248 Assignment 2 Part 2.2 – Design Goals for Photography Game
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This crux of this game is that the player arrives at his old friend Frank's house, with a camera, to try to figure out what happened to the friend. Outside of exploring the objects in the house, the player can also photograph the items. The camera then allows the player to (re)visit memories of the player character with Frank throughout their life together, to begin piecing together what happened to Frank, and more importantly, what kind of friendship they had.

In the beginning, it is intentionally very vague what state they left the friendship in, and this is slowly revealed over time as the player examines the house and uncovers the memories. They met in university, and had a lot of good times together there, but then drifted apart in adulthood, as they got different jobs and their interests and availability diverged.
It is left intentionally nebulous what actually happened to Frank at the end, he is merely revealed to have left the country 3 months ago, and that he has been travelling a lot recently.
However, more importantly, the intention with these memories was also to sow in some doubt as to the player character's role in their friendship. Several of the memories show the PC neglecting Frank or him trying to reach out and the player not responding. The character doesn't come to this realization directly, but the hope is that the player sees these connections and begins to understand how the friendship fell apart, through these memories.

The camera space was designed to be a nebulous space the player can always enter from anywhere in the house, where all they can do is shift between the different memories. There are three sets of memories, from each stage of the friendship: The beginning, middle, and end, which can be changed by changing a "setting" inside the camera, meant to be both a literal setting on the camera and a vague description of the "setting" of the world. Each stage then has 3 separate memories that can be scrubbed through by waiting, which will cause the camera to simulate the next memory in line. In these memories, objects exist as real objects the player can examine when present during them, to learn more about the memory.

The player can leave the house at any point, when they are satisfied with what they have found, or cannot find anymore. This is meant to enforce the fact that there is no definite answer, and the player can keep searching the house forever if they think there is more, but at some point they must leave, content with what they know. The ending text does dynamically change based on how much the player has learned.