TIGSource Forums

Community => Townhall => Topic started by: Montoli on May 27, 2013, 12:19:28 pm

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Title: **Save the Date. It's a game about having dinner.**
Post by: **Montoli** on **May 27, 2013, 12:19:28 pm**

Hello again TIGSource.

I (finally) finished another game. And I think it's pretty rad. (Like really rad, honestly. I think I'm more proud of it than any other project I've worked on.) But I'm admittedly biased.

It's called "Save the Date", and in a major departure from the sorts of things I usually make, it's a dating sim about having dinner.

> (http://paperdino.com/wp-content/uploads/2013/05/Burgers_5-26.png)
> (http://paperdino.com/games/save-the-date/)

That's actually a lie. Or at least a half-truth. But it's also one of those games where I don't want to really describe what it's about in advance, because that kind of ruins the experience. So for now, if you could just believe me that it's about having dinner, and that, in spite of that fact, it is still really cool, then that would be awesome.

It's available for free from my website (http://paperdino.com/games/save-the-date/) for windows/mac/linux, and I think it is very much the sort of game that people on TIGSource would enjoy. (Especially the crowd that hangs out in the Design forum, that I so love to argue with. ;))

Anyway. This exists! I think it's neat. You guys should all play it and tell me your thoughts!

http://paperdino.com/games/save-the-date/ (http://paperdino.com/games/save-the-date/)

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Jubjub** on **May 27, 2013, 02:27:18 pm**

This game is amazing.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **GoLarisa** on **May 28, 2013, 02:07:39 pm**

I am breaking my lurker status to tell you how humorous and enjoyable this game was. Great job!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Pandara_RA!** on **May 28, 2013, 02:59:01 pm**

At first I was like, I really am not a fan of dating sims.
Then it invoked every possible feeling I've had during certain movies or day dreams and I was completely blown away and ecstatic about showing my brother the game, leaped from my chair and rushed to his room to remember hes at work =P.

This game is brilliant

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Alevice** on **May 28, 2013, 04:16:43 pm**

Yey, I reached the ending!

SPOILER:

She didn't get the lottery tho.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **ink.inc** on **May 28, 2013, 04:17:58 pm**

Got the super secret Hacker ending! Not sure if that's all of the possible endings, but I'm assuming that I've gotten most of them. Really charming, but I think it would have been much cooler if the help file invited you to actually write out the ending on your own.

Anyway, really interesting game.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Alevice** on **May 28, 2013, 04:37:20 pm**

Maybe I have missed the final true ending (super hacker ending aside), but I think this game pulls the same trick than Spec Ops: The Line, where the player has to fill the gaps and has to close the game to win (minus a sense of congratulations). I have been always at odds with those kinds of moves. It feels like the author couldn't come up with a solution to the problem and opted to sidestep it while leaving the problem to notable still. Maybe its just me. Reminds me also of an old Game Maker game, where you played some sort of executioner, and saw a guy tied to a pole. If you shot the guy, the game ended and it berated you. Then if you reopen it, the charcater remains dead - while the berating was kinda unwelcomed (which Nicole kinda does too), it still instilled a great feeling seeing your actions have a consequence - the solution was just as cheap tho, close the game before you kill the guy - he remains tied tho.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **mushbuh** on **May 28, 2013, 04:58:48 pm**

Finally, a realistic dating game

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Blademasterbobo** on **May 28, 2013, 05:29:17 pm**

I hope I'm just missing the real ending, and the hacker "choose your own ending" bs is a red herring. if you really believe all that bull, then why would you even bother making the game in the first place? it's just a (pretentious, somewhat self-righteous, definitely overdone) cop-out. and why would you write the hacker ending so sarcastically if you really believed all that bunk about choosing your own ending? i really hope you're not that dum, and i'm just too dum to find the real ending.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Blambo** on **May 28, 2013, 05:53:30 pm**

Fuck you peanuts, I could've scored.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Bandages** on **May 28, 2013, 09:58:14 pm**

My first playthrough I opted to not go out and she lived a full and happy life

I feel like that's the best ending, of the ones I've seen

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **mr.zippycrow** on **May 28, 2013, 11:51:43 pm**

Just wanted to say this game is awesome and hilarious. I love how the options are updated with your experiences from previous playthroughs. Thanks!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Montoli** on **May 29, 2013, 12:09:35 am**

Oh man, this is fun to come back to after a frustrating day at work! I'm glad that people seem to have been enjoying it! It was a lot of fun to make!

Some spoiler'd responses, to some of the spoiler'd comments:

@John Sandoval:
Yeah, making the hacker ending fully customizable was actually on the to-do list for a while, since as you say, it fits in really well with whole theme of taking responsibility for the story yourself rather than blindly following what the storyteller tells you happens. It fell off the list for a couple of reasons. (I'll admit that one of them was 'it had some weird file-path issues to do right, that were causing problems', and I didn't want to deal with them.)

I'm still on the fence about it, honestly. I can think of a couple of reasons why it would be rad, and one or two (non-technical, pretentious 'art') reasons that make me a little bit leery. If I push a bugfix release, there is a reasonable chance that I'll slip that in though. Also, grats on beating it!

@Alevice :
I haven't actually managed to find time to play Spec Ops: The Line yet, (it's on my steam list, unplayed! Story of my life...) so any similarity is accidental. While (due to the theme of the game) I don't want to get too far into pushing "my" view of what the right ending is, I do want to say - my aim was definitely not to berate the player for any of their choices. I don't know how well I succeeded at that, but my goal was more along the lines of "give the player a system, let them play with it, and hopefully reach conclusions." I DID have a fairly specific point/conclusion that I was trying to get across, but if I failed to convey that, then that fault is probably squarely on me.

@Blademasterbobo
There we go. I knew SOMEONE had to call it pretentious. Which is fair, since it kind of is. :))

The hacker ending is... an interesting piece. One of the interesting things about the game is that while there are 3-4 of what I consider "good" endings to the game, almost everyone I watched playtest managed to find exactly one of them. (And most of them were fairly incredulous when I told them that there were other endings besides the one they found.)

