**Project: Passage**

Story

Moral Challenges

* How do you interpret a life lived in terms of what they deserve in death?

Characters

* Player – Growing and going through life while have to judge who you have become and the actions you have taken in life. Growing physically, emotionally, mentally, and sexually.
* Parent – Taking care of the player as they transition through their life. Adjusting to parent life and dealing with the independence of the player.
* Teacher – Imparting knowledge and leading the future society while dealing with rebelling students and bad coworkers and role models.
* Friend – Learning to trust another while avoiding betrayal and becoming comfortable with platonic feelings
* Partner – discovering sexuality and the pitfalls of emotions, dating, and commitment.
* Child – Learning from the player but at the same time becoming more independent and making their own choices.
* Death – Guides the player but keeps them in bound. Then gives them the “final” choice at the end.

Tensions

* Weighing the good and the bad of the character’s life and having to decide if it was good or not. There is a underlying dread that the main character is bad.

Resolutions

* The final choice for the player. Paradise, Suffering, or Reincarnation.

Story Arcs

* Infancy -
* Preschool -
* Childhood -
* Adolescence -
* Early Adulthood -
* Family -
* Retirement -
* Elderly -
* Death -