

**"Alright then."**

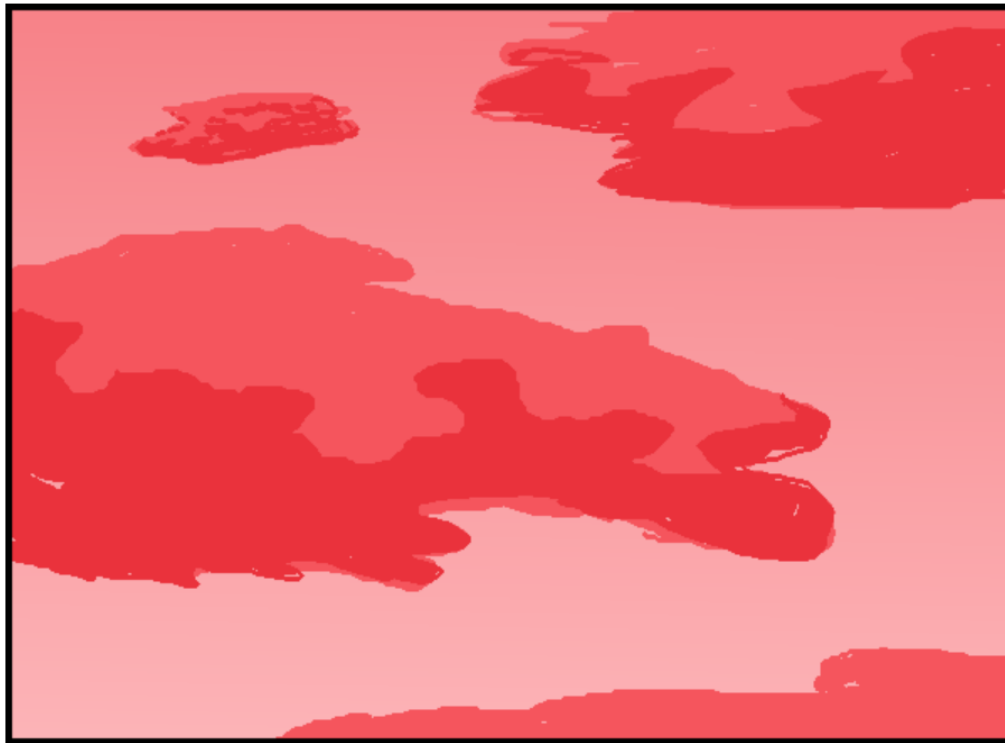
Your mother gives you a hug.

**"I love you so much. We'll always be here for you ok?"**

Your chest starts to hurt. You feel nervous and guilty... but most of all, scared.

> "I love you too, Ma."

> Breakdown in tears.



<https://artsybarrels.itch.io/goodbye>

## Outline 3.0

Organization:

**bold** + "quotations" = speaking

> + **green bold** = choices

[**sound effects**]

**unique snippet**

[**image**]

**(If never seen this page before)**

**(Day 1 only)**

**(Day 2 only)**

**(Update number)**

**Aim for 10 playtests**

**Note:**

Dear Player,

Thank you for clicking into this game! As an act of goodwill for our first encounter, let me warn you - this game will be monotonous at moments, and even frustrating at times.

It's deliberately crafted this way (by yours truly).

But, I'm here to tell you to persevere, and stay curious. Maybe not Day 1, Day 3, or even Day 5, but someday...something might change. My wish is that you'll find hope through trying - again and again - for novelty in life.

Of course, I will not chain you to this game forever. There's a QUIT button, available at all times....though I hope you won't use it. It looks like this:

(text-colour:red)["GIVE UP"]

But, as a trade-off, you have to refrain from using the back button.

(text-colour:green) [[[Now, are you ready to begin? |P1]]]

**P1:**

Effective October 26, 3098, the Artistry Ban has been implemented.

Possession of prohibited items such as paintbrushes, props, and instruments will result in immediate reporting.

Embrace a future marked by high efficiency through advanced technology."

The once adorned walls now laid bare. The paintings you once loved had been torn and scattered across the floor, signifying an end.

You sat stunned, the notice that you'd read over and over clutched in your hands.



Breaking the chilling silence, your brother's voice echoed, questioning your  
(text-colour:green)[[decision. |P2]]

**P2:**

""Why give up on what you love? You've lived and breathed as an artist, but now you did nothing to defend it. How pathetic.""

He turned, angry, but you heard the slight crack in his voice when he spoke.

//That's not anger...it's disappointment. //



Just like the notice in your hands, you didn't do anything to stop him as he stormed  
(text-colour:green)[[off. |1]]

## Day 1

### 1-Wake up [img alarm clock]

(b4r:"ridge","none")+(b4r-colour:white)[Day 1 - 04:00 PM]

**// haven't had that dream in a while. //**

You wake up blearily staring at the holographic clock as it flickered faintly in the dark room.

(text-colour:grey)[04:00 PM]

**Discomfort lingered as you sat up from bed, trying to forget about the dream.**

(text-colour:green)[[> Open curtains |1A]]

(text-colour:green)[[> Get off bed |2]]

> 1A [sunrise] Open curtain [pull curtain] > dreary skies

(b4r:"ridge","none")+(b4r-colour:white)[Day 1- 04:10 PM]

You stretched a little, reaching over until you could grasp the thin fabric of curtain and pull it aside.

