

BREATH: Bark		
Description Player POV	Dialogue	Implementation
Leaving home	Bye, Mom... I'm going to school now.	This would play if the Mother was in the room.
Leaving home	I hope today isn't too bad...	This would play as a mutter towards self if alone.
Coming home	I'm so tired. I wonder if Mom is home yet.	This would play as the player comes home.
Coming home	Every day is the same... will there ever be an end?	This would play as the player comes home.
Bully interaction	You can't be serious. What if I don't?	This would play during the player's first encounter with a bully.
Bully interaction	Not today, please... haven't I given you enough money?	This would play during more encounters with bullies.
Bully interaction	Please, just stop already.	This would play during more encounters with bullies.
Picking up an item	I miss when things were different.	This would play if the item is nostalgic to a time when the Father hadn't left yet.
Picking up an item	How did it all fall apart so fast?	This would play if the item is nostalgic to a time when the Father hadn't left yet.
Picking up an item	Maybe this can help me.	This would play if the item can be used against the bullies.
Picking up an item	I can't let Mom find out... she'd be so upset.	This would play if the item is money/of value to bring to the bullies.
Talking to Rat	Hey, little guy. Are you supposed to be here? (beat) I don't think I am either.	This would play during the player's first encounter with the Rat.
Talking to Rat	Do you think she's getting worse?	This would play while talking to the Rat after the Mother yells at the player.
Talking to Rat	Maybe I should check on her...	This would play while talking to the Rat after the Mother yells at the player.
Taking damage from Bully	Ouch! Get off me!	This would play when the player takes damage during fight with bullies.
Taking damage from Bully	Stop it! Let me go!	This would play when the player takes damage during fight with bullies.
Taking damage from Bully	Ugh, go away! Stop hurting me!	This would play when the player takes damage during fight with bullies.
Description Bully POV	Dialogue	Implementation
Player interaction	Heard your dad's gone again. I bet there's cash lying around at home, huh?	This would play during the first encounter with the player.
Player interaction	Bring some to school tomorrow. Nobody has to know, right?	This would play during the first encounter with the player.
Player interaction	See? That wasn't so hard. Guess you're not completely useless.	This would play during more encounters with the player. (Complies)
Player interaction	You're not gonna give it to me? Are you serious? (order) Handle it.	This would play during more encounters with the player. (Refuses)
Player interaction	You brought it! Perfect. Guess you're worth something after all.	This would play during more encounters with the player. (Complies)
Player interaction	No? You think you can tell me no? (order) Get them.	This would play during more encounters with the player. (Refuses)
Fighting Player	I'm gonna beat you to a pulp.	This would play when a fight begins with the player.
Fighting Player	Don't bother hiding. I'm really not in the mood today.	This would play when a fight begins with the player.
Fighting Player	My paper planes are getting impatient.	This would play when a fight begins with the player.