

INTRODUCTION

READ ME - IMPORTANT INFORMATION.

The following document showcases the first day of dialogue trees within the project THE REMAINDERS by Jaime Harley. To see the other days as well as these in a diagram form, access this link through [MIRO](#). If you haven't played the project, check out [this link to download it from Itch.io](#).

See tab system on the left lets you access the Introduction or Day 1.

KEY: COLOUR CODING

CHARACTERS

STACY	Female NPC character, represented by RED.
JAX	Male NPC character, represented by BLUE.
AMY	Female child NPC character, represented by PURPLE.
CRAIG	Older male NPC character, represented by GREEN.
SKUNK	Convict male NPC character, represented by ORANGE.

RESPONSES

Responses to the NPC's can either have no effect on their opinion of the player, a negative or positive effect. These are represented by these colours below.

Neutral	Has no effect on the NPC's opinion.
Positive	Has a positive effect, cue '[NPC] liked that' UI popup.
Negative	Has a negative effect, cue '[NPC] didn't like that' UI popup.

DATA TABLE LINE - BREAKDOWN

Example: Day1_Stacy_D1

[Day1] The Day or Scene.	[Stacy] The character.	[D1] The dialogue number.
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INTRODUCTION DIALOGUE TREE

CHARACTER: STACY

Trigger Criteria	<i>Beginning cutscene has finished and players are taken to an unskippable introductory conversation with character [STACY].</i>	
Data Table Line:	Intro_Stacy_D1	
Line Text:	<i>'Hey, you alright? Can you open your eyes for me?'</i>	
Player Choices:		
...		
<i>Selecting this leads to the next dialogue to play.</i>		
Data Table Line:	Intro_Stacy_D2	
Line Text:	<i>'Phew, you're alive. I'm Stacy, we found you not too far down the road, all bruised up and beat.'</i>	
Player Choices:		
...		
<i>Selecting this leads to the next dialogue to play.</i>		
Data Table Line:	Intro_Stacy_D3	
Line Text:	<i>'I know this all seems a little stressful, so take your time. I'm in no rush.'</i>	
Player Choices:		
<i>Where am I?</i>		<i>What happened?</i>
<i>Leads to Intro_Stacy_D4</i>		<i>Leads to Intro_Stacy_D5</i>
Data Table Line:	Intro_Stacy_D4	
Line Text:	<i>'It's a little road out in the woods where our friend Craig used to stay at -- it's nothing much, but it keeps us away from *them*.'</i>	
Data Table Line:	Intro_Stacy_D5	
Line Text:	<i>'I feared you wouldn't remember much because of that bruise on your</i>	

INTRODUCTION DIALOGUE TREE

*head... You know about *them*, right?'*

Player Choices:

What? Who are 'them'?

Selecting this leads to the next dialogue to play.

Data Table Line:

Intro_Stacy_D6

Line Text:

'The infection? Zombie-like creatures? You really lost more memory than I thought. We can talk later, for now let's get you cleaned up.'

The player then gets the option to [LEAVE]. Fades to black and teleports the player to the main game scene.

DAY 1

DAY 1

CHARACTER: STACY

Trigger Criteria	<i>Talk to the character NPC [STACY] on the first day to trigger this conversation.</i>
Data Table Line:	Day1_Stacy_D1
Line Text:	<i>'Hey! You feeling any better?'</i>
Player Choices:	
<i>I'm feeling okay... How did I end up here?</i>	<i>Yeah, actually... Can you tell me a bit about yourself?</i>
<i>Start DialoguePath01. Leads to Day1_Stacy_D2</i>	<i>Start DialoguePath02. Leads to Day1_Stacy_D8</i>
Data Table Line:	Day1_Stacy_D2
Line Text:	<i>'Well, I can only tell you so much. We were deep into the forest when we saw you, we thought you were a dead body! You were pretty battered.'</i>
Player Choices:	
<i>My head *does* hurt... Thank you for helping me, even though you don't know me.</i>	<i>Bit weird you just took a random guy back to your camp, don't you think?</i>
<i>Leads to Day1_Stacy_D3</i>	<i>Leads to Day1_Stacy_D6</i>
Data Table Line:	Day1_Stacy_D3
Line Text:	<i>'Of course... in the state of the world right now, we have to stick together. Just be on your best behaviour, okay?'</i>
Player Choices:	
<i>Yes ma'am!</i>	<i>'I don't have to listen to you...'</i>
<i>Leads to Day1_Stacy_D4</i>	<i>Leads to Day1_Stacy_D5</i>