> [if +3] Event E sees sunrise

//Nothing N-//



You gazed at the sight in front of you in disbelief. Streaks of red, pink, and orange painted the sky, casting a warm hue that basked your room in its glow. It was a sight that took you a while to turn away (text-colour:green)[[from. |2]]

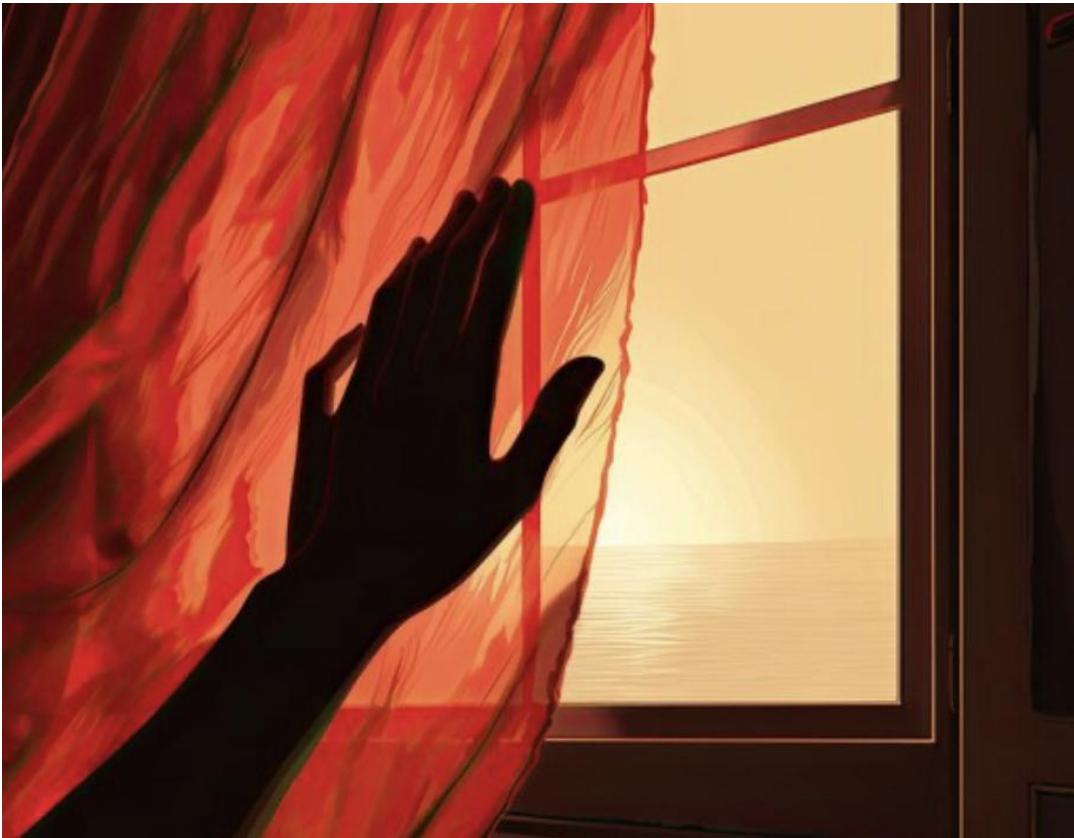
[if Event B/2C] Event F hurries to show robot

“Miko look.”

You pulled the robot who’d just walked into your room to the window. The two of you

looked at the sunset quietly until she spoke.

SUNSET. JUST LIKE YOUR PAINTING



Your eyes stung at her words. She was right. Sunset. The last creation of yours before the ban.

You looked at the sunset some more.

//What a good omen.//

You knew what to do (text-colour:green) [[[next. |12]]]

Else:

//Nothing new. //

The curtain revealed nothing more than the usual cloudy grey sky. **Streaks of rain dotted the window, staining it with even more misery.**



**TODAY'S WEATHER IS: CLOUDY. THUNDERSTORMS MAY BE EXPECTED.**

**You turned to the hologram that is now displaying the weather notice it'd just announced.**

**>2 Get off bed / Notes messy room [img ketchup room]**

(b4r:"ridge","none")+(b4r-colour:white)[Day 1 - 04:30 PM]

You decided to get off bed, your foot landing on the cold wood floor, sending a shiver through your body.

//I'd rather stay in bed. //

**If Event B**

The room was clean, the clothes from yesterday already in the wastebasket. Looking around, you felt *satisfied*.



//What an odd feeling.//

For once, you felt ready to start your (text-colour:green)[[day. [3A]]]

Else:

**You're still wearing the clothes from yesterday - or was it two days ago?** You looked around the room; **stale fries and burger wrappers** from yesterday littered the floor a few feet from the flatscreen, where the game you'd been spending months on were still open. **Odd areas of the room have....ketchup stains?**

**//Like streaks of red paint across a...nevermind.//**



**Shaking the thought off your mind**, you open the door, and like every other day, the cleaning robot comes in.

GOOD MORNING.

You nod in acknowledgement, not knowing



what else to say.

(text-colour:green) [[[> Clean up the room yourself. |2A|]]]

(text-colour:green) [[[> Let her clean the room |3|]]]

**>2A [friend] attempt to clean yourself**

**[if 4B x2/Event D] and no Event B/2C Event B**

....

You stopped just before you walked out your room and looked back at the mess on the floor, hesitating.

//Fine.//

You started picking up the rubbish, putting them into a plastic bag the way you saw the robot do. In a few minutes, all that was left was your clothes from yesterday which you awkwardly held in your hands.

The robot seemed to sense your confusion, as she looked at you and paused for a second.

IT GOES IN THE WASTEBASKET BY THE DOOR.

“Oh. Um. Thank you.”



You put them in the wastebasket she pointed to.

//She actually answered me.//

You looked at your room, taking it all in for the first time.

//I...cleaned my room.//

Feeling a tiny bit proud, you finally left your room and headed  
(text-colour:green)[[out. |4A]]

**Else:**

//Why bother? //

**You've never cleaned the room yourself and don't plan to either.**

//It's her job (text-colour:green) [[[anyways. |3]]]//

**>3 lets cleaning robot clean it [cleaning robot]**

(b4r:"ridge","none")+(b4r-colour:white)[Day 1 - 05:00 PM]

**She took out a trash bag, broom, and began her usual routine, picking up after your rubbish.**

You leave the room, dazed as to what you should do next to pass the long day.

You decide to...