I'd prefer to not go on the record about what I consider the "best" ending, but I can tell you a few things if it helps:
- The hacker ending is not what I consider the "best" ending. It definitely qualifies as one of the "good" endings, but yeah. The tone was not entirely accidental.

- I do, actually, fully believe in the message that I'm trying to convey with the game.
- A lot of the game depends on me making good guesses about how the player will react to various things, and responding to what I think they're thinking at that moment. Bottom line, I'm not going to guess right for everyone. (Honestly, I figured when writing it that if I guessed right even 25% of the time, I'd call it a win.) So if I didn't do a good job of getting my point across, well... take comfort in the fact that it probably just means that I'm bad at guessing what you're thinking, and you would totally take all my money if we were playing poker.

Anyway yeah! Thanks to everyone who has played it, and specifically, thanks to everyone who has taken the time to tell me things they liked or didn't like about it! That is always super helpful for me to know, even (and usually especially) when it's the things you didn't like.

Keep being awesome, TIGSource!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **jiitype** on **May 29, 2013, 05:30:47 am**

This was really fun! Loved how the game looked and the humor was great.

I guess this was based on your experiences?

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Blademasterbobo** on **May 29, 2013, 08:54:22 am**

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can you at least let me know if the other "endings" are just quitting the game? i'd maybe try to hunt them down, but if it's just more cop outs, then i'm not sure i feel like bothering. the problem with stuff like that is, imo, that you're pushing the message that your message / story isn't worth listening to. if you genuinely believe that me fantasizing about my own ending for the game is equally as valid as anything you write for it, then what's the point of even playing your game? why even bother publishing the game? i might as well just look up story prompts and live in my own little self-created fantasy worlds. plus, the sarcastic hacker ending gives a lot of what the game says elsewhere a sort of cognitive dissonance. (unless you're not actually trying to speak through the girl in the hogwarts area. i assume it's the author speaking through a character, due to the way everything is phrased, but hopefully i'm wrong?)

i really hope this isn't as cliched and boring as it seems to be right now. it was so promising before the hogwarts area, but when she went into the whole relativism-hippy-everything-is-equal ranting, it made me sad.

i hope it's just me focusing too much on this one point, and that you're actually trying to convey something more interesting / comprehensive than this one point. i'm tempted to believe that the hacker thing is just poor writing, but i'm hoping you'll tell me that i'm missing something. game devs are very rarely that subtle, though, and if you weren't here to tell me otherwise, or if you don't say otherwise, i wouldn't / won't bother with it any more than i already have. because again, at that point, you're basically telling me that you think that your story wasn't worth the effort of reading in the first place.

edit: i guess i should also mention that i really liked how this uses the saving / replaying visual novel tropes (replay the game 200 times and reread the same shit to get the true happy ending blahblahblah!) i enjoyed most of the rest of the game, too. i'm mostly just disappointed with the one aspect i've been going over, but i guess i like the game, overall. i just hope the one thing isn't as dum as it appears to be so far. i

tend to fixate on things i'm critical of / that impact me negatively over things that i enjoy. in this case, partly cuz i want to be proven wrong.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Kegluneq** on **May 29, 2013, 11:07:18 am**

Haha, this is freaking awesome! (The music is really catchy too!)

One suggestion though, there should be a little mark for options you've tried already in previous runs. Sometimes it's hard to remember what I have and haven't already seen.

Still a fantastic job, it's been a while since I've laughed this hard playing a game!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Montoli** on **May 29, 2013, 10:04:31 pm**

@blademasterbobo
You know what? You've made me realize I'm being a little bit silly. Thanks for that.

There is a definite danger and temptation, when making a game like this, to want to play "guess the message." To not answer when people ask perfectly reasonable questions like "have I seen everything yet, or am I missing something obvious." To instead waggle one's eyebrows suggestively, and make exaggerated shrugging motions.

I was doing that. I'm sorry.

What makes it especially silly is that I made this game because I DID have a specific idea in mind that I wanted to convey. There was a conversation that I actually kind of wanted to have with people, either through the medium of the game, or after. So it's kind of the height of absurdity that when someone wants to have that conversation now, that I try to act mysterious and vague.

So.

I'm not pretending that my interpretation is any BETTER than the ones people come up with on their own. (As you might guess from the game, I'm tend to think that what the viewer feels is more important than what the artist intended)

I can, however, at least talk about what I was thinking when I made it. Obvious spoiler warning. To anyone else in the thread reading this, definitely don't read this if you haven't played the game yet. And to anyone who HAS played the game yet - I can't promise that reading this will give you any closure. All I can promise is that it will give you some insight into what I was trying to do. :)

First, the bad news. It might be as boring and hackneyed as it seems.

There are basically 3 things that I consider "good" endings. They are:
* Close the game, and think of your own ending. (There are a lot of variations on this one - people pick vastly different places to end it. Popular ones include "when she's chewing you out for not making your own ending yet" and "after saying goodbye before the aliens arrive."
* Hacker ending - modifying the files to get new options.
* Not going on a date at all. (It's the only ending where the game gives you a game over, without killing her. And if you go there after you've seen the aliens, you get a slightly different version.)

So. If you've seen all those, then yeah. Sorry, there isn't anything else. If you want to call it pretentious wankery, I won't really stop you. (Although I question 'cliched' -

maybe I just play the wrong sorts of games, but I haven't seen this done before. Although I missed 'spec-ops: the line', so if I'm unintentionally copying that, that might explain it.)

That's WHAT I did. Now let's talk about WHY:

The theme of the game is "Storytelling is cooperative. You, the listener are not a passive content sponge." Especially in any sort of game, where the player has any kind of meaningful interaction at all.

It's easy to forget, but we already mess with the story ALL THE TIME when we're playing. I'll be playing ninja gaiden, for example, and the game tells me the story of "the ninja on a mission of justice, who totally hit a bird while jumping, and fell in a pit and died, the end."

And I'll be like "no, this story is balls, I want to hear about the one where the ninja totally kicks everyone's ass, including that bird who is a total dick" and so I hit continue. I'm actively rejecting the story the game told, and trying to get it to tell me another. Any time you reload from a save game after dying, you're doing that.

