

Memento
Theme: What Home Means To You

PUZZLE DESIGN (assets are in shared folder)

- **Scene 1:** Present (90) (sad/mellow music)
 - **START SCENE:** Home alone on bed.
 - [Angel]: You lived a good, moral life. I want to give you something in return for your good deeds. What would you like?
 - **PUZZLE:** Find your diary.
 - **INVENTORY:** Diary
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 - **Player has to find the diary. Player gets the diary.**
 - [After finding diary, angel says]: You want to return home? I'll take you there. (transition to scene 2)
 - **Note:** Diary is always in inventory and provides clues throughout the game.
 - **ASSETS:**
 - Bed (.ai)
 - TV (found)
 - Sofa
 - Table
 - Chair
 - Diary
- **Scene 2:** Age 45 (elegant music)
 - **START SCENE:** Amusement Park. With his family.
 - Read diary to get hint that he needs to find his family members, put them in one place, use a camera to take a family photo.
 - **PUZZLE:** Gain family photo.
 - **INVENTORY:** Family photo
 - [Diary]: Dear Diary, Today was the third day of our family trip. Sam has always wanted to come to the amusement park, so we finally brought him here. As soon as we entered the park, he dashed off with Andrew to line up for the roller coaster ride. Isabelle didn't want to take a ride, so I stayed with her and waited for the kids. A staff member then asked us if we wanted to take a family photo. We happily accepted his offer.
 - **Player has to talk to Sam, Andrew, and Isabelle before asking the staff member to take the family photo. Player gets a family photo. Transition to scene 3.**
 - **ASSETS:**
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- **Scene 3:** Age 28 (energetic music)
 - **START SCENE:** Wooden floor. Jazz dance party. Recognize your wife in the room in a dance party. She's not in the mood. Get the record and play her favorite song and she falls in love with you.

- **PUZZLE:** Put record in record player.
 - **INVENTORY:** Record
 - **Player has to choose the correct record disc (based on what Isabelle says she likes) and put it on the record player.**
 - **If player put the correct record disc, Isabelle will reply. Otherwise she won't say anything if player put the wrong disc ([Isabelle]: ...). After Isabelle replies:**
 - **Jazz, blues, alternative rock.**
 - [Isabelle]: I prefer jazz.
 - [Isabelle]: I love this music!
 - **Transition to scene 4**
 - **ASSETS:**
 - Record disc
 - Record player (with and without disc)
 - NPCs
 - Wooden floor
 - Shelves
 - **[Diary]:** Dear Diary, I just came back from a ballroom party. I talked to this girl named Isabelle who didn't seem like she was enjoying the party. She was beautiful and intelligent. I realized that we have the same taste in music when she told me about her favorite artists, and that gave me an idea to get her attention.
 - **Description of her.**
 - Insert dialogue to give hint what music taste they have.
 - Put right record then when you talk to her she will reply. Otherwise she won't say anything.
- **Scene 4: Age 17**
 - **START SCENE:** Soccer field. Read diary and realizes that he won a trophy with his team.
 - **PUZZLE/ACTION TO BE TAKEN:** Score a goal and get a **trophy**.
 - **INVENTORY:** Trophy
 - **[Diary]:** Dear Diary, After months and months of hardwork, we finally won the championships!! I can't believe I scored a goal at the last second of the game!! We definitely did wayyyyy better than before. Go Bears!!
 - **Player has to kick the soccer ball into the goal.**
 - **ASSETS:**
 - Soccer goal
 - Soccer field lines
 - NPCs
 - Soccer ball
- **Scene 5: Age 11**
 - **START SCENE:** Home.
 - **PUZZLE:** Give gift to mom and get a diary (gift from mom).

- [Diary]: Today I cooked my mom a meal. Recipe is the diary. Chicken noodle soup. Ingredients: carrots, chicken meat, noodle.
- [Diary]: Dear Diary, I wanted to give my mom a BIG surprise so I cooked her chicken noodle soup! I put in chicken meat, noodles, and some carrots. She said she liked it! She gave me this diary so this is my first entry ever and I think it's really cool to have my own diary.
- Player has to choose chicken meat, carrots, noodles to make chicken noodle soup. If they don't choose the correct ingredients, they won't obtain the chicken noodle soup. Player has to put chicken noodle soup on the dinner table after obtaining it. Mom (Isabelle) will come in and give the player a diary (but this diary doesn't have to be added into the inventory...after this scene the game transitions into scene 6).
- ASSETS:
 - Dinner Table
 - Banana
 - **Chicken Meat**
 - Chicken noodle soup
 - **Carrots**
 - Mushroom
 - **Noodles**

● **Scene 6: Black background (back to being an old man)**

- **START SCENE:** Old man has to tell the angel what part of his memory he wants to go back to.
- [Angel]: Let me know where home is and I will take you there.
- **Choices for player to choose:**
 - 1. If he doesn't choose anything/exits from the door then he goes back to the present → **Ending 1: Memories**
 - 2. Family Photo → **Ending 2: Family**
 - 3. Record → **Ending 3: Love**
 - 4. Trophy → **Ending 4: Friends**
 - 5. Diary → **Ending 5: Mother**
- **Player sees the name of the ending and roll the credits. After credits player can choose to go see different endings and skip the credits.**