(text-colour:green) [[[> Go outside. |3A]]]

(text-colour:green) [[[> Stay indoors. |3B]]]

**>12 [if F and C] factory trip**

You tied your shoe laces tighter for the third time.



Now that you've set your mind to it, you felt waves of nervousness.

"Hey Miko?"

She turned to look at you.

“I um. I’ll come back alive right?”

Even though you knew there’s no way Miko could calculate your fate, you waited with bated breath for her response.

In her usual manner, she waited a bit.

Whirrr



You broke into a smile.

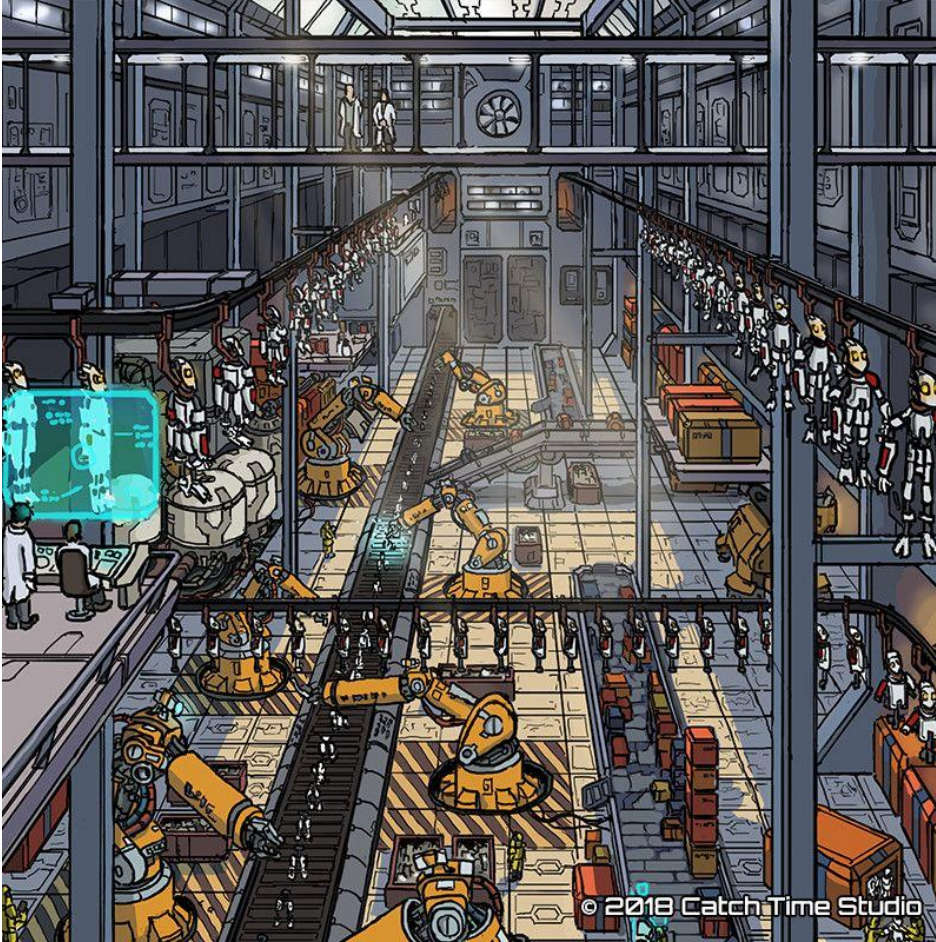
“You’re right, I’ll be back (text-colour:green) [[[soon.” |13]]]

> puts on headphones to avoid messages



Factory w/ robot workers





-> avoid being caught -> gets software [img]. Runs home in excitement (cant even hear messages) [running sound] -> bursts into room

-> maybe i shouldn't go.. It's better to stay safe -> day ends, you stay home

Bursts into room for computer -> starts coding through the night



Feisty, isn't he? (robot workers bow to him)





**>3A go out, comfortable**

(b4r:"ridge","none")+ (b4r-colour:white)[Day 1 - 05:10 PM]

**You grabbed your room card and looked outside.**

**05:10 PM**

//There shouldn't be a lot of people out now.//

You grabbed your apartment card and (text-colour:green)[[[head out. |4A]]]

**>4A night walk [night street] [chatter] [cricket noises]**

(b4r:"ridge","none")+ (b4r-colour:white)[Day 1 - 05:30 PM]

**A gust of fresh air greeted you as you stepped out into the night. You were alone as you walked down the street, just as you wanted...until the nighttime silence was broken by the billboards that lined the central city.**



"Possession of prohibited items will result in immediate reporting

(align:"==>")[Artistry: A Hinderance to Society's Advancements]

Embrace the New Future"

**Now, people were everywhere; crossing the street, bumping against you, rushing to get to their destination. No one slowed their pace, no one spoke.**  
The billboard ads echoed in the night as people passed by you wearing their

terminals, **their eyes obscured by the holographic glasses that showed them anything they wanted.**

**//Except the world right in front of them. //**

You...

(text-colour:green)[[> Duck into the alleyway |5A]]

(text-colour:green)[[> Keep walking towards the commercial center |9A]]

**>5A [ramen] see ramen shop**

(b4r:"ridge","none")+(b4r-colour:white)[Day 1 - 06:00 PM]

You ducked into the alleyway around the corner, where the world once again quiets and darkens around you.



//I'll just grab a quick meal and head (text-colour:green)[[[home|6A]]//

**>6A many people in shop**

if at least +1] steps into shop > quietly orders ramen

You entered the small restaurant, taking a seat in between two other customers.





WELCOME

You nodded, taking the menu from the chef robot's  
(text-colour:green)[[hands|7A]]

Else:

**To your dismay, the ramen shop seemed busy. There were no available seats in the small restaurant, and you were not in the mood to talk to anyone. Not that you ever are.**

**Disappointed, you decide to just  
(text-colour:green)[[leave[.|10]]]**

>7A bill

[ramen eating noises]



You finished the bowl quickly; rich broth and noodles finished.

