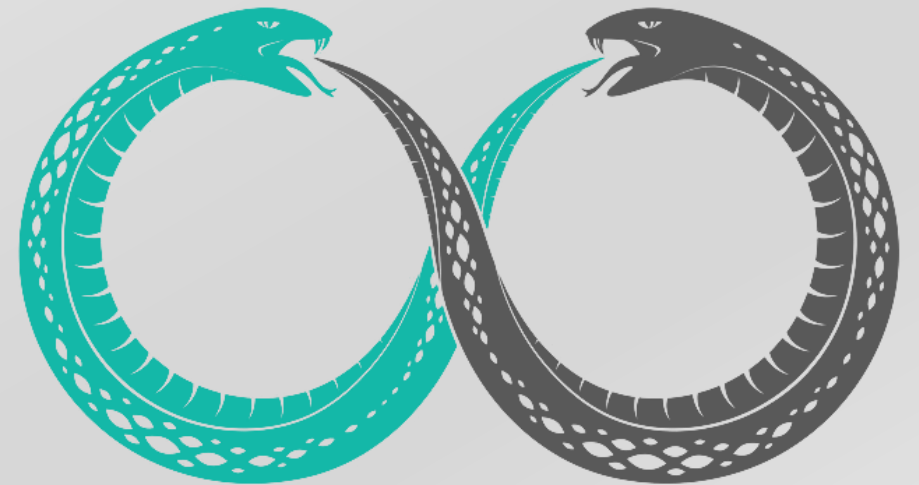




# Awful Ancestor



# Inspiration



Moirai, 2017

Dealing with the  
consequences of another  
person's actions.

# Inspiration



Journey, 2012

Getting to **know** someone  
through their **interaction**  
with the **world** and  
**postponing** direct **exchange**.



