

Story Beats (Overview)

RELEVANT LINKS TO OTHER R&D DOCUMENTS:

<https://docs.google.com/document/d/1vBQqxie9rsL5yc2GR7xUe8qArSGf4PcoxaKyCgFawQs/edit>

intro prologue shows Veezal going to work. talks about the set up (like FF6 and Octopath Traveler)
we drop off in the lobby with Veezal saying 'should talk to my boss about work'

SETTINGS/IDEAS

The gang gets delayed due to protest::

begins the Labor Union sidequest

social side events!

The gang winds up: at a street-local fair (*likely Veezal-mandated*):

depresso Kaiyara at a 'Kichir' show:

The gang winds up: at a museum (*likely corporate-mandated*):

goofy fossil fails??

The gang winds up: at an art club (*likely Veezal-mandated*):

Tawnette reveals she used to be an artist

The gang winds up: at a food kitchen (*likely corporate-mandated*):

hahaha bad at cooking

The gang winds up: at an opera house (*likely Veezal-mandated*):

opera house has goofy sketch

The gang winds up: at a book club (*likely Veezal-mandated*):

this happens late game, and the gang feels kinda silly for not having suggested this earlier

The gang winds up: at a sporting club doing sports stuff (*likely corporate-mandated*):

many members of the group are comically bad at understanding SPORTS

The gang winds up: camping (*likely corporate-mandated*):

TBD???

The gang winds up: at a fightsport thing (watching?) (*likely Veezal-mandated*):

TBD???

The gang winds up: at an open market: (*likely Veezal-mandated*):

TBD???

The gang winds up: at a corporate expo (*likely corporate-mandated*):

TBD???

Zelrik reveals (or it is discovered):

Zelrik bears the taint of The Other Side

Zelrik's connection to The Other Side helps him see things during their expeditions

Kaiyara reveals (or it is discovered):

Kaiyara's not 'lazy' or 'tired', she's suffering from depression

Tawnette reveals (or it is discovered):

Tawnette used to be an artist

Tawnette used to be eloquent and multitalented, before her stroke

Veezal reveals (or it is discovered):

Veezal was declared to be Very Talented and Destined for Greatness as a child

Veezal has consistently failed to meet expectations as he aged: the difference between his 'destiny' and his 'current place' increased

ASHVIK'S CONSPIRACY:

group learns some/all about Ashvik's demon-battery (what it is)

group learns some/all about Ashvik's demon-battery (where it is)

group learns some/all about Ashvik's demon-battery (why/how/when it is)

group learns some/all about Ashvik's demon-battery (who made it is)

MODES OF STORY CREATION AND/OR DESIGN THOUGHTS:

MODE 1: JUST VIBES

MODE 2: DESIGNING BASED ON NARRATIVE PURPOSES

MODE 3: DESIGNING BASED ON 'DESIGN FORMULAS'

QUESTION/COMMENTS/CONCERNS:

---old document below---

~~CHAPTER 1

~1.1

IN MEDIA RES:

idea 1: starting off at the lobby, but, all we're going to do is enter combat

idea 2: starting off in the Blighted Zone

A FORAY

~1.2

~1.3

~1.4

~~CHAPTER 2

~2.1

~2.2

~2.3

~2.4

~~CHAPTER 3

~3.1

~3.2

~3.3

~3.4

~~CHAPTER 4

~4.1

~4.2

~4.3

~4.4

~~CHAPTER 5

~5.1

~5.2

~5.3

~5.4

~~CHAPTER 6

~6.1

~6.2

~6.3

~6.4

~~CHAPTER 7

~7.1

~7.2

~7.3

~7.4

~~CHAPTER 8

~8.1

~8.2

~8.3

~8.4

~~CHAPTER 9

~9.1

~9.2

~9.3

~9.4

~~CHAPTER 10

~10.1

~10.2

~10.3

~10.4

cafe? city hall?

