. If on Tyson’s route Dave explains that it wasn’t Tyson’s fault, coming to his defence. If Tyson is the boyfriend, Tyson will claim he’d never hurt his boyfriend. Dean is taken aback at this but gives Tyson an ultimatum to never hurt Dave lest he face Dean’s wrath. If Tyson isn’t the boyfriend, Dave will step up and say that Tyson would never hurt him. Dean will question this if Tyson’s truly that special to him which Dave will answer in the affirmative, satisfying Dean. If not on Tyson’s route, Tyson will arc up at Dean about the suspicion, Dean will argue back that he put everyone at risk, prompt player choice:

Intervene – Dave says that Tyson wouldn’t mean to hurt anyone like that, and he’s never gone that insane before. If Dean is the boyfriend, he’ll drop it. If Dean isn’t the boyfriend he’ll get one last shot in before saying they should head back.

Stay Silent – Dean will move to threaten Tyson with the axe, calling him out as the murderer. Tyson calls Dean insane. If Dean is the boyfriend he’ll claim that he can’t take the risk of Tyson killing Dave in cold blood. If Dean isn’t the boyfriend he’ll ask for answers of Tyson. Tyson can’t give them and looks to Dave for support. Dave will say that the important thing is that they’re all safe and that he’s only out because Tyson helped him find the exit. Dean accepts this and leads the way back to the mansion.

If Dean dies, Dave will lament in tears at the river camp about how both of them died. He’ll have a mini freak out before trudging back to the mansion. If he’s not flagged as injured, flag him as injured.

**Back at the Mansion**

 Those arriving at the mansion will file inside. If Dave is alone he’ll slump on the ground in tears to be found by Hoss. Dave will explain that Tyson and Dean are both dead and it’s his fault. Hoss, in shock, brings Dave to the dining room.

If with Dean, Dean will go find help. If with Tyson as well, Dean will go get help and Tyson will stay with Dave. Dean comes back with Hoss, who will bring them to the dining room.

Hoss explains what has been happening since Dave left. The mansion now has no power, and has been out for a while. Additionally, something’s blocking his phone signal, so he can’t contact anyone for help.

### Day 23

### Day 24

### Day 25

### Day 26

### Day 27

### Day 28

### Day 29

### Day 30

 Finale. The bus arrives and those still alive head back home.

# Platform

Planned for PC release as a standalone executable file. Method of release should be via Patreon through its development, hosted primarily through Dropbox. As there are different tiers of access to the builds, the Dropbox model may need to shift towards a business account or otherwise some means of password protecting the builds for those that have actually paid for them.

Upon conclusion of the product it should be viable for Steam release depending on licensing and whether or not it passes the checks required for Steam to sell it. A lot of this is going to be highly dependant on the capacity for sexually explicit games to be sold on the platform and while some, so far have passed, who knows how that’s going to change between time of writing and time of launch.

Alternatively, privately hosting and somehow charging for it seems feasible through a few other sites, and potentially still through Patreon depending on if another project is taken up upon Password’s completion. At this stage, the intention is to do something with the page beyond Password’s lifetime, so method of distribution, in the worst-case scenario can be done through Patreon.

# Menu Flow

[insert diagram here]

Start Menu > (If save file detected) Continue[button] > Load most recent save

Start Menu > New Game[button] > Run Game

Start Menu > Load Game[button] > Load Menu > Select File > Run Game from stored data

Start Menu > Config[button] > Config Menu

Start Menu > Compendium[button] > Compendium Menu

Compendium Menu > Passwords[button\*] > Passwords Menu

Compendium Menu > Secrets[button\*] > Secrets Menu

Compendium Menu > Memories[button\*] > Memories Menu

### Buttons/[\*]

Typically rendered within the Ren’Py engine. In the instance of those marked, they take the place of images that change when hovered over to indicate feedback to the player that the option is both available and that they can select their highlighted option.

### Start Menu

On start-up of the executable file, this is the main screen that the player sees. It acts as the gateway for the player to start play. Basic functions of starting a new game, loading a previous save, along with auxiliary support such as skip settings and alike are accessible from here. Additionally; player-earned rewards in the way of CGs, artwork and other such information can be accessed through another menu.

### Config Menu

Supplied primarily through Ren’Py’s engine. Standard options are the skip speed and function, volume and alike. Untouched beyond default options supplied by the engine.

### Compendium Menu

The main gateway to the extra content discovered by the player, divided into three categories for ease of perusal.

* **Passwords** – Listed by the date obtained and the date intended for use, along with the circumstances that led to it. Used primarily for expedited play on second playthroughs.
* **Secrets** – Clues or otherwise hints to the nature of the mansion or its mystery. Given the narrative intends to space these hints across all routes, having them collated allows the player to have an easier time in managing information they’ve discovered.
* **Memories** – Supplemental information from each of the characters. Not necessarily plot relevant but snippets that highlight traits or events from each of the characters.

### Passwords Menu

Listed as static images in a grid. Each image is marked to denote character route if relevant, along with colour coding to sort between vital to preventing an ending, unlocking an alternate scenario, or just tweaking dialogue slightly.

### Secrets Menu

Similar as above, except no sorting. As each thing here pertains to the larger whole, there’s nothing that’s more, or less relevant towards uncovering the whole story outside only a few parts, which can be placed either at the start (similar to the ranking of console trophies) or at the end (denoting sequential significance).

### Memories Menu

Sorted by character and marked with an image that generally summarises what the memory is about or relates to along with the character it pertains to. These are not in any specific character order.

# Licenses/Programs

### Rep’Py – Free

Primary tool of development and comes with a slew of support in the way of ready-made scripts and community support. Given the nature of the program, doing things in Python is on the table although due to team restrictions a lot of what’s planned for the game needs to be accomplished using the base library provided with the game. Anything beyond that is subject to review and goes on the polish list.

### Paint Tool SAI – PAID

Primary art-making program. It accomplishes the bare minimum of what’s needed to provide sprites to the game with some flaws. With no in-built text tool, custom buttons and alike need to be ported over to another program for touch-ups making the process not as streamlined as it could be. Granted, in the interest of cost it’s workable, but something like Photoshop would likely be the ideal.

### GIMP – Free

Purely here to make up for the failings of SAI in that it can handle Text. Again, this would be made redundant if Photoshop was on the table as an option.

### Microsoft Word – PAID (Subscription)

All planning of scripts, plot details, character bios, design doc, and plot synopsis are handled offline through Word documents. Google Docs would be a good alternative and likely the better option if the team was beyond one person for transparency but is otherwise unneeded. Having copies offline helps in the off-chance that internet is unavailable during working hours.

### Dropbox – Free Version

Using just a personal version of Dropbox allows a means to backup various versions and have a means to share somewhat secure builds to the public. It’s hardly the best option as there’s no innate support for password protection at this level but it’s a start. You can fudge it by only sharing direct links with those that have paid, but it will need to be reviewed later as to alternatives for later down the track.

# Assets

## Production Key

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Placeholder | Desired | Non-Existent | In Progress/Testing | Finalised |

## Character Assets

For each character, bare minimum is an array of expressions that can be used to fill various situations without having to have superfluous amounts of assets only used once or twice. As far as asset pathway, modular .PSD or .SAI files allow for quicker edits depending on QA results and additions.

How Ren’Py handles images comes down to label tags defined in the init block of the code. For example, to call a picture of Dean would have something like “bear neutral swim injured” to point to various states to be toggled within the art file. In the above, Dean will have a neutral expression, be wearing his swimming “costume” and look injured. Taking off one of these keywords will pull a different image. In-engine you can use the context sensitive feature to pull similarly labelled images by taking off label tags, but given the variety of the images used, a full list has been chosen to prevent unintentional swapping.

Primarily because the amount of tags any one image can be assigned is 5, but the amount of effort to manually code in the hard image isn’t all that much extra to prevent the wrong image from showing up.

## Dean Orson (Bear)

### Default Costume

Typically want rounded shapes, make him look fluffy, and have a typically neutral palette to make his shirt pop.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Underwear

Briefs. Simple, no pattern and flat colour with maybe an accent colour depending.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Swimwear

Swimming trunks. Fancy pattern, something flashy in an unused colour.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Shirtless

Base pants from default costume, minus the shirt. Alternatively, damaged shirt for when relevant.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

## Tyson Grey

### Default Costume

Neutral, and cool colours. Singlet, baggy pants, likely sweatpants.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Underwear

As Tyson typically goes commando, replace this with a jockstrap for the few instances in the gym where it’s needed.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Swimwear

Board shorts. Plain, single colour.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Shirtless

Same as default minus the shirt.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Feral

Potentially a complete redraw, make him appear more hunched. No shirt, damaged pants, ramp up the aggressive look by making that fur jagged and push the wolf traits up.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

## Sal Warden

### Default Costume

Plain and unassuming while bring vaguely sporty. Maybe a numbered shirt or just plain white. Track pants for sure.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Underwear

Short boxer briefs. Single colour and plain.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Swimwear

Speedo. Black, as that’s the standard outside navy blue. Perhaps swimming shirt as well; hard to say.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Shirtless

Same as default, just without the shirt.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

## Orlando Noble

**Note:** Orlando wears a purple crystal around his neck and should wear it at all times across all costume changes except where explicitly stated.

### Default Costume

Make him look like a weeabo, or at the very least have Japanese influences in his clothes. Avoid explicit anime/manga depictions and go more toned down.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Underwear

Fundoshi. Standard linen/white cloth colour.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Swimwear

Goggles and floaties on his arms. Plus speedo, picking a colour pair with his scales (maybe red?).

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Shirtless

Same as default, minus shirt.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Pantsless

Same as default, minus pants, showing underwear.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

## Hoss Warner

### Default Costume

Neutral coloured pants to draw attention to his centre of mass. Go for a flashy design, something overlayed on top and asymmetrical.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Underwear

Briefs, black, because classy?