DAY 1

Data Table Line:	Day1_Stacy_D4
Line Text:	<i>'Formal, but I like your spirit!'</i>
Data Table Line:	Day1_Stacy_D5
Line Text:	<i>'Do what you want, but don't be surprised if you don't last long here.'</i>
Data Table Line:	Day1_Stacy_D6
Line Text:	<i>'Okay listen, you can stay here and accept our help or leave. Your survival means nothing to me.'</i>
Player Choices:	
<i>I'm sorry, just trying to lighten the mood.</i>	
<i>Leads to Day1_Stacy_D7</i>	
Data Table Line:	Day1_Stacy_D7
Line Text:	<i>'It's alright, just try not to make enemies so soon.'</i>
End of DialoguePath01. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].	
Data Table Line:	Day1_Stacy_D8
Line Text:	<i>'Me? Why do you want to know about me?'</i>
Player Choices:	
<i>I'd like to get to know you, since you saved my life and all.</i>	<i>What? I can't ask any questions about the people I'm with?</i>
<i>Leads to Day1_Stacy_D9</i>	

DAY 1

Data Table Line:	Day1_Stacy_D9
Line Text:	<i>'Well I'm Stacy, but you know that, I'm 28... What else is there to know?'</i>
Player Choices:	
<i>How do you know the rest of these guys?</i>	<i>How did you end up here?</i>
<i>Leads to Day1_Stacy_D10</i>	<i>Leads to Day1_Stacy_D11</i>
Data Table Line:	Day1_Stacy_D10
Line Text:	<i>'What? These lot? I found most of them by accident, really. Aside from Skunk. But they could tell the stories better than I can.'</i>
Data Table Line:	Day1_Stacy_D11
Line Text:	<i>'The cabin used to be owned by Craig, I think. If I had the choice, I would still be home... trust me.'</i>
End of DialoguePath02. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].	
If all dialogue paths expended, this dialogue plays when interacting.	
Data Table Line:	Day1_Stacy_D12
Line Text:	<i>'I think it's best if you try and meet everyone, get yourself acquainted.'</i>

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CHARACTER: JAX

DAY 1

Trigger Criteria	<i>Talk to the character NPC [JAX] on the first day to trigger this conversation.</i>
Data Table Line:	Day1_Jax_D1
Line Text:	<i>'Hi there, I'm Jackson- but I go by Jax. I'll need to replace your bandage soon...'</i>
Player Choices:	
<i>Wait- Was it you that bandaged my head up?</i>	<i>Any chance you could tell me what's actually happened around here?</i>
<i>Start DialoguePath01. Leads to Day1_Jax_D2</i>	<i>Start DialoguePath02. Leads to Day1_Jax_D6</i>
Data Table Line:	Day1_Jax_D2
Line Text:	<i>'Yes, actually! I'm a- or *was*, a first-responder. So don't worry, you are in good hands!'</i>
Player Choices:	
<i>Thank you for your hard work!</i>	<i>Hey, don't you dare touch me... or my injuries.</i>
<i>Leads to Day1_Jax_D3</i>	<i>Leads to Day1_Jax_D5</i>
Data Table Line:	Day1_Jax_D3
Line Text:	<i>'I appreciate that dude, but no need to thank me. You just let me know if you feel any more pain, and I'll fix you right up.'</i>
Data Table Line:	Day1_Jax_D5
Line Text:	<i>'Yeah, don't worry about it. I don't want to impede on any boundaries.'</i>
Player Choices:	
<i>'How did you meet all of these guys?'</i>	

DAY 1

Leads to [Day1_Jax_D4](#)

Data Table Line:

Day1_Jax_D4

Line Text:

'I found Amy in the mall when all this initially kicked off. Poor kid had a pretty messy wound. We held out for a while before we met Stacy, with Craig and Skunk coming after. Not much has happened since, until you.'

