Fragment

Brief
-Third person puzzle/adventure game
-Linear storytelling
-Companion
-2D cutscenes
-Trust

Narrative Pillars
Third person puzzle/adventure game - The game is a combination of solving puzzles and platforming. At the same time, the player will have abilities to control the companion and "kill" enemies.

Linear storytelling - I will use linear storytelling to write a personal and consistent story. This type of storytelling is better for manipulating the player's feelings.

Companion - The player will have a companion that will give him the backstory, lead through the game and help solve puzzles. Also, the companion will be able to attack enemies.

2D cutscenes - The game will include 2D/painted cutscenes to tell the origin of the story. These cutscenes will be presented through paintings.

Trust - The client asked us to make a game based on emotions, so we decided to pick Trust. Trust feets the story about a person and a spirit animal, as well as it feets a story about a son and a dad.The hero does not have powers in the game, so the companion helps and guides him.

World Building

H-*History* - The game starts in a dream world where the player must find out what is going on and restore his memories. In the dream world the player is a kid/(younger version of the man) that represents the life line of the character.

O-*Origin* - The backstory of the game is about a dying old man that wants to reconnect with his son. He is living the last days of his life and his life flashes in front of his eyes.

G-*Genre* - Drama/Adventure. I decided to pick drama as a main genre to make a story with an up and down emotional curve and to raise stakes when it's needed. Also, the game has adventure elements because the player travels through the dream world to seek his memory.

T-*Tone* - Dark/Grit/Mystery. I want to create a world where the player will face his or her demons and then fight them. Also, the world is mysterious because it represents the subconscious of the main character.

T-*Tropes* - the main trope is a father/son relationship. The hero does not believe in his kid at the beginning the story, but accepts him after going through the hero's life

C-*Conflict* - The conflict is about the hero and himself. His childhood left scars on his life, so the hero must overcome his fears and accept reality.

S-*Scope* - the scope is the hero and the relationship with his child. The story will affect the hero and his understanding of his child.

Character Development and Wants

Main Characters
The man - Tall, strong deep voice. Well built/muscular old man. Strong jaw and big nose. His wants are forgiveness and acceptance from his son.

Growing up the man was poor and had a violent alcoholic family. This led to him having trust issues and a hard time connecting with people. He met his wife that gave him hope and trust. They had a son. He pursued a career to provide for his family. He becomes too absorbed in the work because he wants to give the son and wife the things he didn't have growing up. The son thus grows up without much contact with father and their relationship strained. The man tries to control his son(trust issues) and force his son to assume the same values. Tough love. Man and son grow apart because of pressure put on son by father.

Man is dying of heart problems and in his last moments he realises his mistakes as a father and wants to reconnect with his son.

Spiritual Animal - Persona of the son in the dream world
Glowing, flowy, light weight, Friendly looking, Cute with fierce/powerful eyes, animal inspired shape
His wants are to lead the man to acceptance before his death.

The spirit animal is a figment of the man's imagination so it acts as the man thinks his son would act.

Side Characters
The son - Resembles his mother, average built
The son has developed trust issues as well because of the neglectance of his father. Has a kind heart after his mother. Wants to be independant and his own person. Angry with his father for not being there for him.

Characters wants
The man wants acceptance/forgiveness from his son
The spirit animal wants to lead towards acceptance
The son wants to forgive his father and say his final goodbye

Most of the character development details will not be included in the story, it is just for better understanding of the characters

Plot

Part 1: Tutorial and companion introduction(Linear level)

+ Warped environment, reflecting scattered mind. Should be a reflection of the hero's childhood in the environment.

● Man wakes up (Has memories but doesn't know he is dying)
  - The character is frustrated because he does not know where he is and what is going on
  - The player starts to explore the world and goes through the level
● Goes through a small piece of level (movements tutorial)
  - Walking and climbing
● Companion showing up. The companion helps you past obstacles.
  - Can be an example of a puzzle
● Encounter with an enemy
  - The companion helps the player to kill an enemy
  - Building up the trust
● Meets companion
  - They finally meet and have a dialog
  - Companion shows that he wants to lead the player
● Does first puzzle(tutorial)
  - Introduction of a puzzle mechanics
● First painting

Optional path: Bright side of a life

+ Environment is light and beautiful, reflecting happiness

● The character helps the companion
  - *find a way how the player can support the companion*
● The reward: painting with the man's family in their happy moment
  - The player gets to know the characters and discovers that their life were bright
  - The player sees that the kid holds a stuffed toy that looks like the spirit animal.