I wanted to try to make a game to highlight this, and to remind people that they change stories all the time. And that this is a GOOD thing, and that they can do it on purpose, to try to get the story that they want. So the way I did that, of course, was to give them a story that I knew their gamer instincts would make them want to change. ("your friend dies.") And then gave them even MORE tools than normal, to try to change things. (i. e. persistent knowledge across save games, and the ability to sort of do a 'reverse 4th-wall-break' and act on it.)

And then I made the ending refuse to budge anyway. No matter how cleverly you used the tools I provided, you still couldn't really get around the fact that she dies at the end. Every time. As long as you play by the game's rules, and don't question the assumption that I'm the ultimate decider of how the story goes, that is going to happen.

The goal, of course, is to nudge people into realizing that they only have to listen to the parts of what I'm saying that they like, and that they can change whatever they want. The hacker ending is one expression of this. It is a little sarcastic though, because while it's still a variation of "changing the story by rejecting some of the rules of the game", I'd rather people not need it.

(Not going on a date at all is another facet of this - she lives, but the game presents it like it's a bad thing. But if your goal is to keep her alive, it doesn't really require much effort to get yourself to believe that it's actually a good ending, since you did in fact set it up so she lives happily ever after. And if the game tells you that you're unhappy and should feel sad, well, there is no reason you have to believe it.

You ask "aren't I basically just saying that I'm not worth listening to?" That's a reasonable question, but I would say that I'm actually saying "Hey, don't forget, you only have to listen to me as much [or little] as you want to." It's a small distinction, but I think it's a crucial one. You can take the parts of what I'm saying that you like (the first half of the story, for example) and ignore anything you don't like. (Bad endings.)

Anyway, that's what I was trying to do. I realize it doesn't really work out for everyone though, and if you still find it boring, cliched, hippy-esque, or portentous, well, that's still your prerogative. I might even deserve some of it. :)

But I'm still pretty happy with how it ended up.

Anyway, thanks for playing, and double-thanks for the feedback! It's always hard,

listening to people describe what they don't like, about something I'm creatively invested in. But much like eating my vegetables, it's still totally worth doing. So seriously - thanks for taking the time to write out specifically what parts you didn't like. It helps a lot. And even if I can't promise that I'll turn this project into something that you find more interesting, you're helping whatever my next project is get better.

Cheers!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **mr.zippycrow** on **May 29, 2013, 10:49:58 pm**

Thanks for explaining your ideas behind the game. I reached all of the "good" endings before reading the spoilers and concluded that the hacker ending was probably the intended ending, even though it felt flat. I played a few more times after getting the hacker ending just to see if I missed anything or if anything else changed. I really enjoyed the writing and humor, but I would have liked the game to go deeper and tell more of a story.

It would have been fun to have several more endings where she doesn't die, maybe one where the player dies instead or where the player mcgyver's some way to save her. I liked being able to save her from the first death at the restaurants but it felt shallow to be unable to save her from the subsequent catastrophies even after the player knew about them. What happens when you tell her that a plane will hit her house if she doesn't leave? Maybe its unrealistic but it is satisfying to find a way to beat the system without hacking.

:beer:

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Klaim** on **May 30, 2013, 04:47:06 am**

I just got into few branches, replayed a lot without saves and I must say this made me laugh so much! This is very good! Will read the thread once I finish the game, I got some interesting progress.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Panurge** on **May 30, 2013, 05:00:52 am**

I loved everything about this game and I enjoyed every moment of playing it. Awesome work.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Klaim** on **May 30, 2013, 10:11:34 am**

Just resumed my game and got to the right ending.

This game is pure genius. :gentleman:

Now reading the whole thread.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Klaim** on **May 30, 2013, 10:36:44 am**

Ok as soon as I figured it was not the best good ending I retried to play with hacker mode activated so that I can try other ending I think would open new paths which I was right but so far I got to the same good ending in the end.

Just a minor bug report: if you press F9 (quick load) without having any saved game not even quicksave it will report an error.
EDIT> It's only if you have no quicksave, not if you have no normal save

I'm playing without quick load/save to keep a clear mind picture of the tree/graph of paths.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Klaim** on **May 30, 2013, 11:21:07 am**

Ok now that I've seen all the paths and didn't find other endings, I read your last spoiled text and figured I've seen everything.

The hacker ending mixed with Neo and Wizard are cool but could have been done a bit more differently so that the fantasy expand a bit.

What I miss in this game is a special ending. I'm not sure what exactly but something based on reloading the game from a save made at the right time (because of the title) would have been awesome because hard to find but still some kind of obvious.

Hmmm anyway I wouldn't call this "pretentious" as it's not trying to tell me anything about how to live. However I would call it "meta". Also, a bit like Whedon's work. The meta discussion about the damsell in distress was interesting but maybe you could have used it to make a special ending like the girl endup being the hacker (maybe by making the hacker thing being different, like the variable is the name of THE ONE and you put your name and you are the hacker, but if you put her name she become the one and you are her support so everything ends up fine, something like that; or she is trying to hide the fact that she is the one while surviving and guessing coming events or something. Anyway that would have been some kind of meta meta path, which would have made a point AND would have been epic).

Anyway, good game! And simple!

EDIT> I forgot to say something: as almost all the endings are funny, this works remarkably well. The "failing must be spectacular" feature works well.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Klaim** on **May 30, 2013, 11:54:01 pm**

Congrats! http://www.rockpapershotgun.com/2013/05/30/wot-i-think-save-the-date/

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Montoli** on **May 31, 2013, 12:09:36 am**

Quote from: Klaim on May 30, 2013, 11:54:01 pm
| Congrats! http://www.rockpapershotgun.com/2013/05/30/wot-i-think-save-the-date/ |

I saw! I was super psyched!

...

... then it killed my website. :P

But I got it up again, so everything is happy again!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **zackaria85** on **June 02, 2013, 07:53:25 am**

I like the graphics and I like dating sims! Just downloaded it.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Zest** on **June 02, 2013, 12:19:35 pm**

Just finished it a couple days ago. That was absolutely brilliant. Thank you for making it and sharing it with us.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Mittens** on **June 02, 2013, 05:33:51 pm**

clever game, made me smile

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **agersant** on **June 02, 2013, 08:45:41 pm**

Amazing game! Reminds me a bit of the anime Steins;Gate too =)

I didn't find out about the hacker ending before reading this thread. I think the "close the game and use your imagination" ending would be a bit more satisfactory if there was some sort of very subtle hint that you're doing something right (or planned) when you confirm you want to quit the game.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **TheLastBanana** on **June 03, 2013, 02:31:34 pm**

This was great. Good call on the "skip" button — that made going through the branches repeatedly a lot less annoying.