End of DialoguePath01. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].

Data Table Line:

Day1_Jax_D6

Line Text:

'It's a bit of a sore subject, but you deserve to know... there's some form of infection spreading around. It started in the water.'

Player Choices:

...

The water? Then what do we drink?

Leads to [Day1_Jax_D7](#)

Leads to [Day1_Jax_D9](#)

Data Table Line:

Day1_Jax_D7

Line Text:

'When consumed, it made people become large, monstrous beings. Fiending for flesh and to grow their population.'

Data Table Line:

Day1_Jax_D9

Line Text:

'Luckily, we are situated right next to a river. We boil the water and we think it removes the infectious toxin. We haven't had any problems so far...'

Player Choices:

Oh... is this place secure? There isn't any around here, right?

You guys are crazy, surely this is some sort of joke?

DAY 1	
Leads to Day1_Jax_D8	Leads to Day1_Jax_D10
Data Table Line:	Day1_Jax_D8
Line Text:	<i>'Don't worry, we have some pretty decent safety measures in place. Guns, night-watch, the whole thing.'</i>
Data Table Line:	Day1_Jax_D10
Line Text:	<i>'I wish, but sadly it isn't the case. It takes a bit to sink in, but we've got you man.'</i>
End of DialoguePath02. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].	
If all dialogue paths expended, this dialogue plays when interacting.	
Data Table Line:	Day1_Jax_D11
Line Text:	<i>'It was nice to meet you, man. Hope to see you around.'</i>

DAY 1	
CHARACTER: AMY	
Trigger Criteria	<i>Talk to the character NPC [AMY] on the first day to trigger this conversation.</i>
Data Table Line:	Day1_Amy_D1
Line Text:	<i>'... Hi, I'm Amy. You want something?'</i>
Player Choices:	
<i>You're so young, how old are you?</i>	<i>How did you end up with these guys?</i>

DAY 1

Start DialoguePath01. Leads to Day1_Amy_D2		Start DialoguePath02. Leads to Day1_Amy_D9	
Data Table Line:	Day1_Amy_D2		
Line Text:	<i>'It's none of your business!!'</i>		
Player Choices:			
<i>Sorry, sorry, just curious.</i>		<i>You won't get very far with that stinking attitude.</i>	
Leads to Day1_Amy_D3		Leads to Day1_Amy_D6	
Data Table Line:	Day1_Amy_D3		
Line Text:	<i>'I'm fifteen... sorry, I get antsy with strangers.'</i>		
Player Choices:			
<i>Don't worry, I'll leave you be. Lovely to meet you.</i>		<i>Well kid, you better get used to meeting strangers. Can't hide forever.</i>	
Leads to Day1_Amy_D4		Leads to Day1_Amy_D5	
Data Table Line:	Day1_Amy_D4		
Line Text:	<i>'Thanks...'</i>		
Data Table Line:	Day1_Amy_D5		
Line Text:	<i>'I don't need another person policing me.'</i>		
Data Table Line:	Day1_Amy_D6		
Line Text:	<i>'Get very far WHERE? If you didn't know, the world has ended, dipshit.'</i>		
Player Choices:			

DAY 1

<i>You can still try and be nicer, god knows we need it.</i>		<i>LANGUAGE!</i>	
Leads to Day1_Amy_D8		Leads to Day1_Amy_D7	
Data Table Line:	Day1_Amy_D7		
Line Text:	<i>'Eat shit.'</i>		
Data Table Line:	Day1_Amy_D8		
Line Text:	<i>'... I guess you're right.'</i>		
End of DialoguePath01. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].			
Data Table Line:	Day1_Amy_D9		
Line Text:	<i>'I don't really remember. Jax saved me and... that's all I really want to say.'</i>		
Player Choices:			
<i>It's nice to see at least some kids made it out alive.</i>		<i>Keeping secrets isn't good for you, you know.</i>	
Leads to Day1_Amy_D10		Leads to Day1_Amy_D13	
Data Table Line:	Day1_Amy_D10		
Line Text:	<i>"Kid"? I'm fifteen! I'm basically an adult!"</i>		
Player Choices:			
<i>Sorry, sorry, I'm just happy to see a younger generation.</i>		<i>Trust me kid, savour these younger years.</i>	
Leads to Day1_Amy_D11		Leads to Day1_Amy_D12	