Part 2: Pushing away

+ Environment, isolated dark reflecting him losing connection with the son
● Second painting
● Third painting
● The characters find forth painting with some dramatic events
  - The son and father drifting apart, father being tough on son to make him follow in his footsteps.
● Big reveal: Restoring of memories for both characters.
  - The characters realize who they actually are (the father and son).

- Split up with the companion
  - It was such a huge realization for the character, so the world starts to crumble
  - Both characters fall through the world
- Black moment cutscene

Part 3: Overcoming fears
+ Mirror environment reflecting him seeing his true self. Floating rocks and destroyed dying world that represent
- Fifth painting
- Final "boss" fight *work more on it*
  - The player fights something that represents the deep fears of the character
  - Character faces his darkest fear
- The player runs towards the companion to say sorry before his death
  - Obstacles and floating rocks
- Cut scene ending

Cutscenes
Black moment

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After realising who the man is and restoring all the memories, the world starts to crumble and the <u>cutscene starts.</u>
- The man is looking on the companion with all the regret that just fall on his shoulders
- The man says "I am sorry"
- A few seconds silence
- The world starts to crumble
- The floor breaks underneath the man
- He falls down

Ending

After defeating the boss the man runs to the companion and then the <u>cutscene starts</u>:
- The camera is static and first person
- The man is looking at the companion that is centered on the screen and on the same level as the player.
- The player can see that the world is crumbling and rocks flying behind the companion
- The player is hearing the voice of the son that is coming from the companion
- Before the son finishes his words, the screen goes black
- *Sad music playing* credits

Paintings (Linear time, son growing up.)
<u>Man doesn't care about school projects.</u>   7
- Son brings his school project to the father(the man)
- Father is distracted, doesn't care, annoyed.

<u>Son stops communicating</u>   13
- Parents arguing.

- Son in the background, feeling lonely.

<u>Man and son separated and kinda depressing</u>   18
- The grown up kid(~18 y.o) walking out of house.
- They've drifted apart. Dad is still disapproving.

<u>Dad gives Ojnar toy to son, they're all really happy. Things are idyllic.</u>
- Picture is part of the cutscene, makes character's realize their identity.
- "*That toy he's holding… It looks like you.*"
- Father realizes what things could've been like.
- "Son… I…"
- Fall into darkness, black moment.

<u>Father is dying</u>   65+
- In hospital, middle of night,
- son by his side, with mixed emotions.
- Father is asleep

Paintings
Man with a newborn
Man with his happy family
- A family is having a christmas dinner
Man neglecting his son
- A child(his son) brings his school project to the father(the man)
- The kid hold a toy that looks like the companion
- The father says "I don't have time"
Son stops communicating with the man
- The grown up kid(~18 y.o) walking out a house
- He says "I don't need your help -the man's name-"
Man is dying
- An old man(the man) lying on a hospital bed, connected to a life support system

Paintings (From the son's perspective)
Man doesn't care about school project.   7
""

Son stops communicating   13
"*I regressed in my teenage years*"
Man and son separated and kinda depressing   18
"*We drifted apart*"
Digging through moving boxes, find old kid toy.   Dad alone, 50+
""

Man is dying   old fuck man

Exposition
Main
Introduction of the companion (3 ish minutes into the game)
- Establish dependency

Big realization: characters realize who they are. Father wants to ask forgiveness, but they get separated. BLACK MOMENT
- MC realizes that the narrative is actually about HIM, and that the companion is his son.
- He now wants to ask forgiveness, but the two are separated.
- The realization is so powerful for the father that the mind starts tearing apart even more. Both characters fall through the world and drift apart in the fall.

MC comes to terms with his death
- Game ending
- Gets forgiven by the son. Last words you hear are: "Dad, I forgive you".
- Things go from really desperate to relief as the MC lets go and dies.

Optional
The player can find a painting about the men's dark childhood.
Make a small level or just a hidden path

MC remembers his happy life with his family(wife/child)
- Giving a backstory of previous life
- The character helps the companion, that represents son's early childhood
- In reward the player gets a painting where he sees his wife and the son, Happy family life. The player sees that the kid holds a stuffed toy that looks like the spirit animal.