I think your message was actually pretty interesting, too! I've been thinking a lot about player interaction with the story lately, so this was an interesting way of framing the problem. :)

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **dcalogue** on **June 04, 2013, 10:33:16 am**

wow, it has been a long time since I post in this site.

So, here are my comments, copy/pasted/modified from a post I made at other place.

I liked the game, but there was something that was a big let down. When I entered the game folder I was really thinking of changing the game as I wanted to write my own ending, so the I am the Haxor ending, while funny at first, became almost a joke on me after some thinking.

I tried to decompile the game files a couple of times, but failed miserably. I mean what is the point of a game that tells you to make your own ending if it doesn't let you actually do it? For me it's not enough to imagine an alternative ending, I want to actually write it and play it.
It has been some time since the last time I tampered some game files, but this game really motivated me to do it, isn't that one of the reasons why people mod the games? To add or change the game universe more to their liking?

I ended up writing to the author of the game asking him for the source files, and I will write my own ending soon (when I find the time to do it), because that's what will make me feel that I "ended" the game.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Jubjub** on **June 04, 2013, 11:21:28 am**

You should post your ending here once it's done, I kind of want to see what you come up with.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **dcalogue** on **June 04, 2013, 12:02:03 pm**

I'll ask for permission to see if I can post the .rpyc files, since a screenshot won't do it justice.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Montoli** on **June 04, 2013, 12:08:04 pm**

Go for it. I know I asked you to avoid redistributing them, but what the heck. It's not like someone determined can't get them via decompiling anyway. And now I'm really curious what you came up with. :)

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **gsw** on **June 05, 2013, 12:27:33 am**

Just played through most of it. It's definitely one of the most interesting games I've played in a while, and I laughed from delight several times.

I think ... It's best that there isn't a pre-written good ending, but it's not so good that there's no way to know when I'm "done" with the game. I looked at most of the before-aliens meta-discussion, reached a tentative (and correct) conclusion about what the good endings are, and then went into the app bundle to see if I could find out what paths I missed. Basically, it would be kinda nice at some point to get some sort of indicator like "You've read x% of the game's text".

The Hacker mode ending seems kind of out of place, it's a cliche power trip fantasy. "Enter your own text" is an ok idea, but I think I'd prefer if it just abruptly said "You live happily ever after" without any other information. Or maybe it should be much weirder, like something glitchy, combine text from all the bad endings and then arbitrarily say "This is a good ending, The End".

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **i.i** on **June 05, 2013, 08:49:23 am**

I really liked this! Keep up the good work!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Montoli** on **June 05, 2013, 03:01:28 pm**

Quote from: gsw on June 05, 2013, 12:27:33 am
> Basically, it would be kinda nice at some point to get some sort of indicator like "You've read x% of the game's text".

Actually, having some sort of progress indicator was an idea I wrestled with for a while. Either as a "you have seen X% of the text" stat, or as an indicator of which conversation options you'd explored.

I ultimately decided against it though, because... One thing I heard from a lot of people was that they sometimes felt bad when they lied to Felicia, or winced every time

she died, etc. This made me feel AWESOME, since it means I'm managing to get at least some sense of immersion and/or suspension of disbelief. People were at least buying into the game's main conceit enough to treat Felicia as at least provisionally "real".

I wanted to preserve that. And I know all too well how much people love getting 100% completion on things. For some reason, when you show someone a bar at 80%, they become compulsive about making it hit 100. And I didn't want to pit the fragile sense of immersion I'd somehow managed to cultivate, against peoples' completionist impulses. Because when I thought about it like that, I didn't like immersion's odds in that fight. :P

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **d** on **June 08, 2013, 06:50:36 am**

For what it's worth, the "goodbye" ending was the last one I chose and it was the best ending I can imagine for a game so narratively ambitious. You've played through all these doomed scenarios with the mindset of trying to solve a puzzle. You've had the rug pulled out from under you by way of an insightful conversation with the author about game narrative. You've all but given up on the "puzzle" and resorted to digging around in the game files looking for more, leading you to the ending you thought you wanted, only to find it totally unsatisfying. At this point you have the choice to either accept this hollow ending or return one last time to end the game in a way that's at least cathartic, if still doomed. I really enjoyed how game, narrative, and player agency all came together to create a sense of closure in the "goodbye" ending.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **tanyaxshort** on **June 08, 2013, 04:03:35 pm**

Hey man, great game!

I actually like dating sims (usually when combined with other elements), and I liked ... well, the frustration of it, and learning what was really going on. I really liked the meta-ness, actually. It might be pretentious in its ambitions, but I think it fulfills that with really simple language, in a simple and elegant way -- it doesn't become full of itself or arrogant. So, super-kudos. It was a fun discovery game. :)

The only small thing that bothers me is... well... I kinda wish it wasn't always a woman dying. After the third time it starts being a (funny) joke, but... I dunno, it might be good if sometimes YOU died instead? Or... you had different friends that all died? I feel like I see a lot of women dying in lots of games, and the male protagonist trying to "save" them or protect them, like it's up to the dude to decide what happens to the lady and she has no will of her own... but honestly I only got mildly sadface briefly, it's only a minor complaint, and is probably just my hypersensitive radar, since I laughed and all. :)

And grats on the RPS post!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Montoli** on **June 08, 2013, 04:34:40 pm**

I'm glad you liked it!

Ok, large block of spoiler-text self-justification, ENGAGE!

Yeah, I've gone back and forth on the sexism thing a bit. But there are good (I think, at least) reasons why all of the "bad endings" had to involve Felicia dying:

One of the things I tried really hard to do in the game, was make it so that you don't have an extra protective layer of "your character", between you and the game. There is no "your character". There's just you, and the game. When picking dialog choices, you're not guessing "what would my character say here." You are (hopefully, especially by the end) picking what you want to say.