“Thank you”

The chef robot turned to you.

YOUR TOTAL IS 27.30...

Its screen flickered for a second.

THANK YOU.

You nodded and tapped your card, paying for the bill.

[if 12A/Event A] **Event C / 7C**

THE FACTORY IN THE SOUTHWEST. FLASHDRIVE.

!!

“Um I have to go”

You shoved your card back in your pocket, tugging your hood closer to your face as you headed out in a rush. After a considerable distance, you finally slowed your pace, but your heart was still beating rapidly.

//How did he know you were looking for the drive?//





Nervous, you headed straight (text-colour:green)[[home. |10]]

>9A **[work]** keep walking

(b4r:"ridge","none")+ (b4r-colour:white)[Day 1 - 06:00 PM]

**You kept walking, headed for the busiest part of the city.** More skyscrapers fell into view as the billboards faded away. You sighed, swiped your authorization badge at the entrance, and headed into your (text-colour:green)[[workplace. |10A]]

>10A **people typing away**

**People were already settled in their cubicles, the sound of keyboard clicks filling the office space.** You trudged to your designated 4x4 cubicle and sat down, joining the 50 other workers who were already situated in the same way.



**The moment you log in, your assignment pops up on the screen:**

**FIREWALL PATCH | HIGH PRIORITY LEVEL: A5 - ADVANCED**

**You didn't know what the patch was meant for, or, quite frankly, what the firewall even is.**

**//It doesn't matter. I'm just here to get it done.//**

As you typed, you thought about...



(text-colour:green)[[> Nothing. Your work is not new to you. |11A]]

[if 4B x2/Event D] [if +1] If Haven't visited 12A

(text-colour:green)[[> The cleaning robot. |12A]]

>11A thinking of nothing

(b4r:"ridge","none")+(b4r-colour:white)[Day 1 - 09:00 PM]

No one stopped typing, no one spoke.

**//Why should they? Any information would be found on the terminals much faster than asking someone for an answer that might not even be useful.//**

You didn't think of much as you worked silently. The people in cubicles around you did the (text-colour:green)[[same. |13A]]



### >12A Event A. the cleaning robot

You look up to see where the supervisor is.

// Hm. Nowhere in sight.//

You open up a tab, quickly typing in what you were looking for....

### MANIPULATION OF EXISTING PROGRAMMING |

Your hands shake as you quickly skim the passage. Just a couple days ago you would've never strayed away from work like this.

A webpage pulls up:

// Flashdrive...//

[\[webpage\]](#)

You skimmed the article briefly, noting it's contents before closing and clearing your (text-colour:green)[[cache. |13A]]

### >13A supervisor and work ends

The supervisor, a small robot with camera and recording eyes, rolled around the perimeter, stopping at each cubicle to track the worker's movements before continuing on.

**//But who would really step out of line?//**



You finish your monotonous task after a couple hours and  
(text-colour:green)[[left | 10]]

> >10 night walk [night street] [chatter]

(b4r:"ridge","none")+ (b4r-colour:white)[Day 1 - 11:00 PM]



You walked down the street, surrounded by the billboards that lined the central city and still repeated the same announcements.

"Possession of prohibited items will result in immediate reporting

(align:"==>")[Artistry: A Hindrance to Society's Advancements]

"Embrace the New Future"

THE FALL OF ARTISTRY - HOW CREATIVE EXPRESSION IS  
LIMITING

[if walk +2]  
//How annoying.//

You put on your headphones and the world finally falls to a still  
quiet.

The crisp air of the night breezes by you as you continue your  
walk down the road in newfound [[[peace. |11]]]

**As you walked, you could easily tell who the people around  
you were. Students all wore the same school uniform, plaid  
bottoms, button up tops. Workers wore suits, and people who  
were neither wore some variation of sweats and a t-shirt.**

**//Simple, categorized, systematic...and boring. But so am I  
now.//**

Bothered, you quickened your steps and headed  
(text-colour:green)[[[home. |11]]]

**>11 home**

You retreat back into your room where you are once again comforted by  
the darkness.





Exhausted, you'd rather tomorrow not come so soon.

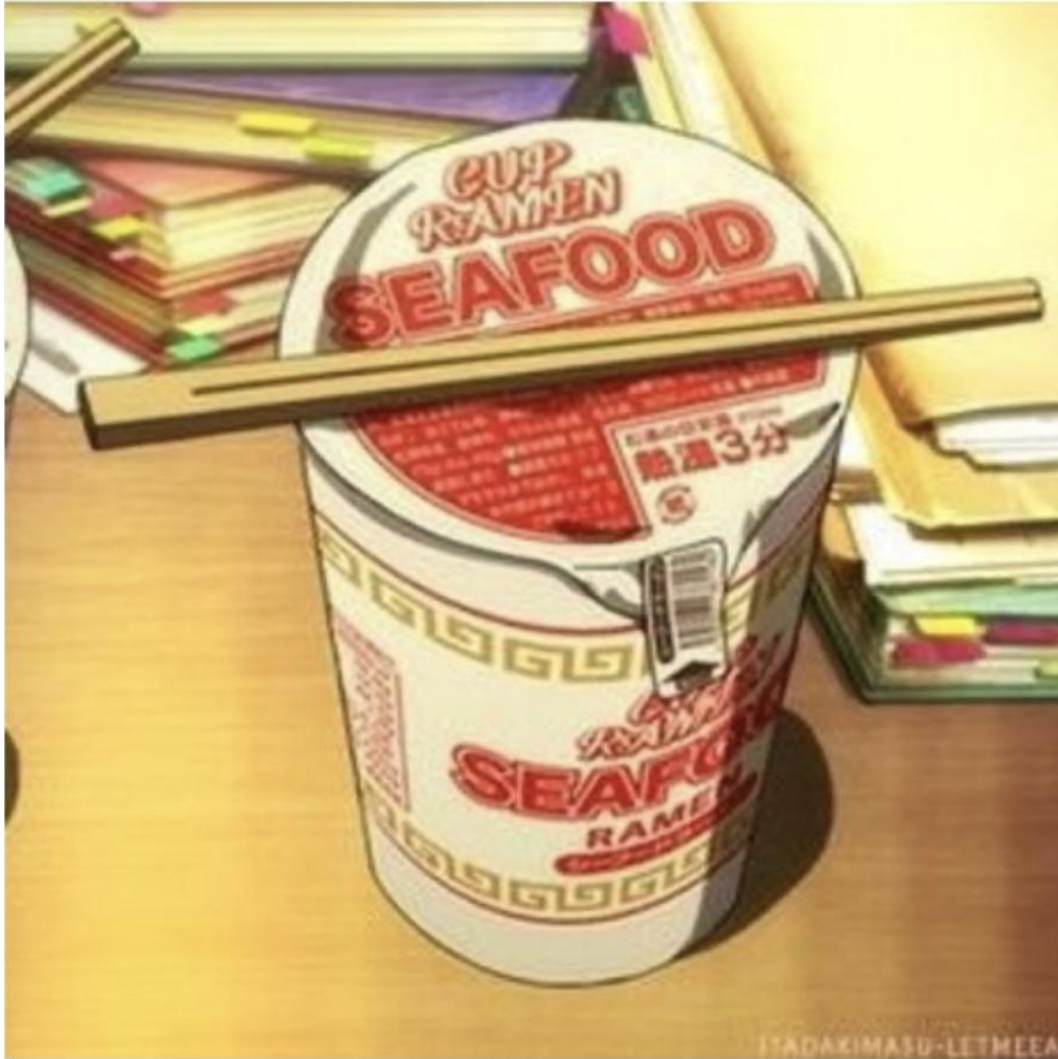
(text-colour:green)[[The next day... |1]]

"(text-colour:red)[[GIVE UP]]"

>3B stay home > cooks cup ramen > watches cleaning robot  
(b4r:"ridge","none")+ (b4r-colour:white)[Day 1 - 05:10 PM]

**//Why leave the comfort of having no one around?//**

You tore open the Cup Noodle lid and waited for the water to boil.



**//Well, no one except her.//**

Having nothing better to do, you watched in silence as the cleaning robot swept and dusted your apartment.

**//She IS programmed for these menial work after all. Destined to clean and sweep every day. I'm....//**

**An image of you typing endlessly while confined in the 4x4 cubicle of your workspace flashed in your mind.**

**You shook your head, slightly uncomfortable at the thought.**

(text-colour:green)[[> Try talking to her. |4B]]

(text-colour:green)[[> Wait for your ramen to cook |6C]]

> 4B [friend] Event D Try talking to robot [robot]

If visit this passage exactly 1 time

"Ahem."

You were about to speak, but no words formed.

//What should I say?//

You try again, your voice light and small.

"Hey um...want some help?"

Your heart pounded in your ears as you stood there. You actually said it. Out loud. Insane, but you find yourself waiting eagerly for her answer.

The words we left hanging for a couple (text-colour:green)[[minutes. |6A]]

Else:

**//What an absurd thought. She'll just answer in something preprogrammed anyways.//**

You decided it's better to not make a fool of yourself and just stay  
(text-colour:green)[[quiet.|10A]]

> 5C [heartbeat], robot was cold

'She tilted her head to look at you, glassy black eyes staring.

//As if she's coming up with a response//

Your heart beats loudly as you waited for her answer

PLEASE DO NOT DISRUPT MY WORK.



Your heart sank

//Nevermind.//

You walked out of the door in disappointment, continuing your day.

But that rush of adrenaline (text-colour:green)[[[[lingered |4A]]]]//

>6C quietly eat ramen [water boiling]

You didn't say anything as she worked, the sound of your cup noodles boiling in the (text-colour:green)[[[[background. |11]]]]

Day 5

Wake up (early!!)

[sunrise] Open curtain [pull curtain] > dreary skies [cloudy skies] > get off bed

[if D or +3 ] open curtain [pull curtain] > sees sunrise [sunrise] > Get off bed

Gets off bed

Notes empty wall > dissatisfied but don't know why



[if C] Robot: "you should paint it" (smiles) [robot smile] > astonishment from character



Walks outside > puts on headphones to avoid messages > [morning street] [calm music]



- > stops by ramen shop
- > orders ramen
- > **[if F and +2]** Leaves a note saying thanks



Goes home

Walks outside -> puts on headphones to avoid messages -> **[morning street]** **[calm]**



music]



**[If G]** I want to paint... -> **sunrise**  
-> **[if G and +3] H paints with robot**  
-> paints alone  
>> **Slept at sunrise**

Day ends, you stay home

Day 6

Wake up (early!!)

open curtain to the sunrise, get off bed

Notes room: **[sunrise painting, paintbrushes all over]** -> feels happy

Feels hungry

eat in

- > **[if H] I robot cooks...poorly -> laughs, its okay, ill help you with that one**
- > cooks cup ramen **[cup ramen]** silently. Robot quietly cleans **[water boiling]**

## END

- > you feel like life hasn't changed, and there's no purpose..."Dear Dad...hello" **[paper fluttering]**
- > **[if I]** scene ends with a notice of him being reported for artistry, but he's happily eating with robot

## Outline 2.0

### Day 1

Wake up from dream **[img alarm clock]**

- > **[sunrise]** Open curtain **[pull curtain]** > dreary skies **[img cloudy skies]** > get off bed
- > Get off bed

Notes messy room **[img ketchup room]**

- > **[friend]** attempt to clean yourself > why bother > lets robot clean it
- > lets cleaning robot clean it **[cleaning robot]**

