FEEDBACK ROUND TWO: REVISED FLOWCHART REVIEW

- Check dissonance between what the player is feeling and the assumption that it's scary.

- Why would the character not want to know the truth? That choice must be compelling.

- What is the immediate problem at hand? And how are the player's actions going to solve that? What is keeping the player from the likely choice of going to someone for help?

- What are the consequences of making different decisions? Players are going to look for that feedback loop.

- What does the Avatar expect to get out of doing all this? What is going to happen if I understand my childhood better? List that so it's more goal oriented.