

Apple bag general plot: You are a cashier in a small store at the limit of a rural town. You work the night shift alone because the store is small and customers are few. Multiple cute regulars start to show up and you end up striking a conversation about a mysterious bag left at your store. The day passes and you either grow romantic feelings or suspicion that the characters are linked to the disappearance of a person named Sam.

(MC is supposed to be gender neutral but afab, some comments will hint toward it and nonimportant choices will be offered for the player to confirm or deny their identity / don't even comment on it at all)

The 3 li :

Aïssata (she/them): night howl who works for a strange person in the town and comes to take her daily energy drinks.

Leila (they/them): a quiet customer who seems to have caught a bad flu. They come regularly to shop for ingredients to help with their sickness.

Rowan (she/her): a student who first came with friends but seems to avoid them by making a detour to the shop.

Secondary character :

Erinna (she/her): A customer that lives nearby in a manor, she lives with a woman named Françoise

Alicia (she/her): a waisted colleague of Aissata who reveals she also works for Françoise in some shady business

Rowan's friends: a small group of bigots, Uni students.

Old man: a creep that shows up one night to make the player feel uneasy

The 3 li have some suspicious comportment (Rowan hating on the girl that disappeared, Leila being quiet and menacing, Aissata suddenly having a bad wound) it's all become more suspicious because of clients :

Ex: Erinna buying some ropes, detergent, paint, and trash bag

Out-of-context conversation of Alicia talking about the missing girl

Rowan's group of friends gossiping

The old man creeping on you at the register

The apple bag is a bag you find the first night that is full of small apples. You are then given the choice to go talk to one of the girls and start a conversation that leads to a small exchange and the next time you see them you do more small talk. At the end of that shift you'll get to choose a route as « I think ... is quite interesting »

Further in the route you inspect the bag and find the ID of the missing girl and think the owner of the bag is the culprit.

A bad ending occurs if you make a statement AGAINST your li which makes them feel betrayed and lose any interest in you. The good end is if you don't suspect them, then it will be revealed it's Erinna's bag and the reason she has the girl's ID is that the missing girl is a friend of Françoise and disappeared while working for her. The missing girl would reappear not long after, revealing to be Sam (yay game référence)

Routes large summary :

Rowan: Closeted and a bully. Her friend group is awful people and she joins them in being a mean girl because she doesn't know better. Get told off by MC and then try to make amends which leads to more honesty and a small bond between them. She became a regular because she wanted to avoid walking with her friends at night and tried to stop to see mc because of her small crush and wish to be better / seeking bits of advice.

Her suspicious behavior is that she seems to have bad blood with the missing person and turns out to know a lot about what they did before disappearing. The reality is that she was just gay and turned her crush into a sort of hate toward them.

Aissata: She's chatty and sociable, MC mentioned that her order is always the same Then one day they strike up a conversation when she buys different things « Daring are we today ? » easygoing and start talking about how the town is sort of lame but she found a great job. Will openly flirt with MC, casual blossoming friendship (or more)

Her suspicious behavior is that she works for Françoise who is mentioned multiple times for being a weird lady. She has a sudden wound after the person disappears and avoids talking about it although she's usually noisy about everything. Another suspicious trait is that she will talk about the missing person « Oh no hope they are ok » but never mention to Mc that both of them works together. Reality is that she hurted herself at her job and the reason she didn't mentionher colleague is because they never worked physically together, only by the phone.

Leila : recently moved in town and is awfully quiet, barely talk to say hi to mc but one day ask them advices on what kind of tea they should buy. They have a bad flue and and suffer from living alone because they got kicked out from their parents. Warm up to mc and gives eupdates on if they feel better, enjoy the company they get when visiting the shop.