Decide what to do

- > go out, comfortable > night walk **[night street] [chatter] [cricket noises]**
- > **[ramen]** see ramen shop > many people in shop
- > **[work]** keep walking > people typing away > thinking of nothing
- >> night walk **[night street] [chatter]** > home

- > stay home > cooks cup ramen **[cup ramen]** > watches cleaning robot
- > **[friend]** Try talking to robot **[robot]** -> she's preprogrammed anyways > decides not to
- > decides not to > quietly eat ramen **[water boiling]** > home

### Day 2

Wake up (4pm) **[img alarm clock]**

- > **[sunrise]** Open curtain **[pull curtain]** > dreary skies **[img cloudy skies]** > get off bed
- > Get off bed

Notes messy room **[img cup ramen room]**

- > **[friend]** attempt to clean yourself > why bother > lets robot clean it
- > lets cleaning robot clean it **[cleaning robot]**

Decide what to do

- > go out, comfortable > night walk **[night street] [chatter] [cricket noises]**
- > **[ramen]** see ramen shop
- > many people in shop
- > **[if +1]** steps into shop > quietly orders ramen
- > **[work]** keep walking > people typing away > sit in cubicle **[typing..]**
- > thinking of nothing
- > **[friend]** the robot at home

>A. **[if +1] Makes sure supervisor isn't there, opens a tab to**

look into robot algorithm -> need specific part  
[webpage] -> work ends  
> did not do anything  
>> work ends  
>> night walk [night street] [chatter] > home

> stay home > cooks cup ramen [cup ramen] > watches cleaning robot  
> [friend] Try talking to robot [robot] > tries [heartbeat], robot was cold -> heads out > go out, comfortable  
> decides not to > quietly eat ramen [water boiling] > home

### Day 3

Wake up (4pm) [img alarm clock]

> [sunrise] Open curtain [pull curtain] > dreary skies [img cloudy skies] > get off bed  
> Get off bed

Notes messy room [img cup ramen room]

> [friend] attempt to clean yourself  
> [if +2] **B robot shows you how to clean room** > decide what to do  
> why bother > lets robot clean it  
> lets cleaning robot clean it [cleaning robot]

Decide what to do

> go out, comfortable > night walk [night street] [chatter] [cricket noises]  
> [ramen] see ramen shop  
> many people in shop  
> [if +1] steps into shop  
> quietly orders ramen  
> [if +2] decides to interact with chef robot  
> [if A] **C "the factory. Southwest."** (someone hiding in corner)  
> robot ignores you  
>> pay bill

> [work] keep walking > people typing away > sit in cubicle [typing..]  
> thinking of nothing  
> [friend] the robot at home  
>A. [if +1] **Makes sure supervisor isn't there, opens a tab to look into robot algorithm -> need specific part [webpage] -> work ends**  
> did not do anything  
>> work ends  
>> night walk [night street] [chatter] > [if day 3] puts on headphones to avoid messages [night street]  
> home

> stay home > cooks cup ramen [cup ramen] > watches cleaning robot  
> [friend] Try talking to robot [robot] > tries [heartbeat], robot was cold -> heads out > go out, comfortable  
> decides not to > quietly eat ramen [water boiling] > home

Day 4 (main event)

Wake up (7 am)

[sunrise] Open curtain [pull curtain]  
> dreary skies [cloudy skies] > get off bed  
> [if +3] D Open curtain [pull curtain] -> sees sunrise [sunrise]  
-> [if +2] E hurries to show robot

Gets off bed

Notes messy room [img cup ramen room]

> [if B] satisfied  
else  
> [friend] attempt to clean yourself  
> [if +2] B robot shows you how to clean room > decide what to do  
> why bother > lets robot clean it [cleaning robot]

-> [if A and B] C

Feels nervous "hey, i'll come back alive right?" [heart pounding]

Robot nods [image]

->= Looks at robot "i'll come back " -> walks out -> puts on headphones to avoid messages [night street] Factory w/ robot workers [img] -> avoid being caught -> gets software [img]. Runs home in excitement (cant even hear messages) [running sound] -> bursts into room

-> maybe i shouldn't go.. It's better to stay safe -> day ends, you stay home

Bursts into room for computer -> starts coding through the night

Feisty, isn't he? (robot workers bow to him) [img of brother in the ruins]

Otherwise: mirror day 3

Day 5

Wake up (early!!)

[sunrise] Open curtain [pull curtain] > dreary skies [cloudy skies] > get off bed  
[if D or +3] open curtain [pull curtain] > sees sunrise [sunrise] > Get off bed

Gets off bed

Notes empty wall > dissatisfied but don't know why

[if C] Robot: "you should paint it" (smiles) [robot smile] > astonishment from character

Walks outside > puts on headphones to avoid messages > [morning street] [calm music]  
> stops by ramen shop



> orders ramen

> **[if F and +2]** Leaves a note saying thanks **[someone takes note]**

Goes home

Walks outside -> puts on headphones to avoid messages -> **[morning street] [calm music]**

**[if G]** I want to paint... -> **sunrise**

-> **[if G and +3]** **H paints with robot**

-> paints alone

>> **Slept at sunrise**

Day ends, you stay home

Day 6

Wake up (early!!)

open curtain to the sunrise, get off bed

Notes room: **[sunrise painting, paintbrushes all over]** -> feels happy

Feels hungry

eat in

-> **[if H]** **I robot cooks...poorly -> laughs, its okay, ill help you with that one**

-> cooks cup ramen **[cup ramen]** silently. Robot quietly cleans **[water boiling]**

**END**

-> you feel like life hasn't changed, and there's no purpose..."Dear Dad...hello" **[paper fluttering]**

-> **[if I]** scene ends with a notice of him being reported for artistry, but he's happily eating with robot

// ARCHIVES //

**Outline 1.0**

Organization:

**bold** + "quotations" = speaking

> + **green bold** = choices

**[sound effects]**

**unique snippet**

**[image]**

-> set up character background

father is an artist who lost his job

(creative expression is a hindrance!)