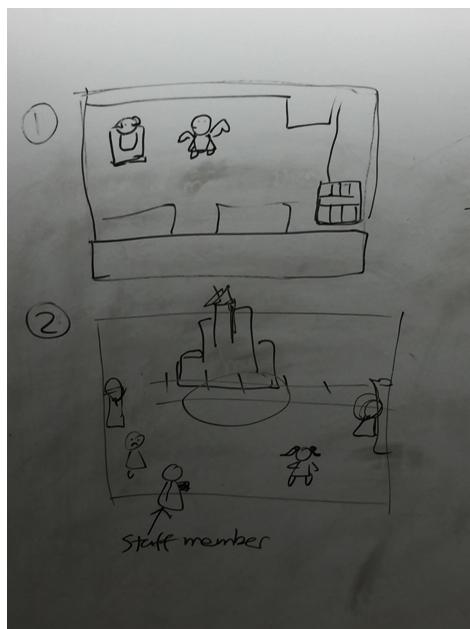
Game Flow

Game Loops

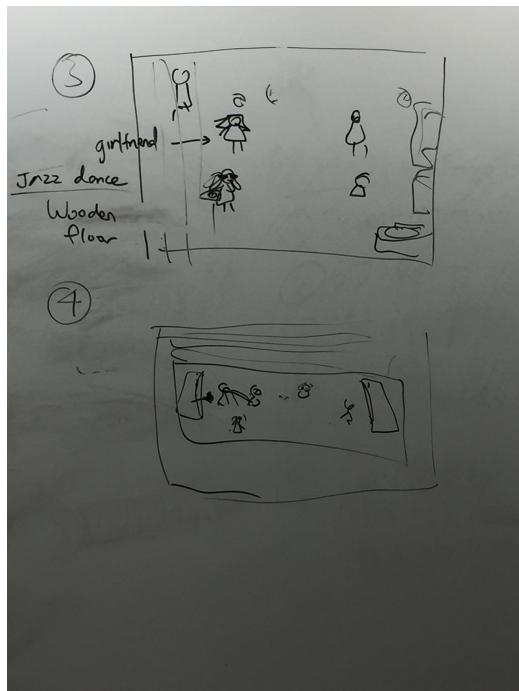
- Player walks around room, finds an object to interact with
- After interacting with object, player solves a simple puzzle to unlock a memory of the character's sense of home
- Player returns to room and looks for next object

ENVIRONMENT/ROOM DESIGN

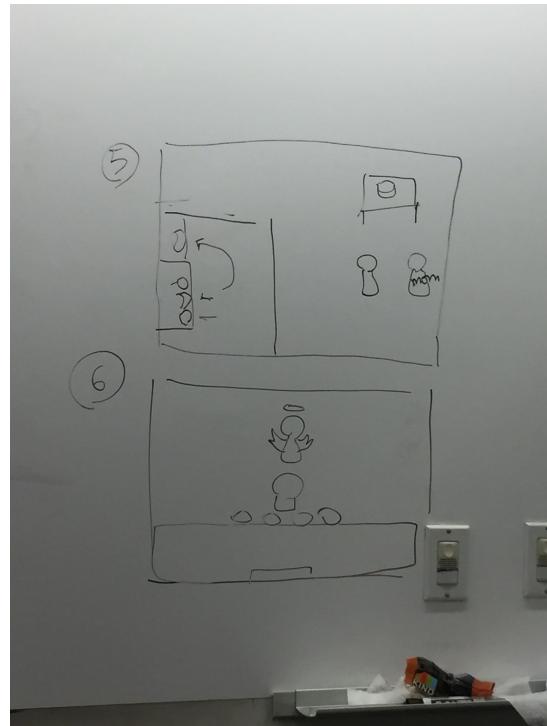
- ROOM 1: Home of Old Man. Scene 1.



- ROOM 2: Amusement park. Scene 2.
- ROOM 3: Ballroom. Scene 3.



- ROOM 4: Soccer Field. Scene 4.
- ROOM 5: Home of childhood. Scene 5.



- ROOM 6: Complete black background with old man and angel only. Scene 6.

ART

- **Characters:**
 - Player (Ages 90, 45, 28, 17, 11)
 - Isabelle (in a dress)
 - Isabelle (normal mom clothes)
 - Sam and Andrew (his 13 year old kids)
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 - Angel



■ (transparent png)

- Family Photo

ASSETS

- **Asset website**
<https://itch.io/game-assets/free/tag-top-down>

- **House Interior and Decorations**
 - <https://opengameart.org/content/lpc-house-interior-and-decorations>
- **Outdoor environment**
 - <https://assetstore.unity.com/packages/2d/environments/rpg-sprite-pack-26472>
- **Tile collection:**
 - <https://asakuraki.itch.io/16x16tileset> - i li
 - <https://assetstore.unity.com/packages/2d/environments/pixel-art-tile-collection-63375>
- **Record player:**
https://www.google.com/search?q=gramophone%2Bpixel%2Bart&source=lnms&tbo=isch&sa=X&ved=0ahUKEwjZ14bo4oXRAhWI8YMKHWwzCvgQ_AUICCgB&biw=1920&bih=974
- **School asset**
<https://ghostdatamedia.itch.io/free-school-assets-pack>
- **Cute background with characters**
<https://rmw-restaff.itch.io/restaff-rpg-maker-28th-birthday>

-- Asset Pack (github resource)
<https://github.com/LittleRookey/GGJ-asset>

Ending Art/CGs:

- Ending 1: Memories
- Ending 2: Family
- Ending 3: Love
- Ending 4: Friends
- Ending 5: Mother