<the flock goes shopping> [marketplace]

<the flock does research> [library]

<the flock enjoys an opera> [music hall]

<the flock tries new instruments> [community center]

<the flock at the saloon> [saloon]

<the flock tries art class> [community center]

<the flock does charity> [soup kitchen]

<the flock makes soup at home> [apartment complex]

{HOLY SITE}

<the flock goes picnicking> [public park]

<the flock goes to the museum> [museum]

<the flock goes camping> [outskirts of New Yirooburg]

BANG BANG BANG BANG

Kaiyara blearily opens the door, and sees Veezal eagerly hopping from one foot to the other

"KAIYARA" he cackles

"whuh" she manages back

"We're going CAMPING"

It comes back to her, as a blur, a faint memory of the others making plans, of agreeing on Saturday

"oh" she says "I don't quite have my things ready yet, so i-"

"I already packed up enough supplies for everyone! Let's go, let's go!"

"hwurgh"

EXAMPLE OF AFTER COMBAT DURING MONDAY THROUGH FRIDAY:

Having completed a hard day's work, our valorous heroes (ready to) head home!

<IF SHOWING WORK CLEANUP: located at the workplace: possible plot-advancing sketch; OR; depiction of the characters accounting for loose ends at work and getting ready to head home>

THEN

<IF SHOWING TRANSITION TO HOME: located at public transit: plot-advancing scene; OR; depiction of the characters traveling>

THEN

<IF SHOWING EVENING ROUTINE: located at apartment complex: plot-advancing scene; OR; depiction of the characters arriving home and settling in for bedtime>

The next day begins!

<IF SHOWING MORNING ROUTINE: located at apartment complex: plot-advancing scene; OR; depiction of the characters trying to get to work on time>

<IF SHOWING TRANSITION TO WORK: located at public transit: plot-advancing scene; OR; depiction of the characters traveling>

<located at workplace: possible plot-advancing scene, then, gameplay screen where the characters get ready for the workday COMBAT>

ALL OF WHAT IS BELOW WAS ORIGINALLY WRITTEN FOR SIDHRIN AND SALAMIN

THIS PAGE IS SUPPOSED TO BE MORE DETAILED AND CONCRETE AND LESS ABOUT TIME STRUCTURE THAN THE ABOVE LINKED "timeline for story (abstract)" GOOGLE DOC

At the beginning, our immigrant characters arrive.

Possible endings:

Ending 1: [the Crooked Wings](#) and their allies succeed in allying factions, they are able to make BIG GAINS in their fight against THE ROBBER BARONS

Ending 2: the Crooked Wings and their allies fail in allying factions, the labor unions make SMALLER GAINS in their fight against THE ROBBER BARONS

3 acts or 5 arcs

Act 1 has Arcs 1

Act 2 has Arcs 2 and 3

Act 3 has Arcs 4 and 5

BEATS TO HIT FOR ARC 1 (Act 1): Weeks 1-18

Possible themes to aim for: 'Irony and (Dark) Humor', 'Frustration and Resignation', 'Subtle Hope or Defiance'

BLOCK 1: Weeks 1-6

BLOCK 2: Weeks 7-12

The party has their INITIAL MOMENT OF RADICALIZATION. They ask for help from [Kechi](#).

BLOCK 3: Weeks 13-18

The party is now FED UP with Kechi and his failed methods of change and have decided that a

STRIKE is the only way to move forward.

When are [Salamin](#) and [Sidhrin](#) introduced?

BEATS TO HIT FOR **ARC 2 (Act 2): Weeks 19-54**

Possible themes to aim for: 'Tension and Frustration', 'Righteous Anger', 'Comedy in Chaos', 'Exaggerated Fear or Paranoia', 'Hope/Despair Switching From One To The Other', 'Solidarity'

Salamin approves of the Crooked Wings!

BLOCK 1: Weeks 19-24: 'Exploration (Rediscovery?)'

CALAMITY ACTION 1 IS PLAYED

BLOCK 2: Weeks 25-30:

CALAMITY ACTION 2 IS PLAYED

BLOCK 3: Weeks 31-36:

Salamin and Sidhrin are introduced to each other!!

Sidhrin approves of the Crooked Wings!

CALAMITY ACTION 3 IS PLAYED

BLOCK 4: Weeks 37-42: strengthen and solidify bonds!

CALAMITY ACTION 4 IS PLAYED

BLOCK 5: Weeks 43-48

CALAMITY ACTION 5 IS PLAYED

BLOCK 6: Weeks 49-54

CALAMITY ACTION 6 IS PLAYED

SCANDAL DISCOVERED [comedy in chaos]

BEATS TO HIT FOR **ARC 3 (Act 2): Weeks 55-96**

Possible themes to aim for: 'Chaos and Desperation', 'Outrage and Euphoria', 'Dark Comedy', 'Catharsis and Empowerment'

[Zikora](#) is deployed by [Tweela Banking](#). He soon calls in [the Southstreet Boys](#).