DAY 1

Data Table Line:	Day1_Amy_D11
Line Text:	<i>'That's better!'</i>
Data Table Line:	Day1_Amy_D12
Line Text:	<i>'Stop calling me KID!!'</i>
Data Table Line:	Day1_Amy_D13
Line Text:	<i>'I'm not being *secretive*, I just... don't want to talk about it.'</i>
Player Choices:	
<i>It seems like you went through a lot. You're a brave kid.</i>	<i>I won't bite, I'm just really curious.</i>
Leads to Day1_Amy_D15	Leads to Day1_Amy_D14
Data Table Line:	Day1_Amy_D14
Line Text:	<i>'I don't have to tell you anything.'</i>
Data Table Line:	Day1_Amy_D15
Line Text:	<i>'... Thank you.'</i>
End of DialoguePath02. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].	
If all dialogue paths expended, this dialogue plays when interacting.	
Data Table Line:	Day1_Amy_D16
Line Text:	<i>'I want some alone time now, thanks.'</i>

DAY 1

CHARACTER: CRAIG

Trigger Criteria	<i>Talk to the character NPC [CRAIG] on the first day to trigger this conversation.</i>	
Data Table Line:	Day1_Craig_D1	
Line Text:	<i>'Hey there bud! You doing okay? Gash on your head was looking pretty rough. But you're up and walking now!'</i>	
Player Choices:		
<i>I'm good, thanks... you seem very joyful for the situation?</i>	<i>Is that a gun?</i>	
<i>Start DialoguePath01. Leads to Day1_Craig_D2</i>		<i>Start DialoguePath02. Leads to Day1_Craig_D6</i>
Data Table Line:	Day1_Craig_D2	
Line Text:	<i>'You've got to make the most out of every moment! Plus, I haven't seen these cabins in YEARS! It's nostalgic! My old radio near Skunk even works!'</i>	
Player Choices:		
<i>I suppose we could use some joy around here, considering the outbreak and all.</i>	<i>I just mean, you don't seem very fazed considering the whole... outbreak?</i>	
<i>Leads to Day1_Craig_D3</i>		
Data Table Line:	Day1_Craig_D3	
Line Text:	<i>"Outbreak"? Don't be silly, it's just a little disease. Nothing too serious.'</i>	
Player Choices:		
<i>If you say so, Craig.</i>	<i>This seems like a bit of a delusional take based on what I've been told.</i>	
<i>Leads to Day1_Craig_D4</i>		<i>Leads to Day1_Craig_D5</i>

DAY 1

Data Table Line:	Day1_Craig_D4
Line Text:	<i>'And I do! We'll be safe here bud, don't you worry.'</i>
Data Table Line:	Day1_Craig_D5
Line Text:	<i>'Alright, calm down bud. I'm just trying to stay positive! Sometimes things aren't as bad as they seem.'</i>
End of DialoguePath01. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].	
Data Table Line:	Day1_Craig_D6
Line Text:	<i>'Yeah! Old one I hid here years ago, back when I was fresh out of the army. Alongside my old radio, all hid near the RV!'</i>
Player Choices:	
<i>Wow, thank you for your service sir.</i>	<i>I don't know if I'd trust someone like you to be armed...</i>
<i>Leads to Day1_Craig_D8</i>	<i>Leads to Day1_Craig_D7</i>
Data Table Line:	Day1_Craig_D7
Line Text:	<i>'Trust who you wish, but I can assure you I have the most experience here!'</i>
Data Table Line:	Day1_Craig_D8
Line Text:	<i>'You're too kind. The experience helps me out with this surviving-in-the-woods schtick.'</i>
Player Choices:	
<i>Do you use it to hunt or is it for protection from the... monsters?</i>	
<i>Leads to Day1_Craig_D9</i>	

