**Project-Passage**

Brainstorming

Passage

* moving through or past somewhere on the way from one place to another.
* narrow way allowing access between buildings or to different rooms within a building
* moving forward
* right to pass through
* journey by sea or air
* duct, vessel, or other channel in the body
* transition from one state to another
* passing of a bill into law
* short extract from a book or other printed material
* section of a piece of music

Extras

* Eat Jam
* only use colors: #000000 #ff55ff #55ffff #ffffff
* Only voice
* Diegetic UI – Interface exists within the world (Last)

Ideas

* From life to death. Dying.
* Buying passage on a boat to get to the afterlife
* Journal passage – times in the characters life
* Music passages – He was a musician
* Passing laws – as spirits come to the afterlife they must be apart of the ruling council for one session. Could have consequences later in the game.
* Story heavy RPG – with the color and the theme, I kinda think of Undertale
* Puzzle game where you have to go through and collect the journal memories to discover who you were so you can move on.
* Single screen puzzles. With enemies to fight. The combat system should be based on the idea of passage – How? Mostly through art
* Jam gives you life or energy? Can’t really have life. So some equivalent of some sort.
* Exploring different parts of life but also slowly realizing the important parts of life and the true reality of death. Moving on or whether it is necessity.
* Joy in Darkness
* Maybe a point and click adventure – or hybrid so you can point and click with keyboard controls if you want to
* Going to need a running doc with passages for the memories
* Different levels and types of passages that changes how the story unfolds