BLOCK 1: Weeks 55-60

CALAMITY ACTION 7 IS PLAYED: The Southstreet Boys Arrive in Town

BLOCK 2: Weeks 61-66

CALAMITY ACTION 8 IS PLAYED

BLOCK 3: Weeks 67-72

CALAMITY ACTION 9 IS PLAYED

BLOCK 4: Weeks 73-78

CALAMITY ACTION 10 IS PLAYED

BLOCK 5: Weeks 79-84

CALAMITY ACTION 11 IS PLAYED

BLOCK 6: Weeks 85-90

CALAMITY ACTION 12 IS PLAYED

BLOCK 7: Weeks 91-96

CALAMITY ACTION 13 IS PLAYED

BEATS TO HIT FOR **ARC 4 (Act 3): Weeks 97 to 102**

Possible themes to aim for: 'Bittersweet Reflection', 'Cynical Humor', 'Satisfaction with a Twist'

BLOCK 1: Weeks 97-102

BEATS TO HIT FOR **ARC 5 (Act 3): Weeks 103-108**

Possible themes to aim for: 'Ambiguous Triumph', 'Hopeful Cynicism', 'Irony of Change'

BLOCK 1: Weeks 103-108

TIMELINE

CHARACTER(trait) OR INTERACTION OR EVENT OR STORY-FEATURE OR GAME MECHANIC OR DESIGN-FEATURE	THEME QUESTION STATEMENT TO EXEMPLIFY	HOW IT IS DONE	Q&T&C notes (to process)
STORY BEAT: Intro cinematic [Week 1-M?]			
STORY BEAT: Soft gameplay tutorial (day cycle): Veezal & Co learn their job 'on the go' from Rrajak, Lornix, and Pryden [Week 1]			
STORY BEAT: Soft gameplay tutorial (night cycle): Veezal & Co learn to allocate their nighttime activities [Week 2]			

<p>STORY BEAT: Veezal, Kaiyara, Zelrik, and Tawnette's reacting to the plight of the blue-collar workers by saying 'if we don't help them, who will?' [Week 7]</p>	<p>'when can an individual throw up their hands and say 'this is not my problem?''</p>		
<p>STORY BEAT: Veezal & Co are introduced to Sedrin by Salamin [Week 8]</p>			
<p>Failure Ending 1: (the labor union lacks both institutional and popular support. Sedrin and Salamin lament how the newly formed labor union is yet another creation of the existing system, a bandaid that only exists so that further exploitation can happen. [Week N]</p>			
<p>Good Ending 1: (institutional support for the labor union is high enough, but popular support is not high enough): the protagonists and their allies rejoice! However, Sedrin and Salamin are aware that their victory is an exceedingly temporary one. The good guys are determined to defend the labor union from the attacks that are to come. [Week N]</p>			

<p>Good Ending 2: (popular support for the labor union is high enough, but institutional support is not high enough): the protagonists and their allies rejoice! While the labor union they have formed appears weak on paper, momentum is in their favor. The good guys are determined to continue their fight! [Week N]</p>			
<p>Good Ending(?) 3: (both institutional and popular support for labor union are high enough) the protagonists and their allies rejoice! But, they are so successful that <some antagonist> Opens The Door and now there's a giant hell-fortress in the middle of New Yirooburg. [Week N]</p>			
<p>STORY BEAT (Good Ending 3(?) achieved): Defeat the giant hell-fortress in the middle of New Yirooburg! Everyone throws a party. Hooray! [Week N+1]</p>			
<p>STORY BEAT</p>			

DARLINGS (not yet mapped in timeline)

CHARACTER(trait) OR INTERACTION OR EVENT OR STORY-FEATURE OR GAME MECHANIC OR DESIGN-FEATURE	THEME QUESTION STATEMENT TO EXEMPLIFY	HOW IT IS DONE	Q&T&C notes (to process)
The Orphan Crushing Machine			
Zikora arrives			
Zikora Involves the Nordvikens			

how prestigious is the place where the workers are?

how do the players participate in the labor union movement?

