

Story Beats

The game story will be about a person walking through a small town where every special detail about this place tells something more about the story of said person. The main character is a blind person who is returning to their hometown but has to remember how to move around this place. Starting from their house they must continue walking towards the place where they will be completing errands and in a way they will start saying some details about their past in a more romantic view. The end goal of the game is to reach a park where they will sit on the bench and just admire the sounds that surround them but this will only happen after they have completed the tasks.

Starting the game session the player takes the role of a blind person on a weekend day who has recently moved to a new small town. This character will serve as the narrator and will say the task that the player must do, but every technical instruction, like which button or joystick to use, will be told in a different tone so it can be differentiated (maybe even another narrator). First they will learn to move and guide themselves through the use of sounds—they could use the visuals too, but the sounds will be the focus of the gameplay. For example:

- **Character:** *I have to do some errands today, my keys should be on the kitchen table. I know the hall is straight behind the radio and the door on the right beside the ticking clock leads to it, also there's a note in the fridge with the tasks for today.*
- **Narrator:** *To rotate use the right joystick and to move use the left one. If you want to listen to what you need to do again, press any button on the left side of the controller.*
- *Player walks towards the kitchen and can notice where the clock, fridge and window are by the 3D sounds.*
- **Character:** *Here is the table, it's nice to hear the birds from the window. Sadly this fridge is a bit too loud for this place.*
- **Narrator:** *To interact with something, press any button on the right side of the controller.*
- **Character:** *Straight ahead from the kitchen door is the exit, time to get some fresh air today.*

After getting the keys and the list the player must go to do the first errand; while walking to this place, along the way the player will see a coffee shop where the character will have a dialogue about the times when they hung out with their friends in said place. Also walking nearby the guitarist

who plays close to the coffee shop can trigger an interaction about how they know each other from the past. Winnies like this one are the essence of the game as they will give context of what the character is thinking about.

The first part -which will take time during the first errand- will focus on memories about the protagonist's years growing up in this small town. Places that they frequented, people they met before, or objects that bring back those moments.

The second part is going to center on the reasons that motivated them to move away, from ambitions, independence, or dislikes. More than places or interaction with other people, they will notice things in the environment like events or conversations that will make them recall their decisions.

The final part will explain how they chose to come back and why they are at peace with this decision. Here the player must go to a special place where they like to hang now in his new phase of their life. It is supposed to be an emotional climax for the story that can send a message of how people with disabilities are perceived by the rest of society.