Which is a wonderful thing, for getting a point across! The player has no buffer - the game isn't talking to their character. It's talking directly to them. But it's a double-edged sword. It also means that the game basically can't DO anything to them, and they know it.

Sure, I can write an ending, "and then you died. you should feel bad." But it doesn't mean anything. The player knows they are fine. And if I wrote an ending like "and then you push Felicia out of the way, so you get shot instead of her, you die, but she lives" then people would just say "oh cool, I beat it." Because you dying in the game costs you NOTHING.

But Felicia on the other hand, doesn't have the same protection. If she only lives in the story, then if the storyteller says she dies, she's in trouble. (Most of the game is, in fact, about trying to get the player to take responsibility for the story in some way.) So putting HER in danger actually makes a legitimate threat.

So I basically HAVE to have all of the bad endings be her dying. I really don't think it would have worked otherwise.

I did wonder about the sexism thing. It's certainly possible to say things like "I don't like how the girl is the only one who dies here, why are there no men dying in this game?" (There's even a bit where Felicia discusses that, on the hilltop, because it WAS something I was thinking about during development.)

Ultimately though, I needed one character to die a lot. And swapping their gender to avoid complaints about "why does the [female] always die!" just means that now I have a male always dying now. And if the first one was sexist, I couldn't think of any reason the second one wasn't also.

So I left her Felicia, and hoped that the best thing I could do would be to ignore gender all together - She dies a lot, and happens to be female, but it's not like she dies BECAUSE she is female. The two are (hopefully) entirely unconnected traits.

One thought I've had for a while is that it would be nice to be able to play where the person you're going out with isn't female, if you want to. (Not all potential players want to date women.) So I may still make an update for that at some point. I just have to figure out how to present it in the right way, since I'm dead-set against having the game actually ask you "do you want to date a man or a woman".

So we'll see what happens.

Anyway, thanks for playing! And yeah! Got a RPS link! (And now Kotaku, Verge, and a few other websites. And some wonderful youtube streamers!) It has been quite a ride!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **mysteriosum** on **June 18, 2013, 09:34:42 am**

Wow, yes! This game delighted a few times. It's interesting how much I put myself into the character. There are always choices I'll choose because I don't want to lie to her, or I think they'll be funny or whatever. The moments that stuck out for me were when she

references pop culture. I've not played FFVII, but I have seen Groundhog Day and Chrono Trigger. Since I only saw those trees once each, the outcome was determined by my own experience, and nothing else. It really says something for my importance in the story.

There's been a lot of discussion about the endings. I loved the endings to death. The hacker ending was just hilarious and really seemed like a hacker ending (easy mode). More of a side note than part of the narrative.

The ending that really got me was the 'Don't go on a date' option. It was there from the beginning, but I felt like I only unlocked it when the game told me that *I* had to change. I never wanted to pick that option because I was determined to find a way not to have her killed. I also didn't think it would work based on the plane crashing into her house.

I want to discuss that ending as the only good ending that's 'part of the game'. The hacker ending could arguably be 'within the rules' or whatever, and the 'make up your own' ending is encouraged, but the only desirable end screen out-of-the-box is just not to go on the date.

It feels like a meditation on doomed relationships. Think of Felicia dying as a metaphor for, say, entering a relationship which ends badly. It was never really meant to be, you just don't mesh as a couple and never would have. There's nothing you could have done differently to save the relationship, except not enter into it in the first place.

I've felt this a few times in various relationships, and it's a powerful feeling. "What if I had just never called her?" I would ask myself. How different life would be...

In this case, ignoring the meta aspect of the game, the narrative is about acquiring the knowledge not to enter into a bad relationship. As a young person I would try to date anything that moved. As a slightly-less-young person, I know to make a more informed decision before committing to a relationship. The game telling me that the game is telling me something made me realize I needed to realize this. :monoclepop:

Save the Date, to me, is a microscopic version of that journey, and I love it for that.

Great job :D

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **tanyaxshort** on **June 18, 2013, 09:36:51 am**

Quote from: Montoli on June 08, 2013, 04:34:40 pm

> Ultimately though, I needed one character to die a lot. And swapping their gender to avoid complaints about "why does the [female] always die!" just means that now I have a male always dying now. And if the first one was sexist, I couldn't think of any reason the second one wasn't also.
>
> So I left her Felicia, and hoped that the best thing I could do would be to ignore gender all together - She dies a lot, and happens to be female, but it's not like she dies BECAUSE she is female. The two are (hopefully) entirely unconnected traits.
>
> One thought I've had for a while is that it would be nice to be able to play where the person you're going out with isn't female, if you want to. (Not all potential players want to date women.) So I may still make an update for that at some point. I just have to figure out how to present it in the right way, since I'm dead-set against having the game actually ask you "do you want to date a man or a woman".

I totally agree with most of what you wrote! I think it's all logically and internally consistent and not misogynist or anything... but I disagree with one minor point, and have an idea! :) So here I am replying again!

The reason why "a man dying all the time" isn't as potentially harmful as "a woman dying all the time" is because A) the player feels somewhat complicit in the violence after playing awhile (which is part of the point in the well-crafted narrative), and B)

women are murdered by their significant others all the time. Like, at the rate of 3 per day in the U.S. alone. So... it's not like you're glorifying murder or anything, not at all! It just made me wonder a little bit if you'd thought about it. And since you have, I'm sure there's no worries. :)

As for the gender-swapping... the way I handled it in one dating game I made was having two contacts in your phone to call, to set up the first date. You could either call person A (a lady) or person B (a dude), and that determined who you dated the rest of the game, while the player was always a genderless "you". It felt elegant to me, and also allowed people to date dude-dude or lady-lady if they preferred. :)

And of course, grats on being picked up by those sites! Completely deserved. :) I hope people make more dating games, and more thoughtful games in general!

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **mtarini** on **June 24, 2013, 05:47:51 pm**

Played the game, "finished" it, read all about the author's intentions in his own words.

!!!PLENTY OF SPOILERS BELOW THIS LINE!!!

