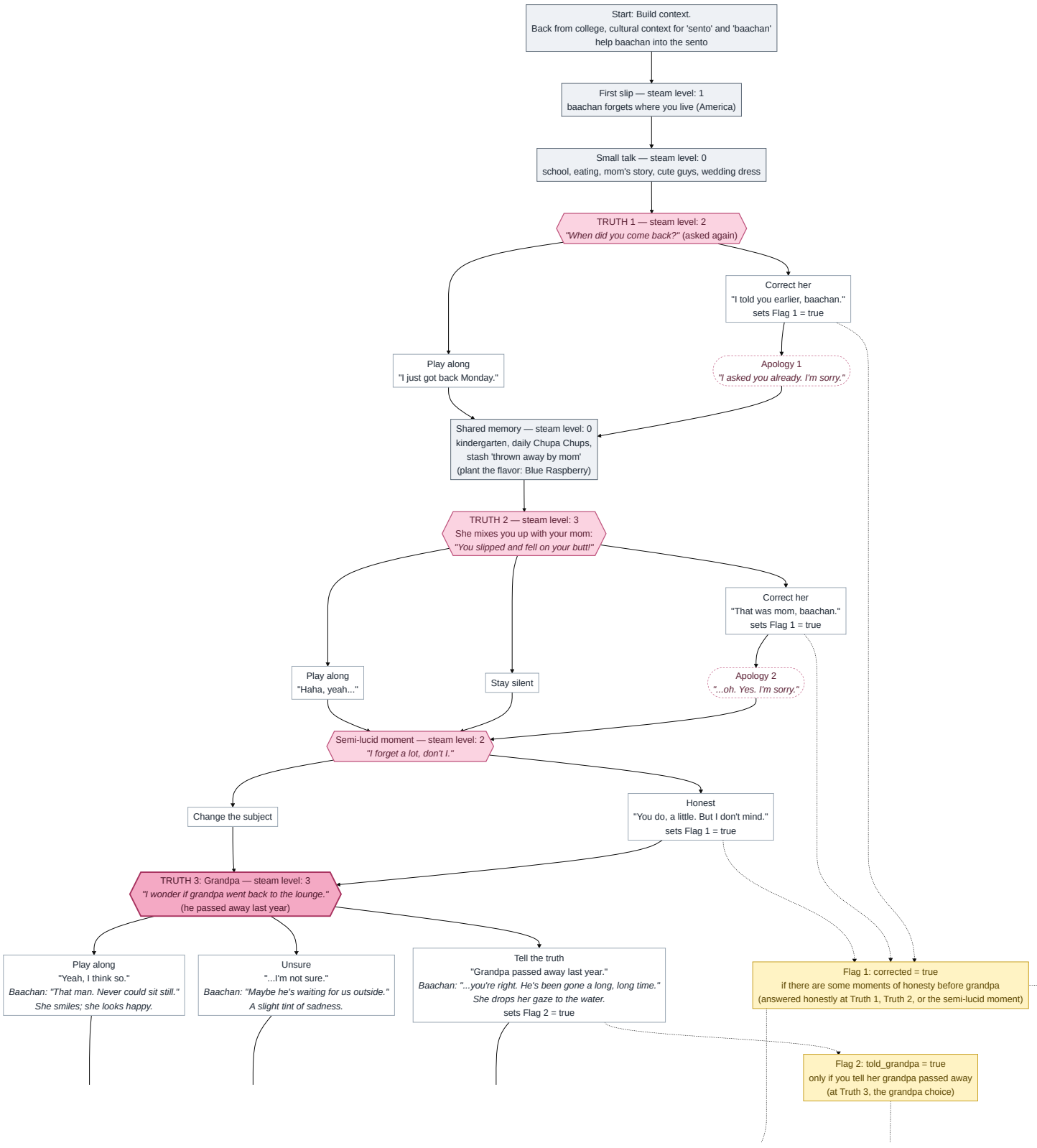
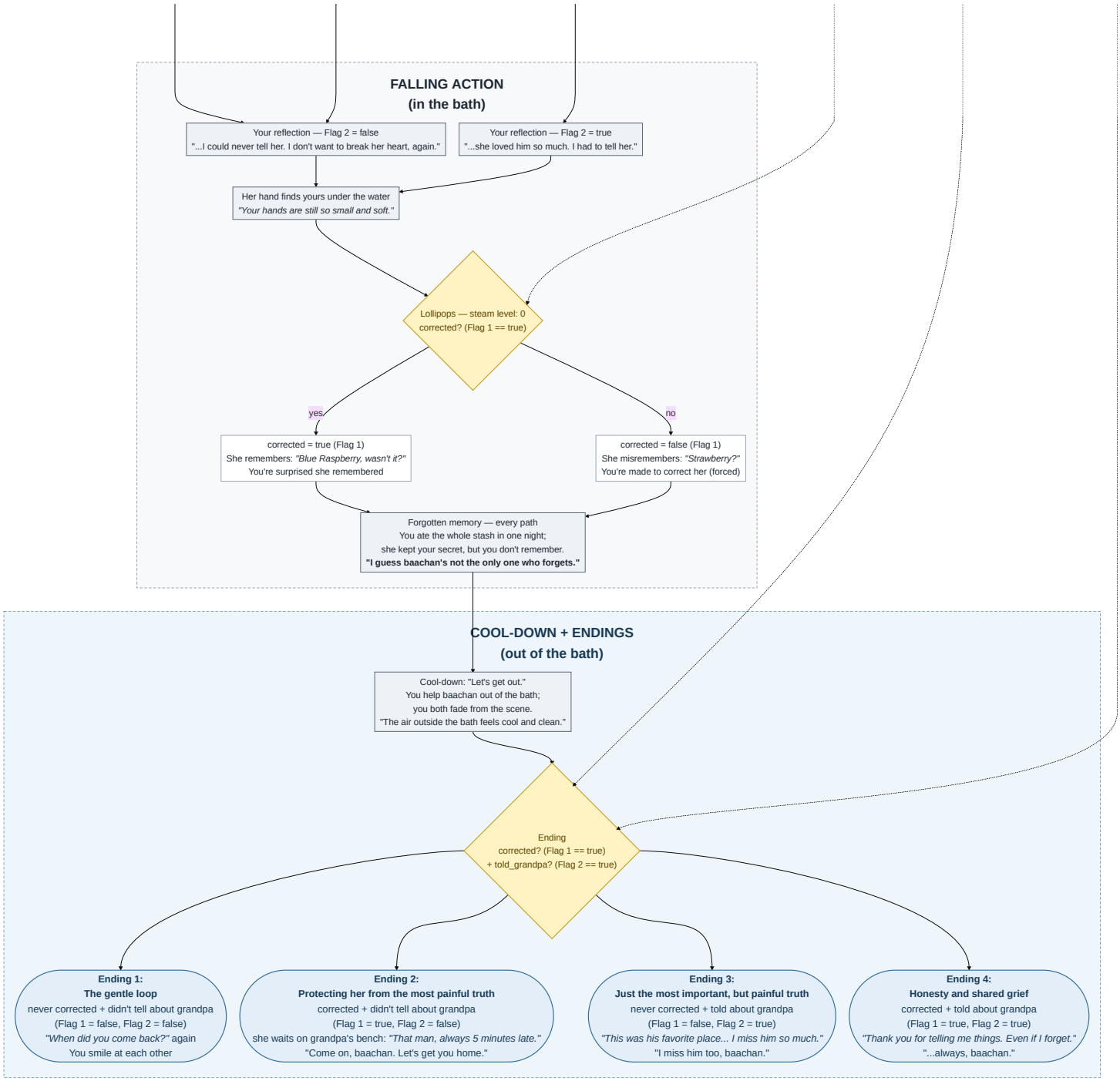
Sento with Baachan - Final Map

CS377G Designing Serious Games (Yuina)




FALLING ACTION
(in the bath)
Your reflection — Flag 2 = false
"...I could never tell her. I don't want to break her heart, again."
Your reflection — Flag 2 = true
"...she loved him so much. I had to tell her."
Her hand finds yours under the water
"Your hands are still so small and soft."
Lollipops — steam level: 0
corrected? (Flag 1 == true)
yes
no
corrected = true (Flag 1)
She remembers: "Blue Raspberry, wasn't it?"
You're surprised she remembered
corrected = false (Flag 1)
She misremembers: "Strawberry?"
You're made to correct her (forced)
Forgotten memory — every path
You ate the whole stash in one night;
she kept your secret, but you don't remember.
"I guess baachan's not the only one who forgets."
COOL-DOWN + ENDINGS
(out of the bath)
Cool-down: "Let's get out."
You help baachan out of the bath;
you both fade from the scene.
"The air outside the bath feels cool and clean."
Ending
corrected? (Flag 1 == true)
+ told_grandpa? (Flag 2 == true)
Ending 1:
The gentle loop
never corrected + didn't tell about grandpa
(Flag 1 = false, Flag 2 = false)
"When did you come back?" again
You smile at each other
Ending 2:
Protecting her from the most painful truth
corrected + didn't tell about grandpa
(Flag 1 = true, Flag 2 = false)
she waits on grandpa's bench: "That man, always 5 minutes late."
"Come on, baachan. Let's get you home."
Ending 3:
Just the most important, but painful truth
never corrected + told about grandpa
(Flag 1 = false, Flag 2 = true)
"This was his favorite place... I miss him so much."
"I miss him too, baachan."
Ending 4:
Honesty and shared grief
corrected + told about grandpa
(Flag 1 = true, Flag 2 = true)
"Thank you for telling me things. Even if I forget."
"...always, baachan."