- 1) 'use influence (what does influence mean??)'
- 2) gather lawyers to help with legal matters
- 3) financial support
- 4) gather writers to help
- 5) gather politicians to help
- 6) just help organize directly

[BEGIN TEMPLATE DOCUMENT]

Day ???, Week ???

[Blank Screen]

INSERT 1: Our four intrepid birds shuffle out of the factory doors. The day is finally done. They walk on, shuffling, not speaking, slowly making their way to a small square near the trolley station.

[Slide: Trolley Station]

INSERT 2: From their backs and wings, they disassemble the intricate scaffolding of the day's war-like activities. They break down this fearsome weaponry into its unassuming constituents—metal, glass, and glowing rock—and it is carefully packed away.

[Slide: POV from Trolley Station]

INSERT 3: So too the spirits of our heroes dissolve and reamerge. They settle in against the backdrop of the city, tired but reborn into the late afternoon. One bird slowly and quietly whistles a melody, the middle passage of a familiar song. Another pair chats about the day's demons. The fourth gazes at the trolley, then back at the factory, then down an unfamiliar glistening alley:

[Slide: Close up of the Four]

DIALOGUE: What should we do?

{CHOICE 1:}

-“I want to be around my fellow birb” Social House (activity A)

-“I’ve really never lived in a city where you could find adventure” Trolley to Random (activity B)

-“I’m feeling like a Wild Jay Bird, I bet there are dice to be played down there.” Down the Alley (activity C)

-Library “What was the symbol imprinted on the jelly demon, that looked familiar” (activity D)

-Home “I’m so tired” (no activity)

[EXAMPLE: activity A]

[Slide: Bar Entrance]

Birb One: Oh this is the place! My lads, let's get slAAAWWWWshed.

Birb Two: Caution, my new friend. We do have to work tomorrow

Birb 3: What about no less than 2, but no more than 4.

Birb 4: I hear the fulgerite makes you a cheap drunk....

Birb One: Killjoys [smiling] ok let's go in.

[Slide: Inside Bar]

{CHOICE 2}

-Talk to some random Birb

-Order a drink, talk to the bartender

-Tell the bartender the "password", to be let in back to the....well, what's even back there?

-Hit on attractive birbs by inviting them to play pool

{LAST CALL}

INSERT: The central clock chimes the night shift hour. The Four glance at each other.

Birb 1: Nooooo

Birb 2: Yes

Birb 1: Why must you be this way?

Birb 3: C'mon "lads" [does air quotes with wings], let's get on the trolly-going EAST, to H-O-M-E.

Birb 4: Can we reach consensus....

{CHOICE 3}

{ENDING}

[Slide: Trolly Station]

[Slide: On Trolly]

[Slide: Home]

[END TEMPLATE DOCUMENT]

SKETCHES:

<Zikora introduces the South Street Boys>

Zikora, and Greg are approached by three archmages from Ocanande

Arudow: So good to see you again, chief!

Zikora: Quite delightful indeed! I think some formal introductions are in order. Gentlemen, this is my new lieutenant, Greg!

Greg: Hello. Zikora's spoken quite highly of you. I assume you are Arudow?

Arudow: Mos' people around here call me Mr. Fixit. Because I fix things. Dis here is Vritak, but he

usually goes by Mr. Tumtum

Vritak thumps his enormous belly

Vritak: Dat's cuz I got real big bones

Arudow: And last, but certainly not least, is Gritak. But we usually call him 'Boombox'. If all goes well, you won't have to find out why.

<Zikora Involves the Nordvikens>

Zikora, Birrak, Greg, Arudow, Vritak, and Gritak are in an indoor meeting

Zikora: Take this to the Nordvikens. And your discretion is a greater priority than your speed. The closer that corporate is linked to them, the more of a headache it'll become.

Greg: Understood.

Greg exits with the package

Vritak: 'Tch!

Vritak angrily thumps some furniture, breaking it

Birrak: That cost THREE HUNDRED DOLLARS!

Arudow: Don't worry 'bout it! I'll take care of the bill.

Birrak: What's his problem, anyway?

Zikora: Ah! Well, involving such characters as the Nordvikens will never sit well with our good Mister Tumtum.

Birrak: Such characters? I'm not sure I follow?

