Jenny Story:

Monument Valley 2: The protagonist shows up with a small girl, which is her child, In the game, she needs to discover the pathway to leave the architecture in every level as well as guide her child to go with her.

Our game: Let the protagonist show up with a pet such as dog, or a child, or just a weak character. When the protagonist move, he needs protect the other one. For example, like he jump cross an obstacle. He needs to build a bridge at the other side of this obstacle for the weak character. Then this weak character could follow him all the way. However, the world become darker and darker, they need to move fast to leave this world. When they arrive the exit, they found the door is too narrow, only enough for one to leave. Then a dialog pop up, ask him to choose whom to leave, or choose both of them stay at here. If he chooses the other one or him to leave, they say goodbye, and there is a dialog pop up, they appreciate the other one’s accompaniment in this game. and the world is brighter again. But if he chooses both of them stay in the dark world, both of them will be swallowed in the game.

Big Idea:

The story could reflect relationship between parents and children, or between friends, or couple. For example, like in the process of child’s grown up, parents protect them, help them, guide them, but in the end, someday, the parents need to let them go, release them, give them space and freedom. The parents could not hold and drag their children stay with them, if they do so, both of their world will be swallowed, only separate could make their world bright again.