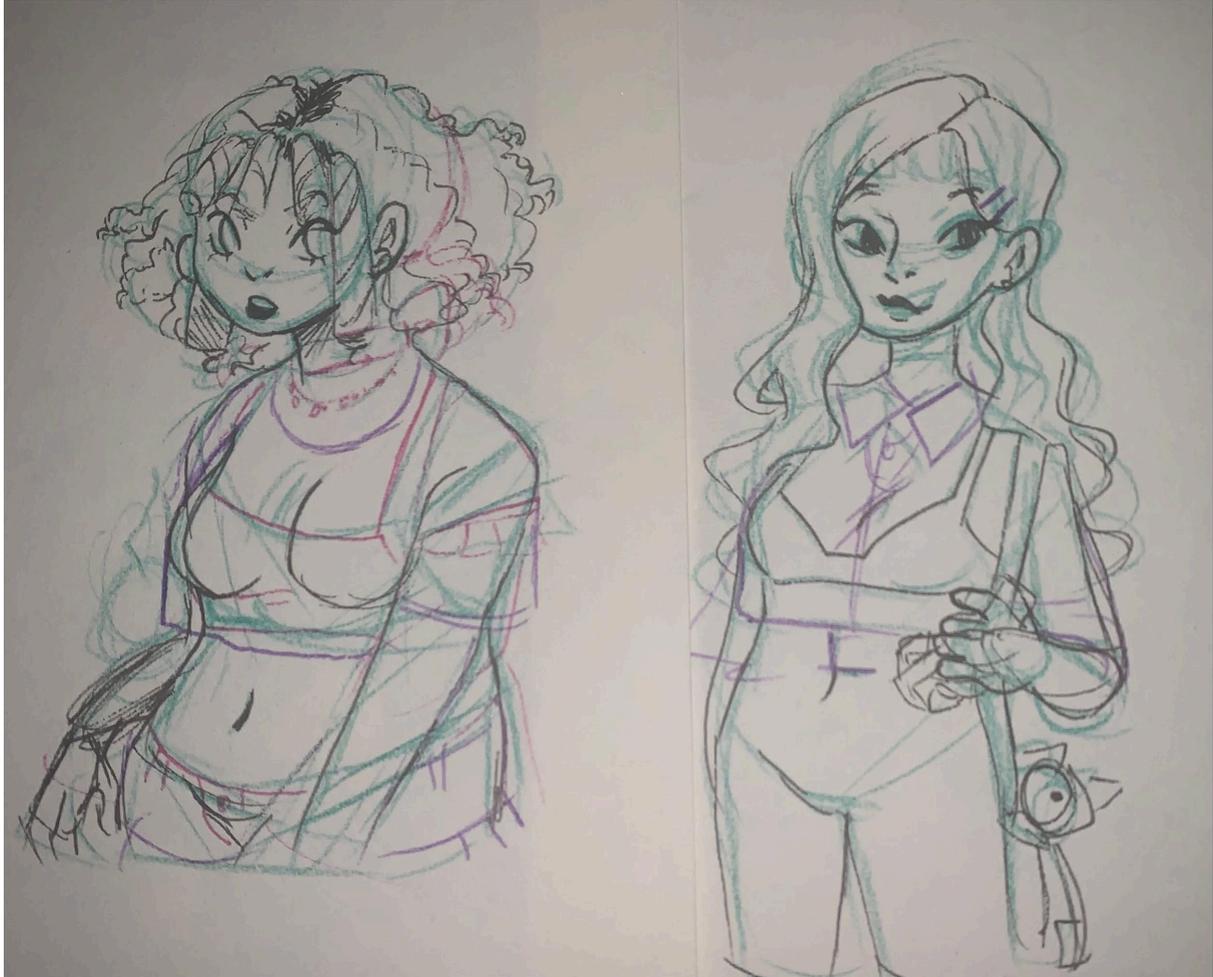
Suspicious behavior : will refuse to give their identity for the first part of the route. Will also make comments about the missing person that can be misinterpreted «Of course if someone would dissappear there it would be them » « There is no need to search them ».

Reality is that they just avoid to give their identity because their parents are trying to find them in town and they refuse to talk with them. The comments are made because they know the missing person and made the remarks because of their personally.

Reference to Night shift : The missing person is Sam, the protagonist of the game night shift. The reality of their disappearance is that they are stuck in a time loop and re appear later when they are freed. Erinna was mentionned in night shift because she works with françoise

and Françoise is in Night shift. Françoise will get her own game but so far she's suppose to be sort of ominous. The woman you hear a lot about and grow suspicion off. People describe her both as weird and nice but dangerous and crazy.

Visual ref :









Multiples clothes as the storie takes place on different days.

Backgrounds (photo stocks edited like 14 days with you): small shop, road outside, small town, Leila's appartement, woods, police station

vibe test :



Ex of finished sprite