Vritak: An' what's *that* question s'pposed to mean?

Vritak turns around to face Birrak.

Vritak: Youse wouldn't be makin' implications on us, eh? Thinkin' we's all the same on accounnof us and them both doin' some violence work? Eh?

Birrak narrows his eyes, but before he can retort, Arudow intercedes

Arudow: My good sir, please understand! Youse would wound us if you was to associate those guys with me and my boys. We might both be immigrants who work a lil' heavy, but that's all. *They's* a buncha no-good crooked racketeers. *We's* legitimate businessmen in the security industry. You won't find any criminal records for us.

Birrak: When did I say otherwise?

Vritak: Well, what else would youse be tryin' ta hint at?

Birrak: I mean, for all I knew, it could be some racial thing between you and them. I dunno if Ocanande and Koojit have any history.

Vritak: Oh! Yeah that too. Everybody knows you can't trust them Koojit birbs.

Birrak: ...huh

Zikora: Delightfully solved! Now, onto the next matter at hand...

Month 1: Arrival and Introduction

Beat: [The protagonists](#) arrive in [Mount Girava](#), meet, and start their new job. Initial impressions are formed, and the environment of Cordann is introduced.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18: FIGHT

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M10 (Month 2: First Impressions)

Beat: (idea? The characters start to observe and experience the inequalities and challenges in their workplace and surrounding society. Initial bonds start to form.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13: FIGHT

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M11 (Month 3: Recognition of Common Ground

Beat: (idea? The characters begin to open up about their personal struggles, starting to understand each other's ailments and backgrounds.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12: FIGHT

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M12 (Month 4: Shared Experiences

Beat: (idea? A significant workplace event (an accident or injustice) acts as a catalyst, deepening their solidarity and mutual understanding.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

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Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16: FIGHT

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M13 (Month 5: The Resolve to Act

Beat: (idea? The protagonists collectively resolve to make a difference, motivated by the injustices they've witnessed and experienced.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14: FIGHT

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M14 (Month 6: Planning and First Actions)

Beat: (idea? The group starts planning how to effect change. They engage in small acts of advocacy or resistance.

365 lunisolar:

Week 1:

Day 1:

Day 2:

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Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20: FIGHT

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M15 (Month 7: Facing Challenges)

Beat: (idea? The group encounters their first major challenge or setback, testing their resolve and the strength of their bond.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10: FIGHT

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M16 (Month 8: Deeper Connections

Beat: (idea? Characters develop deeper relationships, both among themselves and with external allies in their cause.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9: FIGHT

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M17 (Month 9: Significant Stride

Beat: (idea? The protagonists make a significant stride in their advocacy, perhaps organizing a larger event or protest.

365 lunisolar:

Week 1:

Day 1:

Day 2:

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Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19: FIGHT

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M18 (Month 10: Consequences

Beat: (idea? The consequences of their actions become apparent. They may face backlash from authorities or their employer.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11: FIGHT

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M19 (Month 11: Reflection and Doubt)

Beat: (idea? The group reflects on their journey, facing doubts about their future and the impact of their actions.

365 lunisolar:

Week 1:

Day 1:

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Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17: FIGHT

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M20 (Month 12: Resolution and Decision)

Beat: As their contract nears its end, each character confronts the decision to renew or not. The results of their year's efforts are evident, and they must choose their next steps.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15: FIGHT

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

RANDOM CONCEPTS, IDEAS, AND QUESTIONS:

IDEA

-There are analogues for Christianity, Judaism, and Islam in Birdsong.

QUESTION

-The calendar commonly used by Birbs has a basic equivalence to 'like the Gregorian calendar, but, minus 1350'. Is this because of plague?

-Do the characters meet Rrajak early? When do they meet him?

-What preconceived notions do each character (especially the protagonists) have? How might they change?

TIMEKEEPING

25 day system!

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Week 2:

Day 6:

Day 7:

Day 8:

Day 9:

Day 10:

Week 3:

Day 11:

Day 12:

Day 13:

Day 14:

Day 15:

Week 4:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Week 5:

Day 21:

Day 22:

Day 23:

Day 24:

Day 25:

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

Revision #64

Created 2 January 2024 18:37:10 by Xingxian

Updated 1 September 2025 11:41:14 by Xingxian