**Narrative Design Document for:**

*Shards of Somnia*

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# 1.0 Version History

As you revise the document, list what was changed and when it was changed

|  |  |
| --- | --- |
| Version | Description |
| 1.0 | Initial document |
| 1.1 | Added title, moral, and premise |
| 1.2 | Edited title, added design principle |
| 1.3 | Added setting, plot, characters |
| 1.4 |  |

# 2.0 Moral Argument

The chosen moral argument for this game is: **Your life is what you make it.**

More specifically, that your perception of your life is up to personal interpretation, and the want to change your life is up to your motivation and will.

# 3.0 Design Principle

**M**ethod – Recalling events through a memory, then quizzing the player after the scene is played

The player walks through a cinematic event, where they must talk with an indiscernible figure. At the end, they are shown to be writing down the events, but have multiple blanks the player must fill in from observation of the scene prior.

# 4.0 Premise

A mas loses their lover and begins to develop dementia. They are starting to forget their past, and their love. The story is about them furiously trying to remember all their memories, to be recorded and made immortal. But some are irreparable and must be improvised.

# 5.0 Setting

In the sleepy coastal town of ‘**Sandollow’**, a widower develops dementia after their lover drowns at sea. Because of this recent event, the town’s fishing economy has tanked, leading to the housing and infrastructure become more degraded and weathered with time. The mayor of the town has tried enticing tourism to attract income to the town, following with the moral argument of “**Your life is what you make it**.”

# 6.0 Characters

## 6.1 Arnold

1. **Likeness**

Leonardo Shelby & Romeo

1. **Ghost Event**

The tragic death of their lover, and the onset of their dementia.

1. **Weakness**

Fear of unconsciously forgetting his past.

1. **Desire**

To live a simple life that he can look back fondly on.

1. **Want**

To archive his past with his lover, to immortalize their memory beyond his fading recollection.

1. **Need**

To recollect finer details of his past to accurately record his past.

1. **Learn**

That he won’t be able to record everything, and that he may need to impose his personal beliefs, to fill in the blanks in his past

# 7.0 Plot

An 8 sequence / 16 Beat outline of your entire narrative.

## 7.1 Setup

The couple lives happily in a small coastal town, one heading to university, the other working at a bakery.

## 7.2 Inciting Incident

The woman dies in hospital, and while the man is handling his grief, he notices memories becoming foggy with time.

## 7.3 Theme Stated

After visiting a doctor, and being diagnosed with dementia, he begins to write an autobiography.

## 7.4 Lock-In

As they start writing their life down, they notice small details missing.

## 7.5 Goal

Now afraid and frantic, not wanting to lose his memories, they find a fervorous motivation to record their life.

## 7.6 B-Plot

During their writing, they’ve noticed inane details being clearer than more personal ones.

## 7.7 Learn/Plan

The man notices these small details seem to jog his memory; he starts focusing on them further.

## 7.8 Midpoint

They begin to reread their drafts and is purposely start looking further into smaller details like before.

## 7.9 Great High

They start remembering significant memories, and find a new determination to keep writing, that his past isn’t out of his reach.

## 7.10 Great Low

While they are rewriting over some unclear events, they notice even minor details leaving their mind unconsciously, and the creeping awareness that this has been going on longer than he just noticed.

## 7.11 Death

As they start trying to recall what they might have lost, they are hit with a frightening realization; he can’t remember the face of his lover.

## 7.12 Rebirth

With the bitter realization of what he’s lost again, he drags himself forward, trying desperately to not stagnate and forget further.

## 7.13 Battle

While rereading his work, he notices more than before, his writing is inane rambling, petty details, and strange focuses. They become worried about the text’s accuracy to his past.

## 7.14 Revelation

He realizes that he will have to decide what the ‘truth’ is, and what unclear or foggy memories were, to his understanding.

## 7.15 Moral Test

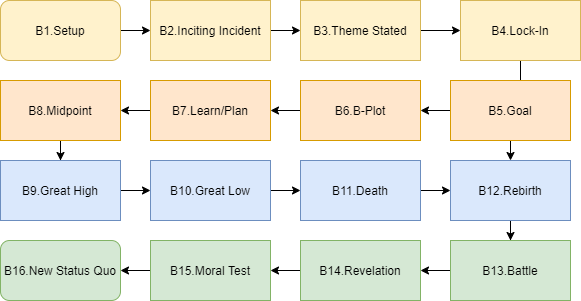
With his revelation of required autonomy, he begins to massively rewrite large swathes of his novel, in a light that he deeds ‘accurate’.

## 7.16 New Status Quo

He finished his book, ordering copies for friends and family, and tries to live his life as happily as he can in her absence, before the slow creeping erosion catches up to him.

# 8.0 Branching Structure

Linear Plot is the decided branch for the narrative. Since there isn’t any planned features or sections where choices will radically affect the narrative, a linear setup for the plot structure is the best option.



# 9.0 References

My primary inspiration for the narrative comes from a few sources, those being the game Silent Hill 2, and the Movie Memento, and the play Romeo and Juliet.

1. **Memento**

[Link](https://en.wikipedia.org/wiki/Memento_(film))

1. **Silent Hill 2**

[Link](https://en.wikipedia.org/wiki/Silent_Hill_2)

1. **Romeo and Juliet**

[Link](https://en.wikipedia.org/wiki/Romeo_and_Juliet)