

A Party For the Mayor: Event 1

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Type	Name	Expression	#	Dialogue
Condition				Day 5
Location				General Store
Staging				<i>Jade and Ruby are in the store. They turn to face Player</i>
Emote	Jade			!
Emote	Ruby			!
Staging				<i>Jade and Ruby move towards Player</i>
Dialogue	Jade	Default		Oh, [Player]! We were just talking about you.
Dialogue	Jade	Happy		You've been doing such a lovely job with the farm!
Dialogue	Jade	Default		It's already looking so much better.
Dialogue	Ruby	Smile		And your blobs are getting so strong!
Dialogue	Ruby	Default		I think you're <i>exactly</i> the person we need right now.
Emote	Player			?
Emote	Jade			Drop
Dialogue	Jade	Surprise		Ruby, don't just jump on [Player] like that.
Dialogue	Ruby	Smile		Sorry, sorry... I'm just so excited!
Emote	Player			?
Dialogue	Ruby	Default		Y'see, it's the Mayor's birthday tomorrow,
Dialogue	Ruby	Happy		and we're throwing him a surprise party!
Emote	Player			!
Staging				<i>Jade looks to left and right</i>
Dialogue	Jade	Default		Careful! Not too loud!
Dialogue	Jade	Default		We've got a tiny problem, though. Maybe you can help, [Player]?
Choice	Player		1	I suppose...
Choice Dialogue	Jade	Default		It won't take too much time, I promise.
Choice End				
Choice	Player		2	I'd love to!
Choice Dialogue	Jade	Happy		Fantastic! I knew we could rely on you.
Choice End				
Dialogue	Jade	Default		What we really need is ((cooked dish item)). How about it?
Choice	Player		1	It'll be some work, but sure.
Choice End				
Choice	Player		2	I've got that ready to go!
Choice End				
Dialogue	Ruby	Happy		Yay!
Dialogue	Jade	Happy		We'll see you tomorrow afternoon at my house!
Staging				<i>Jade, Ruby, and Player wave at each other. Jade and Ruby exit general store</i>

A Party For the Mayor: Event 2

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Type	Name	Expression	#	Dialogue
Condition				Enter Jade's House on party afternoon
Location				Jade's House
Staging				<i>Streamers decorate the room. Other townfolk stand around, in conversation. A table filled with food dishes is in the centre</i>
Emote	Ruby			!
Staging				<i>Ruby runs towards Player</i>
Dialogue	Ruby	Happy		[Player]! You made it!
Dialogue	Ruby	Default		Is that the ((cooked dish item))?
Dialogue	Ruby	Default		You can put it on the table there. Jade and the Mayor will be here any second now!
Staging				<i>Player walks to table and places cooked dish on it</i>
Staging				<i>A minute passes</i> <small>((If possible, I would here write some barks for the other townfolk that the Player can interact with))</small>
Staging				<i>The door opens. Jade and the Mayor enter the house.</i>
Dialogue	All			Surprise!!
Staging				<i>Popping sound. Confetti falls</i>
Emote	Mayor			!
Dialogue	Mayor	Happy		Oh, my goodness!
Dialogue	Jade	Happy		Happy birthday, Mayor!
Dialogue	Ruby	Happy		Happy birthday!!
Emote	Player			Happy
Staging				<i>Mayor walks up to central table.</i>
Dialogue	Mayor	Drop		You certainly didn't need to go to all this trouble.
Staging				<i>Jade, Ruby, Player, and townfolk gather around table</i>
Dialogue	Mayor	Happy		Thank you so much, everyone.
Dialogue	Jade	Happy		You do so much for Clover Town, it's the least we can do.
Dialogue	Ruby	Happy		Yeah! Thank you, Mayor!
Dialogue	Mayor	Default		It's always my pleasure.
Dialogue	Mayor	Happy		Now, what do you say we dig in to this incredible spread?
Staging				<i>All characters jump excitedly. Happy and Heart emotes</i>
Staging				<i>Characters move around the table. Fade out</i>