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Swimwear

Undecided, hasn’t become relevant.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Shirtless

Same as default, minus shirt.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

## Roswell Sinclair

### Default Costume

Warm colours to provoke friendliness and affection, but just enough red to allude to danger and blood. Go the way of Steven Universe shirt design to trick the player into associating a childish nature towards him to offset the intellect later displayed.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Underwear

Simple, plain, one colour. No pattern. Briefs?

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Swimwear

Board shorts, star pattern to carry over from his shirt.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

### Shirtless

Same as default costume, minus shirt and bandana.

|  |  |  |  |
| --- | --- | --- | --- |
| Neutral | Smile | Grin | Laugh |
| Aroused | Annoyed | Mad | Yell |
| Pout | Scared | Sad | Cry |
| Embarrassed | Drunk | Dazed | Pain |

# Supplementary Cast Sprites

Undecided. Some will appear on screen in choice situations so it may be possible to get away with a much narrower scope of expressions, perhaps kept to the key of “Positive Emotion”, “Neutral Emotion”, “Negative Emotion”?

* Benson
* Dominic
* Benny
* Oswin
* Bus Driver
* Generic Police(?)

# Backgrounds

|  |  |  |  |
| --- | --- | --- | --- |
| Basement | Bedroom | Foyer | Bus Stop |
| Gym | The Rec Room | Dining Room | Bus Interior |
| Vault | Conservatory | Kitchen | Mansion (Front) |
| Hedge Maze |  |  | Mansion (Back) |
| Hedge Maze Fountain |  |  | Pool |
| Woods (Outside) |  |  | Greenhouse |

# UI Elements

|  |  |  |  |
| --- | --- | --- | --- |
| Title Screen (Roswell) | Title Screen (Orlando) | Title Screen (Dean) | Title Screen (Sal) |
| Title Screen (Tyson) | Title Screen (Hoss) | Content Splash 1 | Content Splash 2 |
| Content Splash 3 | Compendium Menu (Passwords) | Compendium Menu (Secrets) | Compendium Menu (Memories) |
| Taskbar Icon | Text Box | Button Overlay |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# CGs

|  |  |  |  |
| --- | --- | --- | --- |
| Dean Hot Tub | Dean Kiss 1 | Dean Sex 1 | Dean Sex 2 |
| Roswell Hot Tub | Roswell Kiss 1 | Roswell Kiss 2 | Roswell Sex 1 |
| Orlando Hot Tub | Orlando Kiss 1 | Orlando Sex 1 | Orlando Sex 2 |
| Hoss Hot Tub | Hoss Kiss 1 | Hoss Sex 1 | Hoss Sex 2 |
| Sal Hot Tub | Sal Kiss 1 | Sal Sex 1 | Sal Sex 2 |
| Tyson Hot Tub | Tyson Sex 1 | Tyson Sex 2 | Tyson Sex 3 |
| Discovery CG | Tyson Driving |  |  |
|  |  |  |  |

# Compendium Icons

## Passwords

|  |  |  |  |
| --- | --- | --- | --- |
| Discovery |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## Secrets

|  |  |  |  |
| --- | --- | --- | --- |
| The Gun | Soundproofing | The Vault |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## Memories

|  |  |  |  |
| --- | --- | --- | --- |
| Coffee Incident |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Team

## Project Directors

### Lead Artist

Me?

### Lead Programmer

Me?

### Lead Composer

Unknown. At this stage the plan for music is to use commercially available/free music from the internet rather than compose anything unique.

# Schedule

Unknown. Ideally once per month minimum, pushing for twice monthly. Highly dependant on income from Patreon versus commissions.

# QA Testing Notes

|  |  |  |
| --- | --- | --- |
| **Feedback** | **Comments/Solutions** | **Status** |
| The Maze is too confusing/difficult. | Need to find a better method of conveying what’s happening to the player, so they can make informed decisions.This might need an overhaul as to how it’s presented entirely with something more visual; or perhaps something that the player can map out. This will largely depend on what’s possible within-engine to resolve combined with available skill in Python. | Investigating |
| General wordiness | Some sections have far too much redundant commentary, sometimes rehashing the same basic information over 10 textboxes when it could be better done in 3. Additionally, there are multiple instances where the same word, typically “although” is used up for four times in the same text block.  | Investigating |
| Lack of Choices | Similar with the above, the script doesn’t allow for as much player input as current batch of testers would like. As such, allowances in the script, when the above revision takes place, need to be made to allow for more active choices, whether they be functionally effective towards any backend mechanics or just tweaking the dialogue for any immediate interaction. A reported “good” instance of this is the Orlando “Coffee Incident” that takes place on Day 3. | Investigating |
| Making the right choices isn’t always immediately clear | This can go either way depending on the direction the game wants to take. On one hand, conveyance, especially in instances where it’s Dean’s route and you want to explicitly want to farm the smut content of the game, it’s good to know you’re on the right track without having to expend more effort than needed. This is also true on a conceptual level for Sal, who’s harder to read by nature. The flip side of this is that there’s no immediate way to display this without breaking the player’s attention away from what’s happening outside the provided “Notify” function within Ren’Py. | On Hold |
|  |  |  |
|  |  |  |
|  |  |  |