KEY

Items:

-Guitar String
-Coffee
-Little Man
-Computer
-Banana
-Poison
-Sword
-CPU

Entire Map

Refers to changes/things that can happen in multiple Locations

Location A

Location B

Sub-Location

Player Movement Zone

Interaction with item and NPC can trigger dialogue state

Use item/Give item

Sketched green arrow indicates entering dialogue state automatically (ex. from using/giving item, other unforseen trigger)

Game Over Scenario

Click NPC ...

Clicking on NPC can trigger dialogue state (player freezes, advancable text)

NPC

NPC Dialogue

Player Dialogue

NPC Dialogue

Player chooses dialogue

Player Dialogue Choice #1

Player Dialogue Choice #2

Dialogue is over, return player to movement

Return to Movement

Condition Check

No

Yes

Change of Condition

(ex: Dog follows player, or Little Men

Gameplay Change

Distrust

DOG LM TW

Trust

DOG LM TW

Cinematic

Animation

No

Yes

N.A.

Trust/Distrust has not yet been established

Trust Condition Check

-Add return to movement tags
-Specify yes and/or no on all conditions
-Cauterize unfinished dialogue

NPC

New request

Request Condition Check

[Multi Dialogue]

Option should not exist

NULL

Trust Rules:

-There are 3 states of trust; trust, distrust, and N.A. (nothing yet established)

-Once distrust has been established, trust can no longer be gained.

-Trust/distrust are only established for Dog, Tweaker, and the Little Men

-Once trust/distrust has been established for Dog, Tweaker, and the Little Men, Player can enter the finale scenario at the Awning.