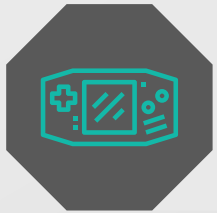
Interact with small game world



“Adventurer before” shaped world



Seems to be part of embedded story



Resembles previous player's actions



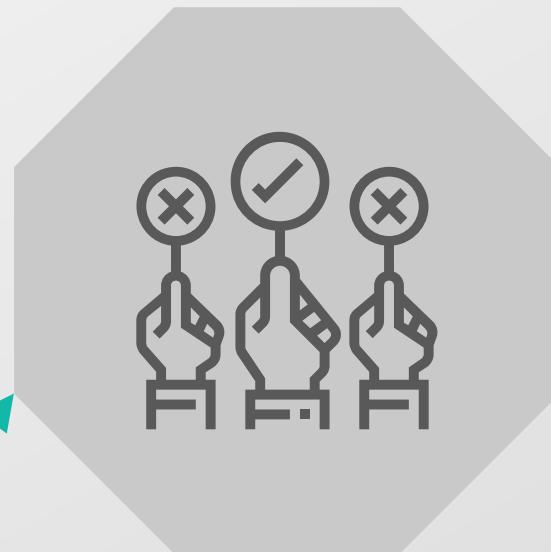
Read name & send message at the end



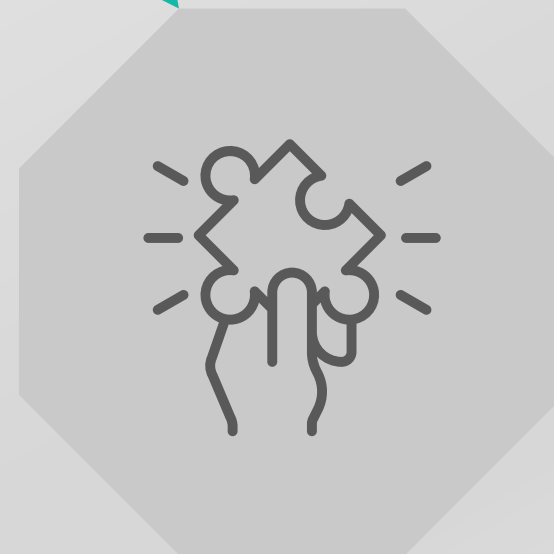
Kid has **problem**



Does **not** open  
up



**Act differently** to  
gain trust

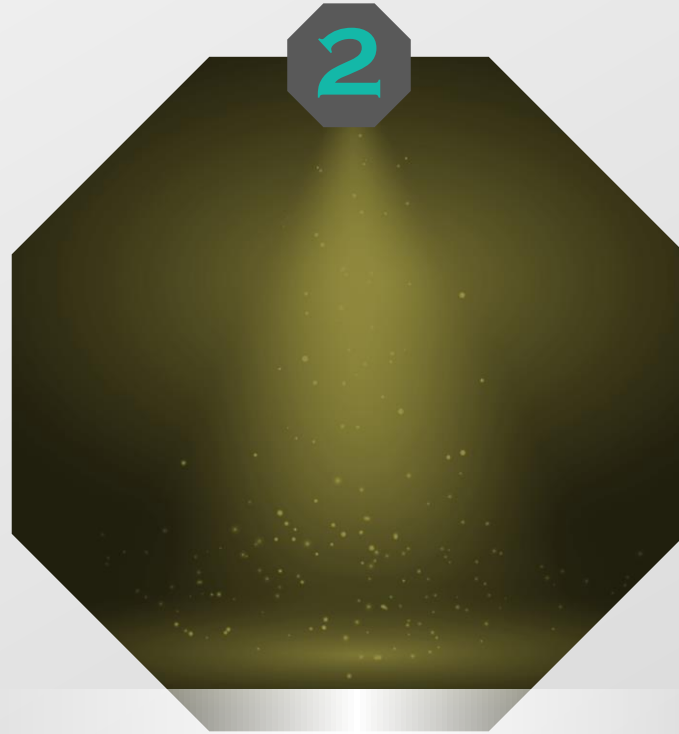


**Solve** problem,  
kid **remembers**

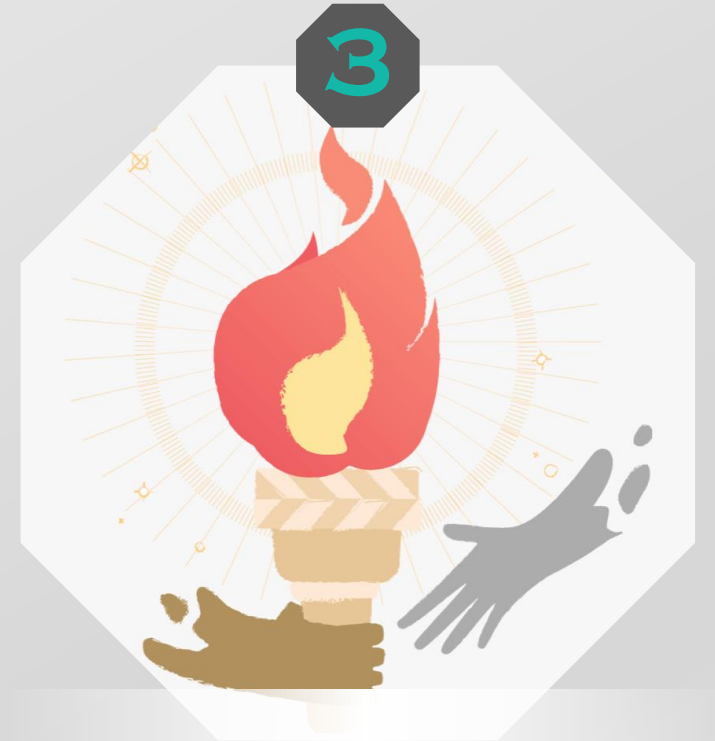
# Experimental Aspects



**Breaks** singleplayer-  
multiplayer **distinction**



Player is **not**  
center of **attention**



**How** do you **play** if your  
successor is affected?



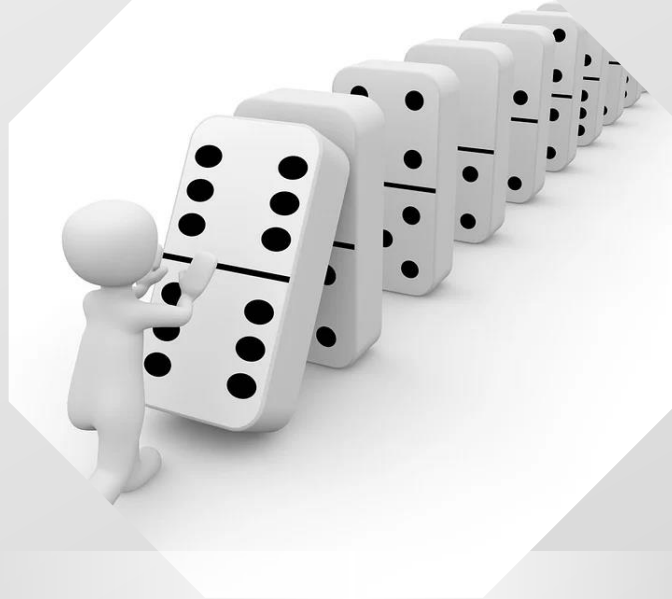
# Project **USPs**

1



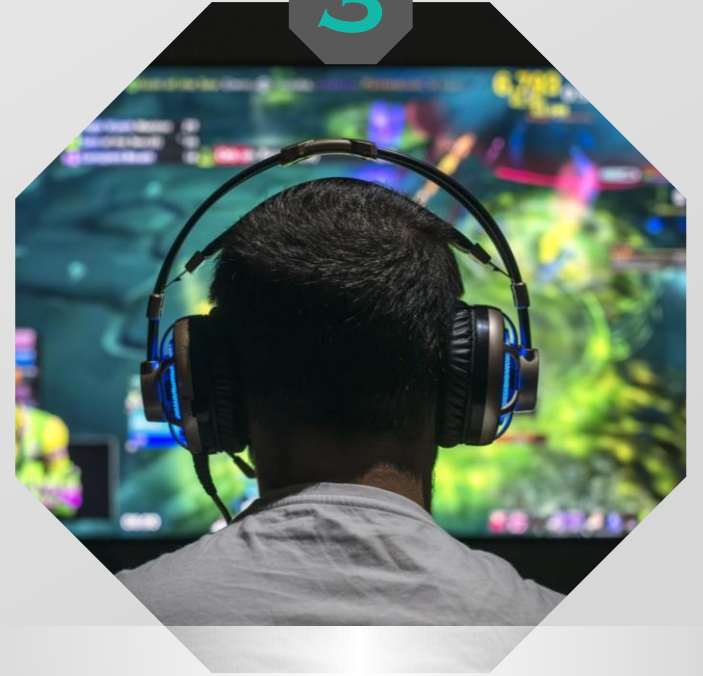
**Freedom** for  
underlying game

2



Design unusual  
**cause and effect**

3



**Learn** about  
**player behavior**