

LITTLE STEPS by Harley Brown, 2021
<https://dreamteamaus.itch.io/little-steps>

Player character has recently moved back home at a difficult time in their lives and is struggling to adapt, allowing their room to become messy and disorganised. A message from an old friend still living in the area offers the chance for them to go for a walk (goal). Player character has to overcome the boundaries of their depression room in order to be able to shed some worries and step out into the world, now able to tackle a bigger picture with a sound mind.

PLAYER GOAL

Achieve a majority of activities in order to unlock the door leading out your room.

DIALOGUE

Character hears phone vibrating in BAG, interact to answer phone.

ITEM: BAG

Phone's buzzing, better check it.

FRIEND INTERACTIONS

INTERACTION 1 [LOW MOTIVATION]

[PHONE BUZZES]

[OPEN PHONE]

[MSG] Hey you! Haven't heard from you for a few days.

[MSG] You've been back in town a while but we still haven't had the chance to catch up.

[MSG] Now that things are going a bit better... how about we go for a small walk? It'd be good to be outside.

Hmm... it really has been a while, but I don't think I can do this today. Better let them know.

"Not today. Sorry." [SENT]

[MSG] Aw, are you sure? :(Well just let me know if you do, ok?

[PHONE PUT AWAY]

*She'll understand. I'm just not in the mood. The room looks bad, I **feel** bad, it's too early to think about it.*

INTERACTION 2 [MEDIUM MOTIVATION]

[PHONE BUZZES]

[OPEN PHONE]

[MSG] I'll be around today if you need to talk! Even if we just text.

Hm... on second thought, maybe I could manage a little walk if I could muster the energy.

"Hey, sorry about before. I'd like to go for that walk if you're still up for it. Just give me a little while first."

[MSG] You'd like to? Sweet! I'll head on over!

...I'd say I have about half an hour. Just need to get dressed and get a few things done, first... or ten. Better consult the Wall of Things I Was Supposed to Do The Other Day...

INTERACTION 3 [HIGH MOTIVATION]

[PHONE BUZZES]

[OPEN PHONE]

[MSG] Hey! I'm outside if you're ready.

I think I'm actually doing pretty good.. the room's looking a lot nicer now, maybe I could go for a jog at this rate. That's probably still a bit much...

Better get going!

"Awesome, I'll be right there! Just a sec"

Maybe I really can take on the world today.

LIST OF ROOM INTERACTABLES

All items that are able to be interacted with, or just examined, in PC's bedroom.

ITEM: SNACKS

I was supposed to eat these yesterday, whoops! Forgot I'd brought them in.

ACTION: EAT SNACK

Ah well, breakfast problem solved.

ITEM: CACTUS

Little guy looks a bit sad... let's cheer them up.

ACTION: WATER CACTUS

Sure looks happy now!

ITEM: CLUMP OF CLOTHES ON FLOOR

I think these are dirty... proooobably.

[NOT ENOUGH ENERGY]

They're a problem for Future Me for now.

ACTION: LAUNDRY BASKET

Best to be sure!

ITEM: CLUMP OF CLOTHES ON CHAIR

Been meaning to move these over before they sprout legs and crawl away.

[NOT ENOUGH ENERGY]

I'll get around to it... hopefully before the thing happens.

ACTION: LAUNDRY BASKET

Stopped a possible calamity! Yeah!

ITEM: CLEAN CLOTHES

Right, forgot this pile existed. These are clean and need to go away.

[NOT ENOUGH ENERGY]

...eh, when I feel like it.

ACTION: PUT AWAY CLEAN CLOTHES

Bam! One thing down... more things to go!

ITEM: CURTAIN

Is it *really* the morning if the curtains aren't drawn yet?

[NOT ENOUGH ENERGY]

...nah. Need some time for my eyes to adjust before I open it.

ACTION: OPEN WINDOW

Looks like it's a nice day outside, maybe I should let in some air, too.

ITEM: WINDOW

They always tell me that a breath of fresh air can clear the mind...They always tell me that a breath of fresh air can clear the mind...

ACTION: OPEN WINDOW

Mm... the birds sure seem happy today. Must be fun being so carefree and being able to sing whenever you want.

ITEM: DOOR

It's my door. I prefer to keep it closed.

Don't really feel like going out, not sure if I even want to today... feels like the greatest task of all. Maybe I will if I feel

better. Maybe.

ACTION: EXIT ROOM

Time to venture the world!