PART 1: a minor (conceptual) bug report

At a certain point the protagonists predicts that either her or both or them are going to die, but up to that point the player has seen only her dying, never both. Naturally it could be just a lie, but it seems unjustified. Rather, it makes the player think that he maybe remembers something wrong or that the game is sloppy.

PART 2: the sterile criticisms

Real nice game! Thanks! Great ideas in it! Really neat execution.
Hat down, thumbs up!

But. But your intentions are totally... how to put it politely... stupid?
Ok it wasn't polite. Let me explain.

So you want to tell us that a story being told is only that: a story being told, and that any alternative we could imagine ourselves in our mind would be just as "real" and "official" as the story we are told (it doesn't matter if we are told it interactively, as in a game, or not, as in a movie or a book). Well, thank you for the revelation, but everybody knows that all to well. More: that's exactly what we try to forget when we are told the story. Instead of helping you forget that, this game slams it on your face. But I don't want to just "imagine" it: how could I then immerse in it and be able feel at least a bit of the sense of accomplishment or the joy or the sadness or the terror etc I would feel if it was real? If sterile, one-sided imagination was enough, I would never have opened the book or clicked on the exe.

In other words: it is true that any storytelling is intrinsically interactive: there the narrator narrating, and the listener accepting the story. Ok, in games and in other situations the two role mixes to a larger or a smaller extent, but that's irrelevant. The point is that there is *two* of them. You propose to do without one (the narrator) and claim that the other should do everything on his own. Bah!

In short: playing the ending of this game is like having a girlfriend who, after the preliminaries, tells you that you should masturbate alone in another room rather than have sex with her, because "after all it is the same thing, really". I suspect most would just dump her.

PART 3: the *constructive* criticisms. :P

Notwithstanding its questionable motivations, the game is just... GREAT!

The part where it leads you abuse the save/load mechanisms is hilarious.
Note: the game stops being a game about a guy dating a girl and becomes a game about a guy trying to win a game about a guy dating a girl. It's meta, but it is still a game! The fact that you tell her and levels mix is overly cool. Between other things, it makes some intelligent fun of the genre us, its players.

Keep it that way, but find a decent finale! How?
Here is a nice possibility.

Keep her suggesting the "just imagine it" way out, as she does now.
You quit the game. But that's not the end!
You reenter the game, and she asks: why are you still here?
You confess you quit the game at first but you weren't satisfied and you wanted to really beat it.

(At this point you maybe ask her how life felt without you playing the game, but naturally time didn't pass for her because when you restored you reappeared at exactly the moment when you "left", so she cannot even tell you left)

Maybe she curses you for not "just imagining" and dooming her, but, after a little experiment, (in which you the player are asked to "imagine" something unspecified, then the two of you verify that it didn't happen), she has to agree that pure imagination is not the way to save her life. Well well, so what to try next? Think outside the box, but, how? She leads you into it: you abused of load/save mechanisms, and that wasn't enough. Next you tried Quit, and it didn't work either! Is there any other mechanism you can abuse of? The answer is... the settings. (you the author: choose how much guidance the player gets from the girl). And look, there is one setting! "Difficulty", one properly hidden in the options. (maybe hidden in advanced options or something. Or maybe it appears only then, but that means to cheat in game design). So you set it to super-easy and... no more deaths! If you start a new game on Easy, she survives, but she's not interested in you. You have to restore a game from where she is in the park fearing death by aliens. Happy ending.

OR maybe make it go even deeper, going further on like this:...

In the Easy settings, you don't die to the aliens anymore (you are saved by some miracle) but she still does! Oh no! Near miss. Naturally you restore and tell her about that. She's desperate: are you sure there isn't any other settings? (there isn't). She gives up hopes. She tells you that, as a little girl, she played a video game which only her brother knew how to set up properly for her. So the player is brought to think, maybe this brother of hers has something to suggest? So you start a new game, and this time when you are on the phone you ask to talk with her brother (to her puzzlement). You ask him about that old game he used to set up for her sister (to *his* puzzlement). Well, turns our he had to "run the game as administrator" in order to unlock all the settings. (Find a real story where a real game has to be run like that, there's plenty). So you exit the game and you do that. Or, if that's too difficult to do right in a cross-platform way, let it be that this: the borthed had to run the game from command line; or this: he had to run it after disabling system sound... so that the sound settings disappear and they leave space for *more* settings, which normally fall out of the screen due to a "bug". Either way, the trick reveals a new setting, and that's... Parental Control! The panels inform you that it disables all sex and violence. You set it on! You restore the game. Almost happy ending: no deaths, date successfully, and you score... or do you? If you didn't disable parental control by the very end, it is just a kiss in the cheek! :D

First off, a big thank you to everyone who has bothered to write things about their reactions! Even (especially) the criticisms - it helps a lot!

Also. We're far enough down in the comment thread that I'm going to assume that anyone reading this far is ready for spoilers, so in the interest of readability, I'll just do a big warning instead of trying to black the whole thing out.

SPOILER WARNING ONLY KEEP READING IF YOU DON'T CARE ABOUT SPOILERS

re: Mtarini

I've actually had a couple of people complain about the theme of the game. "If the whole point of the game is that the game isn't needed, then why bother making a game in the first place?" is one I've got before. Also, "Isn't the whole message of the game that the game's message doesn't matter?"

And it's a fair point! I AM basically saying that what the game wants is no more valid than what the player wants. But what I'm trying to say (maybe not always succeeding) is that, hey - it's a game. It's interactive. The player is ALREADY mucking about with the story. So why not just take full responsibility?

I think I'm really just trying to make people think about the fact that it IS a game, and exactly what that means. So to use your girlfriend analogy, I like to think it's more like you and your girlfriend have the preliminaries, and then she's like "Ok, so what if you just went off into another room? Would it be the same? What exactly are you hoping to get out of this, and what part would be lacking in the other room?"

I think that's what I'm trying to do here. Make people think about what would be lacking, and decide for themselves if it's worth it or not.

