

# Golden Path Walkthrough

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## GENERAL COMMENTS & QUESTIONS

- Just to confirm, we are still using ; for : because Ink, right?
- I'm unclear why some rooms (e.g., Inkblot, Rabbit Hole, etc) get clear-screens and a large-font title of their names, while others (e.g., Shipwreck) do not.
- For Clown Funeral, where I suggest a LOT of page breaks that would want link text, I am happy to write said link text (I made some suggestions already). Just let me know.

## ANTECHAMBER/LOBBY

- Center graphics ( two doors) and associated text

## RORSCHACH INKBLOT ROOM (WHIMSICAL)

- “rounded, iron door” — cut comma (only “rounded” is a coordinate adjective, “iron” is essential part of “door”)
- When we choose the bubble, it is unclear that we are actually going through the door. And it kind of seems like the door is in the floor, because of the “buoying downward” line. Suggest adding a clarifying phrase (e.g., “sucks you through the iron door”)

## SHIPWRECK

- “Spanish Galleon” — “galleon” shouldn't be capitalized
- “...access the cargo—nearly all of it destroyed by tides and times,” — as with your various brackets in coding, the opening and closing marks for a subclause must match. Either em dash or comma works, but should be the same at each end.
- Hatch is said to be to “the lower decks” but then we go “up through the hatch” — suggest changing hatch description to “upper decks”
- “glass marquee” — needs the indefinite article, “a glass marquee”
- This is a bad QA comment, but I did do something to cause the music to not load, possibly due to multiple restarts in a short time? Or maybe to do with saving? I noticed that there was no music playing in the restart UNTIL I got to the point at which I had saved, then it started up again (unless that was a coincidence—the save point was also when I crossed into the next room with a screen wipe.

- Pulling the plug has no description related to the action itself, it just dumps me into the Rabbit Hole. A short line or two would help with sense of place, and smooth this transition
- Sequence: Explore shipwreck -> Go above deck -> Go back below deck -> Go back above deck...for that return to above deck there is an error, the choices given to me are still for below deck (floral door, head back above deck, go back through the iron door, sea bed). Also this continues to be the case if I keep clicking on “Go back above deck.” If this behavior is intentional, the rationale for not being able to go back above deck is not at all clear.

## EASTERN STAIR, LEVEL 3

- When I click “Approach marble arch” I get a screen-clear, but I haven’t entered the room yet. When I go into the room I get the large-font title text, but no screen-clear—which looks mighty funky, with mushed-up leading. I think the screen-clear is just in the wrong place, should be one step later?

## CAFÉ

- No title text saying “Café” when I first arrive, just the graphic. I \*think\* this is on purpose, a clue that I’ve lost time and been subsumed into the Jo persona, because then we DO get the title text after breaking away and reentering. But just checking.
- FWIW, this is only the 2<sup>nd</sup> time I’ve seen any graphics on the Golden Path, the last time being the two doors in the Lobby.
- “Almost as an apology for entertaining the thought of breaking rule number one...” — Removing your nametag is actually Rule #2.

## CUNICULUS MURIUM

- Repeatedly gazing into the puddle doesn’t change the text (not counting the addition of the Romeo comment) which is a little weird since it has words like “approach” and “begin” which don’t make sense on repetition.

## DE(VOID)

- When talking to ~~Doc Brown~~ Victor, it would be nice if our questions we clicked on became part of the text scroll (with quotation marks around them etc.) rather than vanishing.
- Okay, maybe I just had a brain fart, but did we climb INTO the pillar? I totally didn’t get that when it happened and instead pieced it together afterwards. Did I just miss some text? (totally possible) I got to the pillar by climbing the west wall, pressing the button, waiting, and then walking on the now-safe floor to the pillar.

- Moving into Conceptual Art, I think it should have a screen clear, as happened on the previous three

## RORSCHACH INKBLOT ROOM (MENACING)

- “...familiar room; pale-walled and cavernous.” I know the semicolon is replacing the intended colon here, but a comma would work as well and then not look weird.
- At both “In the dim and flickering...” and “Despite yourself...” there are soft returns (line breaks) instead of hard returns being used to mark the paragraphs.

## CLOWN ALLEY

[I’m embarrassed about the punctuation errors I’m about to point out, seeing as I was the last copy editor to touch this :S]

- “dusty, canvas curtain” — cut the comma for same reason as “rounded, iron door” [Mea culpa!]
- Croc bag, split the wall of text in two. Suggestion: page break after “...dressing room floor.” and before “The first egg...” Link text (vanishing) could be “Look closer” or some such.
- “U’s” — cut double quotation marks on either side so just reads as: U’s (don’t use double quotation marks around a single letter being used as a letter) [Mea maxima culpa!]
- “colors on vanity wiggling” — can this be made clown-aware so when in B&W mime clown mode it instead reads “the collage of grey on the vanity wiggling” or something like that?

## CLOWN FUNERAL

Oof, that’s a lot of text—not just walls but whole skyscrapers’ worth! I will suggest page breaks (PB) and possible link text if I was feeling creative ;)

- PB after “a catherdral. A clown cathedral.”
- PB after the paragraph that starts, “Ah, we’ve been waiting for you.”
- PB after “To lead the funeral, of course.”
- PB after “...proceed by yourself.”
- PB after “...to ponder after the funeral.”
- PB after “...heavenly intervention.”
- PB after “...for a while, isn’t it?”
- PB at “Fantastic.” — actually, make “Fantastic” be the link text, which stays in text scroll
- PB at “Just skip ahead and do it.” — same as above, this could be the link text so long as it stays.
- PB after “...and you’re done here.” — vanishing link text: “Is my phone... ringing?”
- PB after “...keep the funeral on time.”

- PB after “And it holds your weight.” — link text: take the “Hey” from the next paragraph and have it stay, along with a <> so it connects to the next paragraph as written.
- PB after “...too afraid to join.” — link text: “I’m not afraid anymore” (disappearing)
- PB after “The words become you.” — link text “Gaze into the light” (disappearing)
- Barnum and Bailey — change “and” to “&” (the circus becomes “Ringling Bros. and Barnum & Bailey” and uses “and” versus ampersand for clarity of understanding).
- “...blue painters tape. As the boundary goes...” This is suggestion to break this single, paragraph-length sentence in two with the period after “tape” and “As” as the first word of the second sentence.

## GIFT SHOP

- Can we get title text for this?
- (when Talk to the clerk): missing a quotation mark after “magazine.” And before “The sign...”
- Should “That just raises more questions!” be in quotation marks, as if said aloud?
- Link text: “Give them a nickname” — don’t have the link text remain after the click
- Double checking that the vague mysteriousness of “Go with them” (What them? Who is ‘them’?) is intentional when exiting for the parking lot.