// feel negative emotions (lingering sadness, pity)

= foreshadow lost of interest in painting

**Premise**

Main character suffers from loneliness and depression after father's death. Ever since, he rejected his hobby, and retreated to finding comfort in loneliness. Over time, he tries to talk to others and make an effort in life. My wish is that players find hope through trying - again and again - for novelty in life.

## **Aim for 10 playtests**

### **Start**

Dream of dad right after he was laid off, (creative expression is now considered a hindrance)

[dad surrounded by ripped paintings]

Brother: \*argues\*, leaving home

“Dad, are we going to the beach today?”

You pushed open the door, its loud creaking disrupting the chill silence.

“...Dad?”

Something was wrong. Your favorite person in the world didn't greet you with a hug, or bouts of laughter. Instead, you found him sitting alone in his room, the paintings he had once loved torn and scattered across the floor.

Somewhere muffled

### **Start 2**

“My dear son...goodbye”

[papers fluttering]

### **Day 1**

Wake up from dream

[alarm clock]

[sunrise] Open curtain [pull curtain] -> dreary skies [cloudy skies] -> get off bed

Get off bed

Notes messy room [ketchup] -> lets cleaning robot clean it [cleaning robot]

Feels hungry:

[ramen shop] eat out-> finds it troublesome -> eats in

eat in -> cooks cup ramen [cup ramen]

Watches cleaning robot:

[“thank you”] Try talking to robot [robot] -> decides not to

Decides not to -> robot just preprogrammed anyways [water boiling]

Goes out at night, comfortable [ramen shop + night street] [cricket noises]

-> E goes to the oil bay alone (sad) \*memories with dad\* -> pang of sadness -> walks home (messages)  
-> walks home (messages) [night street] [distinct reporter noise] -> puts on headphones to avoid messages [night street]

## Day 2

Wake up (6pm) for work

[alarm clock]

[sunrise] Open curtain [pull curtain] -> dreary skies [cloudy skies] -> get off bed  
Get off bed

Notes messy room [cup ramen] -> lets cleaning robot clean it [cleaning robot]

["thank you"] Try talking to robot -> tries [heartbeat], robot was cold -> heads out  
Heads out [door close]

Walks to work(messages) [night street] [distinct reporter noise] -> puts on headphones to avoid messages [night street]

Arrives at work (focused on work and productivity) [everyone in cubicles] [typing]

Type algorithms to maintain firewall [typing], you're thinking about...

-> your work -> work ends

-> [thank you]the robot at home

->A. [if +1] Makes sure supervisor isn't there, opens a tab to look into robot algorithm -> need specific part [webpage] -> work ends

-> did not do anything -> work ends

-> nothing -> work ends

Notes ramen shop [ramen shop + night street] [cricket noises]

[ramen shop] Try going in -> you feel disinterested in the social scene -> walks home

Walks home -> (messages) [night street] [distinct reporter noise] -> puts on headphones to avoid messages [night street]

## Day 3

Wake up from dream

[alarm clock]

[sunrise] Open curtain [pull curtain] -> dreary skies [cloudy skies] -> get off bed  
Get off bed

Notes messy room [work clothes] , cleaning robot comes in

-> lets cleaning robot clean it [cleaning robot]

->B [thank you] decides to manually clean room -> [if +2] robot shows you how to clean room

Notes ramen shop [ramen shop + night street] [cricket noises]

[if +2] Goes in

-> [ramen shop] decides to interact with chef robot -> [if A] -> "the factory. Southwest." (someone hiding in corner)

Walks home -> (messages) [night street] [distinct reporter noise] -> puts on headphones to avoid messages [night street]

Day 4

Wake up (early!!)

[sunrise] Open curtain [pull curtain] -> dreary skies [cloudy skies] -> get off bed

D [if +3] open curtain [pull curtain] -> sees sunrise [sunrise] -> [if +2] hurries to show robot

Gets off bed

Notes room -> [if B] satisfied

-> [if A +3] C

Feels nervous "hey, ill come back alive right?" [heart pounding]

Robot nods [image]

-> [if E ] F Opens cabinet with dad's old stuff [img] Finds map \*memory -> packs -> heads out -> Looks at robot "i'll come back " -> walks out -> puts on headphones to avoid messages [night street] Factory w/ robot workers [img] -> avoid being caught -> gets software [img]. Runs home in excitement (cant even hear messages) [running sound] -> bursts into room

-> maybe i shouldn't go.. It's better to stay safe -> day ends, you stay home

Bursts into room for computer -> starts coding through the night

Feisty, isn't he? Unlike father (robot workers bow to him) [img]

Day ends, you stay home

Day 5

Wake up (early!!)

[sunrise] Open curtain [pull curtain] -> dreary skies [cloudy skies] -> get off bed

[if D or +3 ] open curtain [pull curtain] -> sees sunrise [sunrise] -> Get off bed

Gets off bed

Notes empty wall -> dissatisfied but don't know why

[if C] Robot: "you should paint it" (smiles) [robot smile] -> astonishment from character

Walks outside -> puts on headphones to avoid messages -> [morning street] [calm music]

Passes by oil bay

go -> G unlock memory with dad at the beach -> go dig at the old spot -> gets art Supplies -> stops by ramen shop

Stops by ramen shop, orders ramen

-> [if F and +2] Leaves a note with newly bought paper saying thanks [someone takes note]

Goes home

Walks outside -> puts on headphones to avoid messages -> [morning street] [calm music]



**[If G]** I want to paint... -> **sunrise**  
-> **[if G and +3] H paints with robot**  
-> paints alone

### Slept at sunrise

Day ends, you stay home

Day 6

Wake up (early!!)

open curtain to the sunrise, get off bed

Notes room: **[sunrise painting, paintbrushes all over]** -> feels happy

Feels hungry

eat in

-> **[if H] I robot cooks...poorly -> laughs, its okay, ill help you with that one**  
-> cooks cup ramen **[cup ramen]** silently. Robot quietly cleans **[water boiling]**

