

Narrative Design Sample

Branching Stealth Scene with Emotional Consequences

Context

At midnight, the protagonist is secretly escorted through the academy corridors by a guarded companion. When they are forced to hide from the school authorities, tension escalates into a moment of closeness, where player choice defines emotional distance, trust, or delayed intimacy.

Scene Excerpt

Midnight.

We moved through the long corridors toward my room.

This route was different from before.

I was only allowed outside at night, when the academy slept.

I was tired of this routine — but the risk of being caught was worse.

MC: “How much farther?”

LI: “Not far.”

MC: “Are you still angry?”

LI: “No.”

MC: “That’s not true. I can see it.”

We stopped abruptly.

LI: “You broke the rules.”

A pause. A quiet breath.

LI: “I can’t always be there to protect you. That’s why the rules exist.”

MC: “I thought rules didn’t matter to you.”

LI: “I know how to break them. I belong to this world. You don’t.”

The words stung — because they were true.

I shouldn’t have gone out alone.

MC: “I didn’t mean to— I was just tired of—”

LI: “Quiet.”

MC: “Don’t tell me to shut up, I’m trying—”

LI: “Quiet. Now.”

Voices echoed somewhere ahead.

MC: “Oh no...”

MC: “Should we turn back?”

LI: “Too late.”

A narrow passage. A wardrobe at the end.

LI: “Here. Quickly.”

We slipped inside just as the headmaster and his assistant stopped where we’d been moments ago.

It was hot. Too close.

LI: “Looks like we’re stuck here for a while.”

MC: “Why?”

LI: “Corvin joined them. He loves to talk.”

MC: “I should’ve waited for you.”

LI: “Yes. You should have.”

Silence pressed in — until my stomach betrayed me.

I stiffened, embarrassed, turning away.

LI: “Here.”

He placed a small wrapped pastry in my hands.

Our eyes met in the darkness.

MC: “Thank you... That’s... kind of you.”

LI: “I don’t want your stomach giving us away.

If we’re caught, I’ll get a reprimand.

You...”

A pause.

“I don’t want to know what would happen to you.”

Player Choice

MC response:

1. **“Well... thank you for looking out for me.”**
→ *Emotional distance*
2. **Remain silent.**
→ *Tension delayed*
3. **“Next time, bring a meat pie.”**
→ *Light bonding*

4. **“I hope he's not poisoned.”**
→ *Playful flirt / cautious response*

Example Outcome (Flirt Path – Excerpt)

A quiet laugh.

MC: “What?”

LI: “Nothing. It’s just…”

MC: “My growling stomach?”

LI: “No.”

A pause.

LI: “You’re different. You react differently.”

“Interesting.”

MC: “I’m just not afraid of you.”

A faint smile.

LI: “They’re gone. We can move.”

“Finished eating?”

MC: “Yeah. I’m ready.”

Later, in my room, I finally let myself breathe.

What This Scene Demonstrates

1. Branching dialogue with emotional consequences
2. Guarded love interest with non-romantic reactions to flirt
3. Player-driven control over intimacy, distance, or delay
4. Tension built through environment, silence, and subtext