I like your idea of having her being there, waiting, after you restart the game. That would be a pretty amusing surprise, and would certainly be in keeping with the sorts of meta-game surprises I tried to create. Unfortunately though, it would break one of the hard-and-fast rules I made for myself: Felicia is NEVER ALLOWED to do strange things. There is no way for her to still be there waiting if you restart. Part of what I wanted to do was explore exactly what it MEANT that she was part of the game. (and so restarted every time the game did)

Weird game manipulations are fine for you, the player. But I wanted to keep strange persistent things (like the foreknowledge) limited to the player.

Also... Maybe I'm just a jerk, but I really wanted to avoid having an obvious "right" ending. There are a couple of endings, and there IS an ending that is in the game where you can save her. But I wanted to make sure that all of the endings required at least a little bit of effort from the player to decide "ok, that's the real one."

I like your ideas for a puzzle based on "bugs" in the system menu - those are clever! They're just not the right puzzles for the metaphor I was trying to make, I think. (You should totally remember those and do something cool with them though! A game that did that would be rad.)

re: tanyaxshort

Quote from: tanyaxshort on June 18, 2013, 09:36:51 am

> The reason why "a man dying all the time" isn't as potentially harmful as "a woman dying all the time" is because A) the player feels somewhat complicit in the violence after playing awhile (which is part of the point in the well-crafted narrative), and B) women are murdered by their significant others all the time. Like, at the rate of 3 per day in the U.S. alone. So... it's not like you're glorifying murder or anything, not at all! It just made me wonder a little bit if you'd thought about it. And since you have, I'm sure there's no worries. :)

I still disagree I think.
(A) is pretty gender neutral.

(B) This is true, but I'm not sure that it really affects this situation. Since while you may be complicit in her death, you're (probably) trying to actively prevent it. (And heck, it's not even clear if the two of you are romantically entangled - I left it pretty ambiguous aside from the title, which is mostly just there because I like puns too much.)

But yes - it's definitely something I've thought about. I just wish I shared your certainty that that translated into correct decisions. :)

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **mtarini** on **June 26, 2013, 04:22:11 am**

---SPOILERS BELOW!!!----
Actually, this thread is full of spoilers.
There not been a single post without spoilers well before this point.
You didn't play this little beautiful game yet? Close this browser tab now!
Come back to this discussion after you do play.
Don't worry, we will wait right here.

Hello Montoli, interesting points.

So basically you are saying that (1) a common misconception is that you the player (or even, I'll add, you the reader, you the story listener, you the movie watcher) is totally passive and just receiving the story, while in reality the two brains, of the teller and of the receiver of the story, are unavoidably interacting, and the imagination of either is equally necessary (or, even, equally sufficient) for the story to "happen"... and that (2) you want to oppose that misconception, and to do so you propose the opposite fallacy, which is: that the listener should do completely without the narrator. What stroke me is that your counter-fallacy is, if anything, much worst than the one you are opposing. But I understand that you intend to be provocative.

As for my suggestion, I think you are misinterpreting me. I don't propose Felicia to do anything special. From her point of view, you quitting and then returning to her has no effect at all. She's not waiting. No time passes, for her, between the moment you quit and the moment you return. That's why she just ask you why are you still here, why are you not quitting and imagining that she wins the lottery, and stuff like that. You would then reply her that you did actually quit, but you rerun the game because on afterthought you felt like you didn't really beat it.

To be even clearer: in my proposal, from the gameplay perspective, quitting and returning enables that dialog option, which eventually leads to her giving the right hint to go on (see my post above). As a cosmetic effect, she would also insist in the "imagine a good finale instead" thing, but the two of you would then verify that the game (her universe) doesn't care. That's because... maybe in another universe, the one of yours-the-player's imagination, another Felicia is safe and happily winning lotteries; and maybe that Felicia is just as real (or just as imaginary) as the Felicia you are talking to; but still the Felicia you are talking to is the one of this game, and as such she is still bound to imminent death by aliens, no matter what you imagine.

Oh, and I also have another very minor suggestion:

The first time I played I got "dead by peanuts". Was I just lucky in that the first death I encountered was the most believable one, so that the real nature of the game would came out, so to say, softly? Or did you do things on purpose, predicting that most players would have picked "thai" first? (counting on the fact that burgers aren't the ideal scenario for a romantic date).

If so, well done, but the effect was in part ruined by the way events are currently described: you read that you almost expected that the medical staff would report her death. Maybe it would be a nice touch if the first few deaths you encounter were described as a total shock and a surprise to you, and only after a few bad experiences you started expecting the worst every time something starts going wrong. I would do that with minor modifications of the descriptions, like just a word here and there.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **mtarini** on **June 26, 2013, 04:49:50 am**

(apologies for double posting -- see my post in the prev page!)

PS: but don't get me wrong, I had it clear that you
Quote
> really wanted to avoid having an obvious "right" ending.

and I can see that my suggested puzzles are
Quote
> just not the right puzzles for the metaphor [you are] trying to make.

I just wanted to remark that I had perfectly clear that you
Quote
> wanted to keep strange persistent things (like the foreknowledge) limited to the player.

and that my suggestions fully respects that.
That's the aspect I liked the most in the game.

In summary, I would personally prefer that the game dropped the focus on your favorite "metaphor" just a little, thus becoming maybe a little less provocative and, many would say, "pretentious", so that it could exploit more the "meta" aspects which I liked most, e.g. in the ways I suggest. It would still be a "one of a kind", intelligently humorous, fun-to-play, very thought provocative game (yes, even if it had one unquestionably good ending). But that's only my personal preference.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **Montoli** on **July 05, 2013, 09:00:38 am**

Quote from: mtarini on June 26, 2013, 04:22:11 am
> As for my suggestion, I think you are misinterpreting me. I don't propose Felicia to do anything special. From her point of view, you quitting and then returning to her has no effect at all. She's not waiting. No time passes, for her, between the moment you quit and the moment you return. That's why she just ask you why are you still here, why are you not quitting and imagining that she wins the lottery, and stuff like that. You would then reply her that you did actually quit, but you rerun the game because on afterthought you felt like you didn't really beat it.

I may be misunderstanding your suggestion then... I assumed you meant that the player would quit, and then next time you started the game, you'd start out right where you left off. (Which WOULD be giving Felicia special powers, since normally she has to start at the start of the game every time - saves and loads have to come from the player. Either that, or it would be a place where the game behaved inconsistently, which amounts to basically the same thing.)