DAY 1	
Data Table Line:	Day1_Craig_D9
Line Text:	<i>'Hunting mainly. Haven't seen anything weird yet, and probably never will. Anyway, was nice to meet you!'</i>
End of DialoguePath02. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].	
If all dialogue paths expended, this dialogue plays when interacting.	
Data Table Line:	Day1_Craig_D10
Line Text:	<i>'Hey bud! I think it's best if you see what everyone else is up to, for a bit.'</i>

DAY 1	
CHARACTER: SKUNK	
Trigger Criteria	Talk to the character NPC [SKUNK] on the first day to trigger this conversation.
Data Table Line:	Day1_Skunk_D1
Line Text:	<i>'Sup?'</i>
Player Choices:	
<i>Are you... in a prisoner jumpsuit?</i>	<i>Hey. What can you tell me about these monsters about?</i>
Start DialoguePath01. Leads to Day1_Skunk_D2	Start DialoguePath02. Leads to Day1_Skunk_D9
Data Table Line:	Day1_Skunk_D2
Line Text:	<i>'Yeah, no shit.'</i>
Player Choices:	

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<i>Are you an escapee? Or is it just the only clothes around?</i>	<i>No need to be rude, I'm trying to make conversation.</i>
Leads to Day1_Skunk_D6	Leads to Day1_Skunk_D3
Data Table Line:	Day1_Skunk_D3
Line Text:	<i>'What's your goddamn problem with me man?'</i>
Player Choices:	
<i>I'm just going around and getting to know people. Sorry for bothering.</i>	<i>You're the one with the attitude!</i>
Leads to Day1_Skunk_D4	Leads to Day1_Skunk_D5
Data Table Line:	Day1_Skunk_D4
Line Text:	<i>'I think you need to shut your trap before you regret it.'</i>
Data Table Line:	Day1_Skunk_D5
Line Text:	<i>'Okay we've met. You filled your quota. See-ya.'</i>
Data Table Line:	Day1_Skunk_D6
Line Text:	<i>'Escapee. Wouldn't wear this junk if I had the choice.'</i>
Player Choices:	
<i>What were you in for?</i>	<i>I think the colour suits you!</i>
Leads to Day1_Skunk_D8	Leads to Day1_Skunk_D7
Data Table Line:	Day1_Skunk_D7
Line Text:	<i>'... I ... you ... Man, just get out of here.'</i>

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Data Table Line:	Day1_Skunk_D8
Line Text:	<i>'Hah! As if I'd tell you. Now go run around some more.'</i>
End of DialoguePath01. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].	
Data Table Line:	Day1_Skunk_D9
Line Text:	<i>'Why? Everyone beating around the bush too much?'</i>
Player Choices:	
<i>Yeah... I don't blame them, it seems very rough.</i>	<i>It's been hard. I have to interrogate people to get the most basic info.</i>
<i>Leads to Day1_Skunk_D10</i>	<i>Leads to Day1_Skunk_D12</i>
Data Table Line:	Day1_Skunk_D10
Line Text:	<i>'Whatever man. There's some zombie-like stuff going around, making people go crazy. Like, eating flesh crazy.'</i>
Data Table Line:	Day1_Skunk_D12
Line Text:	<i>"Course. They're all too scared to even say the word 'Zombie'. As if we didn't see people getting eaten.'</i>
Player Choices:	
<i>How are we going to defend ourselves?</i>	
<i>Leads to Day1_Skunk_D11</i>	
Data Table Line:	Day1_Skunk_D11
Line Text:	<i>'We got guns. We'll pump 'em full of lead.'</i>

DAY 1

End of DialoguePath02. The player has the option to [ASK SOMETHING ELSE] or if all paths are expended, [LEAVE].

If all dialogue paths expended, this dialogue plays when interacting.

Data Table Line:

Day1_Skunk_D12

Line Text:

'You better stop botherin' me.'