Patch Notes:

Below is a list of playtester feedback mixed in with some of my own notes on the adjustments I made since version one.

- Remove The Wolf's intercom barks and replace it with an audiolog
  - Done
- Grammatical improvements
  - Done
- Fix Audio
  - Done
- Remove line about exploration of the warehouse
  - Done
- Add additional choice options to explore the apartment and learn more about the protagonist
  - Done
- Fix or replace "intercom" lines
  - Done, replaced this with an audiolog. One that hints at other players in the city and would tie the quest more to the world at large. Proud of the strong voice in this one.
- Add Audio, I want a bit more of an ambiance to draw the reader in. After much poking and prodding, I was able to get this to work in Harlowe. It's fairly simple and not perfect, but I think it adds a nice element and will draw the reader into the story.
  - Done
- Cut up paragraphs to make it more readable.
  - Done
- Shorten some descriptions.
  - Done
- Add bold and italics to increase digestibility
  - Done, hopefully not overdone.
- Add color text to make it more readable
  - Done, made character dialogue have a color
- Make the beginning only one option to continue to the next twine node
  - Done, removed false choice at the very start
- Add a line or two of you approaching the warehouse.
  - Added one line mentioning the warehouse's exterior
- Fix how codename is misspelled
  - Done
- Remove some scene description
  - Done, I tried to shorten things where I felt there wasn't essential info.
- Add a line about finding money if searching a certain part of the warehouse
  - Done, not sure what happened here, must have deleted the line
- Make the Wolf's reward greater than grandmother's, sweeten the deal a bit.
  - Made the Wolf specify he's offering double the reward plus future missions
- Improve my prose.

- ○ I combed through every node and tried to really juice up my prose.
- Add more description to player actions.
  - ○ I tried to make "Gameplay" moments feel more impactful with stronger descriptions of player actions.
- Remove cliches.
  - ○ I did my best to remove as many of these as possible, specifically: the wolf's grin spread like a scar has been removed.
- Make the Wolf a more dynamic character.
  - ○ I made his argument less vague, gave him specific reasoning.
- Give the player an option to confront Grandmother
  - ○ Added dialog trees on both sides that involve confronting Grandmother
- Explain what Pearl is more clearly.
  - ○ Explained it's a highly addictive synthetic drug
- Make the options more gray.
  - ○ By having the Wolf accuse Grandmother, I did this via a "who is lying" sort of deal.
- Give the player a greater reason to betray Grandmother.
  - ○ The wolf now makes a specific argument if you choose to seek it out.
- Make the "shortest" path more interesting
  - ○ Did this via stronger description for the most part. I didn't want to extend this path in terms of nodes.
- Add an actual interaction when you choose to talk your way through the guards.
  - ○ Added a fun lil interaction. Short and sweet
- Make the branch have multiple options for the player to select from even if they are false choices.
  - ○ Done. Basically, every node where I could make this make sense has multiple options. Please let me know if I should scale this back
- Break up huge blocks of text.
  - ○ They broke, I'm Up. Well maybe except one or two but they aren't massive.
- Decrease a couple of specific unclear choice options.
  - ○ Done. Hopefully, I didn't add new ones.
- Make the poison usable in both trees.
  - ○ Done
- Make the cookies some sort of special item
  - ○ Done, lockpicks.
- Give the player multiple gameplay approaches to all situations.
  - ○ Done.
- Make sure player gameplay choice is always appropriately reflected by NPC dialogue, add more of this.
  - ○ Done, there are a few points where Grandmother or the Wolf will make comments about how you approached the warehouse. This also choice gates certain situations since this is twine.
- Make things less vague from a worldbuilding perspective while keeping them not too difficult to digest.

- ○ Done.
- Allow the player to kill both
  - ○ Done.
- Offer a turnback moment.
  - ○ Done only on the wolf's path. I felt it wasn't realistic to do it on the other path.
- Disable certain paths for certain gameplay approaches
  - ○ Done. If you don't investigate enough, you won't be able to ask about certain things or kill Grandmother based on what gameplay approaches you picked and choices you made.