On the other hand, if that's NOT what you meant, then I have no idea what you're suggesting, since otherwise that's basically how save and load works already - you can save your game and come back to it and no time has passed for Felicia and she hasn't noticed anything changed. I suppose I never give the player the option to say "hey, I just shut the game down and came back, see how you never noticed anything?" but the logistics of putting that in everywhere would be kind of daunting anyway (and I'm not sure what it would add to the experience) so it's probably a bit impractical.

Sorry, not trying to be deliberately obtuse here, but I have no idea what you're suggesting.

> **Quote from: mtarini on June 26, 2013, 04:49:50 am**
>
> In summary, I would personally prefer that the game dropped the focus on your favorite "metaphor" just a little, thus becoming maybe a little less provocative and, many would say, "pretentious", so that it could exploit more the "meta" aspects which I liked most, e.g. in the ways I suggest. It would still be a "one of a kind", intelligently humorous, fun-to-play, very thought provocative game (yes, even if it had one unquestionably good ending). But that's only my personal preference.

And here's the part that will be tremendously unsatisfying, I suspect: Ultimately, I made the game specifically because I wanted to explore that metaphor, so to me, that IS the point of the game, and the meta-commentary is there specifically to draw attention to and service the point I wanted to make. So at the end of the day, that part really isn't going anywhere.

On the other hand, in the words of the legendary director Jean-Luc Godard, "The best way to criticize a movie is to make another movie." Heck, that's part of why this game was made: I'd played Stanley Parable, and really liked some of its ideas, but was somewhat frustrated by its scattershot approach. It just sort of threw everything at the wall to see what stuck. And a lot stuck! I liked some of Stanley Parable's themes a lot. I just wished that he'd explored them more deeply. So since he didn't, I picked the ones that were interesting to me, and tried to explore them myself.

So what I'm saying is - if you play my game and say "neat and all, but there is a REALLY INTERESTING TOPIC that you are hinting at and never fully explore or realize, why can't you see how awesome it could be if it focused on _____"... Then don't wait for me to randomly bumble into it, if I ever do. Make that game and explore it as fully as you think it deserves!

And let me know when you do, because I want to play it! :)

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **mtarini** on **July 06, 2013, 02:29:03 pm**

> **Quote from: Montoli on July 05, 2013, 09:00:38 am**
>
> I may be misunderstanding your suggestion then...
> [...] If that's NOT what you meant, then I have no idea what you're suggesting, since otherwise that's basically how save and load works already - you can save your game and come back to it and no time has passed for Felicia and she hasn't noticed anything changed.
>
> Sorry, not trying to be deliberately obtuse here, but I have no idea what you're suggesting.

Don't worry, I know you are not being deliberately misunderstanding, it is just me explaining myself badly.

Just for clarity, what I was suggesting was the following:

In the current game, there is a point where Felicia begs you to (let me over-simply a bit) quit the game and just imagine a better ending for her. My suggestion was that at this point, only if you do quit but then return, then, when she goes on (as she does anyway) with "well Y U not quit", you would have the reply option I describe above (telling her about you quitting and then returning, and why). And /that/ new reply is what you need to continue the game (as I described). Quitting would just be the solution to another "meta puzzle".

(She clearly doesn't know you quitted, but the game does)

That reply option would only appear in the few dialogs where she is suggesting that maybe you should quit; i.e. in the current, if it can be called that, "final". Basically, what I was proposing is an additional stage after the current "final".

Yes, clear, I understand.

I offered my suggestion just in case you happened to like my preferred views more, when I shared them. I hope that didn't come out too arrogant of me. I didn't mean that you had to like them more, or that they were objectively better. And BTW I think I can see what you like in your original idea.

It is exactly as you say.

(specifically, the topic I really loved is the meta-puzzles idea, the part which I just liked but looked a bit pretentious to me is the "no good finale, quit-the-game-instead" philosophy, even if I admit it is, at least, very original.)

Of course... maybe I will.

In case I do, would you mind if I "borrow" your entire game as the first piece (actually, the 75%) of mine? Naturally I would recognize the authorship accordingly. That's because not only the idea is great, also the execution is very neatly done. Dialogues are well written and polished.

In any case, apart from my possibly a bit inappropriate "shift the focus into what I liked" suggestion, let me remind that I also had a minor suggestion, just a touch, which is: maybe the game, in the initial parts (the three resturants) could adapt the descriptions of the deaths, with small variations, to the current death count (of which the game keeps track anyway). The first encountered death or two (whatever they are) would be described as a shock and a surprise to you the player; in the subsequent deaths (even if they occur in totally different ways and places) you would read things like "you are not surprised to find out that..." or "but you know the that doctor is lying" etc, as you do now.

Title: **Re: Save the Date. It's a game about having dinner.**
Post by: **essaion** on **August 02, 2013, 04:02:03 pm**

Hi all,

I think I found another ending that I did not read about in here: the lame hacker one.

I was like:
It's too damn easy. Is there any reason why the only file we're "supposed to hack" (how

exactly can that be compatible with the "come on, be imaginative and create your own ending"?) insists so much on the case-sensitive nature of this boolean?

So yes, I tried "true", because hey, I'm a rebel.
And it indeed kind of broke the game.
Just to make sure it was not some scripted joke, I also tried something else. "Nope" ended with the same result as did "true". And "No fucking way" simply raised another exception :
Quote

```
I'm sorry, but errors were detected in your script. Please correct the
errors listed below, and try again.


File "game/I_AM_A_HACKER.rpy", line 5: invalid syntax
   I_AM_A_HACKER = No fucking way
                         ^



Ren'Py Version: Ren'Py 6.15.4.320
```

Just to add to the ambient noise :)
Very nice one, by the way. I don't exactly know why, but at some point I reminded of the starting airport in "Operation Stealth", a looong way back in time :p
On my first run, Felicia died pretty fast from of her peanut allergy. I thought "Damn, that was short!". Two hours after that, I was still playing "Save the date".

One question I did not see the answer in here : how many ways of having Felicia dying exist in the game? I found 11, but still I'm guessing if I'm not missing some lethal issue... MWAHAHAHA !