Design Principles Exercise

**Main moral:** Your life is what you make it **Planned Premise:** Amnesiac recalling memories

Brainstorm Results:  
**1:** A story book, where writing of the story slowly appears. There are text boxes that are blank, where the player fills in the blank to continue the story.  
**(Notes: Add some text options that are biased/incorrect, works with a game with a book/paperish aesthetic)**

**2:** The player is placed in a room that represents a memory, with an indiscernible figure at a doorway. You can answer their question to continue one, or you could search the room for clues to give a different answer to the figure.  
**(Notes: vague enough to eb expanded upon, hard to critique due to possibilities)**

**3:** The player is shown a photograph, then rapidly asked question about the photograph. The intent is to throw the player off with Q’s about mundane or unimportant details that have a larger impact on the narrative.  
**(Notes: Like a Battlefield 1 story, the picture itself could become an answer to a future question)**

**4:** The player walks through a cinematic event with an indiscernible figure, with dialogue being shared between the characters. Later the player must recall specific events that occurred in quick succession.   
**(Notes: Might be hard to create)**

**5:** The player has a conversation with a ghost writer, who’s helping write down their memories. The writer will bring up contradictions and ask the player to clarify. This is where the player can input a answer from a list.  
**(Notes: Sounds more like a basic subpoint)**

## Narrowed Ideas:

**1:** Method – Inspecting a room to find details  
Player is stuck in a room, where to leave they need to answer a question relating to their past. The room has clues with allow them to give a more accurate answer.  
**[Notes: With little context it makes little sense, ]**

**2:** Method – Inspecting a photograph’s finer details to find story details  
The player must scour through the details of a photograph, where to fill in a blank in their memory relating to their past, they need to uncover context clues within the photo.  
**[Notes: Some context is required, how information is narrated is important (self, told to them, read)]**

**3:** Method – 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.  
**[Notes: Gives reader an idea of the story attempting to be told, allows proper development of story & potential for a story twist, strolling through memory lane)**

*More emphasis on what the narrative is being communicated through*