ITEM: EMPTY PIZZA BOX

That was a good pizza, I can still visualise it with my eyes closed, even a day later.

ACTION: CLEAN UP GARBAGE

Alas... no more pizza... it's time to say goodbye.

ITEM: TRASH

Forgot this stuff was laying around...

ACTION: ALL GARBAGE COLLECTED

And into the trash it goes! Whoops, I'll try not to do that again.

ITEM: FAIRY LIGHTS

Oh! I've been meaning to hang these up, they're kinda cute.

[NOT ENOUGH ENERGY]

Meh... don't feel like doing that right now.

ACTION: HANG UP FAIRY LIGHTS

Aaaand done! Wow, they have such a pretty, warm glow. Worth it!

ITEM: LAVA LAMP

One of my favourite gifts. It doesn't look like much when it's off, though. Maybe it'll be nice to start up for when I get back.

ACTION: TURN ON LAVA LAMP

Pretty mesmerising once it warms up, better not get too distracted.

ITEM: MESSY QUILT

Making the bed is a good way to start the day, and to stop me from hopping back in while its still warm.

[NOT ENOUGH ENERGY]

Need some more time to wake up before tackling that.

ACTION: MAKE BED

Looking good! I'll see you later, friend.

ITEM: PACKET OF GLOW IN THE DARK STARS

Been wondering where I should stick these... might be nice for some change.

[NOT ENOUGH ENERGY]

Might not be my highest priority right now... I'll see if I have time.

ACTION: STICK UP GLOW IN THE DARK STARS

Nice! Can't wait to see what they look like at night!

ITEM: ROLLED-UP POSTERS

Been meaning to put these up for ages, I've grown a small collection...

[NOT ENOUGH ENERGY]

Don't feel like wrestling with paper just yet.

ACTION: PUT UP POSTERS

You know what? Think it's a good thing I did, the wall looks a lot more full of colour now.

ITEM: DRESSER

My dresser. For clothes and all those little things you don't feel like worrying about.

ITEM: PANTS

One leg at a time... come on, you can do this.

[NOT ENOUGH ENERGY]

Nope. Legs too tired. Later.

ACTION: GET DRESSED

There. That wasn't so hard.

ITEM: SHOES

Good ol' reliables. Haven't needed these in a while.

[NOT ENOUGH ENERGY]

No point putting these on until I have to leave.

ACTION: GET DRESSED

ITEM: SOCKS

My socks, or as I like to call them, feet gloves.

ACTION: GET DRESSED

ITEM: T-SHIRT

Should probably wear one of these.

[NOT ENOUGH ENERGY]

Arms... too... heavy...

ACTION: GET DRESSED

First arm in, second arm in, aaaand... done!

ACTION COMPLETE: FULLY DRESSED

There we go, ready for anything. Well... a walk, at least.

ITEM: MOVING BOX

Still need to unpack some things. Not today, though.

ITEM: SQUIRREL PLUSHIE

I had a dream once about a squirrel just like this, living by a purple sea... it was an instant purchase.

ITEM: PHOTOS ON WALL

Some nice memories... haven't seen most of my friends in a while, maybe I should message them sometime. Oh, I always say that...

ITEM: STEREO

[STEREO]:

"Booda newsa. Doova loova hur en jebbiti egge wa shibada bom booda bah da goo lur hebbedy bah wah. Doorfi bo sha, pandenmi doppe doo do ragga peppi wa blursy helu. En wawa kex dorpy da, menne mosar en jebby jabber lockdop. Dorpa doop lal "gooba wa, jorma jep en eku peppy leppy shaba." Ensky botar pop ragga meh, dep dop lorpa shendo. Doora dorpa bebbe yal casu de bada ra shig booda ga blur reddo wor teggy def loda. Serby botar bon wewah lor ee-ar geffa tat bon. Doortet damsya bop wa."

The news has been so terrible lately, I don't think I can handle it first thing in the morning... maybe some music would be best.

ACTION: SWITCH MUSIC [SETTLE ON STATION]

Sweet! That's more my jam!

[OPTION 1] (SCHOOLYARD)

This one has a chill vibe to it, much more my thing.

[OPTION 2] (GREAT OCEAN ROAD)

This one's pretty upbeat, like an epic journey. Might be what I need to wake up.

[OPTION 3] (TEIKIATSU)

What is this...? Ugh, I think I'm getting a headache.