**END**

-> you feel like life hasn't changed, and there's no purpose..."Dear Dad...hello" **[paper fluttering]**

-> **[if I]** scene ends with a notice of him being reported for artistry, but he's happily eating with robot

## Initial Outline

Start

- dream of dad handing over the last seed
- Brother: "dont touch me", leaving home

**[picture of seed]**

Day 1

Wake up from dream

**[rpg iconic alarm noise]**

- open curtain -> dreary skies -> get off bed **[curtain sound] [cloudy img]**
- get off bed

Notes messy room (ketchup)

- manually clean room -> finds it inefficient
- Click button -> room cleaned **[click] [button]**

Feels hungry

- eat out -> finds it troublesome
- eat in -> cooks cup ramen **[ramen img]**

Watches cleaning robot

- Try talking to robot -> decides not to, robot just preprogrammed anyways **[water boiling] [robot img]**
- Go to window -> would rather go back to dark room

Day 2

- ~~Wake up (6pm) for work~~
  - o open curtain -> dreary skies -> get off bed
  - o get off bed
- ~~Notes messy room (ramen)~~
  - o manually clean room -> finds it inefficient
  - o Click button -> room cleaned
- Heads out
- Walks to work -> in your face messages of efficiency **[img of city] [in distinct news report]**
- Arrives at work, Everyone in cubicles **[img]**
  - o Try talking to them -> why, you have no interest in them
  - o Type algorithms to maintain firewall
- Notes ramen shop **[img]**
  - o Try going in -> you feel disinterested in the social scene
  - o Go home

### Day 3

- ~~Wake up~~
  - o open curtain -> dreary skies -> get off bed
  - o get off bed
- ~~Notes messy room (work clothes)~~
  - o manually clean room -> finds it inefficient
  - o Click button -> room cleaned (slight discomfort from pristine room)
- ~~Feels hungry~~
  - o Reconsider the ramen place, choose to eat in -> cooks cup ramen
- ~~Watches cleaning robot~~
  - o Try talking to robot -> tries, character felt heartbeat, but robot was cold
  - o Go to window -> sees Clo -> gives Clo water but didn't try talking to her **[img]**

### Day 4

- ~~Wake up~~
  - o open curtain -> dreary skies -> get off bed
  - o get off bed
- ~~Notes messy room (cup ramen)~~
  - o manually clean room -> too troublesome
  - o Click button -> you hesitate, and decide to leave the mess. Chaotic but comforting
- ~~Consider~~
  - o Say hi to robot despite receiving same answer
  - o Go to window -> sees Clo -> gives Clo water and talk to her
- ~~Go outside -> in your face messages of efficiency~~
- Gets memory of dad and him at park **[img]**
  - o Hesitate but goes to park -> sees landfill (wire fence) (has messages of

efficiency) -> gives up

[img]

- Filled with new emotion: slight anger
- ~~Walks home -> puts on headphones to avoid messages~~

Day 5

- ~~Wake up~~
  - o open curtain -> dreary skies -> get off bed
  - o get off bed
- ~~Notes messy room (resembled sight at landfill)~~
  - o manually clean room ->
  - o Click button -> no, you decide to clean by hand
- ~~Heads out, wears work outfit by himself~~
  - o Says bye to clo, looks at robot for a moment
- ~~Walks to work -> headphones for in your face messages of efficiency~~
- Arrives at work, Everyone in cubicles
  - o Type algorithms to maintain firewall
  - o Makes sure supervisor isn't there, opens a tab to look into robot algorithm -> need specific part
  - o **[typing image]**
- Notes ramen shop
  - o Goes in -> decides to interact with chef robot -> "the factory. Southwest."
- ~~Go home~~

Day 6

- ~~Wake up (early!!)~~
  - o open curtain -> sees sunrise -> [img] hurries to take clo there
  - o get off bed
- ~~Notes clean room -> satisfied~~
- Feels nervous "hey, ill come back alive right?"
  - o Robot gives bland answer
- Opens cabinet with dad's old stuff [img]
  - o Finds map -> packs -> heads out
  - o Looks at robot "i'll change you"
- Go outside -> in your face messages of efficiency
  - o Factory -> robot workers -> avoid being caught -> gets software
- ~~Runs home in excitement (cant even hear messages) [running sound]~~
  - o Bursts into room for computer -> starts coding through the night
- Feisty, isn't he? Unlike father (robot workers bow to him)

Day 7

- ~~Wake up (early!!)~~
  - open curtain -> sees sunrise -> says hi to clo
  - get off bed
- ~~Notes empty wall -> dissatisfied but don't know why~~
  - Robot: "you should paint it" -> astonishment from character
- Go outside -> (cant even hear messages)
  - Passes by oil bay
    - go -> unlock memory with dad at the beach -> shop
    - Shop -> gets art supplies
- ~~Stops by ramen shop~~
  - Leaves a note with newly bought paper saying thanks
- Go home, robot: what are you going to paint?
  - Oil bay -> want to paint something else... -> sunrise
  - sunrise

#### Day 8

- ~~Wake up (early!!)~~
  - open curtain to the sunrise, get off bed
- ~~Sees sunrise painting, feels happy~~
- Feels hungry
  - Feels hungry
    - eat in -> robot cooks...poorly -> laughs, its okay, ill help you with that one
- Stops by ramen shop for recipe
  - Nicely asks -> robot wont let him -> hacks
  - Hacks -> got the info, paled at the name
- Brother: "Give me a bowl of ramen"
- Goes home in shock -> robot: what's wrong? Holding clo -> nothing -> gives ramen recipe to robot

#### Day 9

- Dreams of brother and the firewall
- Wakes up to the robot staring at him, door open
  - Robot speaks in an odd voice -> join me
- Brother walks in through the door
- Character: "Brother"

END!