ITEMS TO ADDRESS IN NEXT TWINE ITERATION

- Reduce Text Content by at least half. You can convey this material with less words in each passage.

- Add illustrations – this will help cut the number of words

- Remove "randomness" (RNG) feeling to endings. Players should feel their endings were earned by their actions.

- Embrace your message that it matters how we treat each other. Don't go for the easy "gotcha" feeling by making one of the endings that the God not a real god.