InterCom

Conversation Tree Template

For each large box, write down what **lines** you want the player to see in your game. This will be the content you provide for the player as they play.

For each small box, write down the **choices** you want the player to make after reading the text. These choices will determine how the story progresses for the player.

For the boxes at the end, write down each **outcome** you want for the player once they have reached the end of their branch. This could lead to another conversation, a plaque, give the player an item, end the game, and so on. These will determine the kinds of locks you will use.

Lines

Choice

Choice

Lines

Lines

Choice

Choice

Choice

Choice

Lines

Lines

Lines

Lines

Outcome

Outcome

Outcome

Outcome