Premise expectation:

A short, concise description of your story in a sentence or two that describes the overarching idea.

Main Moral Argument:

**Your life is what you make it**

## Brainstorm results:

**1:** A criminal orphan works with their adopted siblings to make a small gang. During their travels, the main character accidentally sets up a series of events that kills their siblings. Barely escaping, he defines himself from the experience, and dwells on it for years. Until he learns to move past his mistakes, he will continue to isolate and belittle himself. He soon finds a group who offer him a second chance at family, if he can grow from his mistakes, and change his self-perception of a fratricidal murderer.   
*(More of a platformer)****[Note:]***

**2:** An amnesiac wake in a field and is on a journey to uncover and learn their past, they only have scraps of their belongings, that hint at them being a wizard. During their travels, they learn tidbits of information that imply their past is not something bright, and maybe better left forgotten. As they start to recover more memories, they must make a choice. Ignore the past, and be better than what he might have been, or investigate his history, and uncover who he is fully.  
*(Works for a linear point-and-click adventure game)****[Note: Could be interesting with a lot of thought, difficulty is potentially polarizing. Close second to the ‘Soldier Dementia’]***

**3:** A soldier 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. *(Works for a game where multiple unique mini games come up [think Edith Finch]****[Notes: Sounds solid, ‘feels good’, environmental easter eggs could add extra options, close second to ‘Amnesiac Wizard’]***

**4:** A bitter man is stuck in service to a large shady organization. After his initial employment, he has become consistently more disillusioned with his employers. Now he wants to escape the organization, and anything connected to it, by erasing himself from recorded history, and living far-away as he can go.  
(Works)  
***[Note: More intriguing, more relatable to 9-5 office workers who feel out of touch, sounds better connected to moral]***

**5:** You are a son of a family, and you go to sleep one night having terrible dreams. You awake to find your family gone, and the world around you in overgrown ruins. As they try and find their family, they learn they leaped forward in time, where their country had been abandoned.  
()  
***[Note: ]***

## Narrowed Results:

1:

2:

3: