*If you are a data miner, and you saw this document. Props to you. Just do not spoil everything you knucklehead.*

*- Eseyem*

**The Journey to the Starlit Veil**

The story revolves around **finding oneself**, set against the backdrop of characters with fogged and forgotten memories. Each chapter focuses on different individuals who have lost touch with their identity and memories, often due to a significant turning point in their lives such as heartbreak, or trauma. Which led to attempted self-harm. As they are in the act, they get transported in a surreal space-like mindscape.

Players will step into the shoes of these characters, delving into their fragmented memories to rediscover their past. The narrative will emphasize themes of acceptance, forgiveness, and closure, giving players the power to shape how the characters deal with their reawakened memories, in order to know what happened before that turning point and have the players decide on what to do next.

The game also incorporates a surreal, **space-like mindscape**, where the characters’ altered realities serve as the setting for memory exploration. This mindscape is both a metaphorical and literal journey of self-discovery, with the player tasked to navigate and interact with memories represented as celestial objects.

**Game Loop**

The protagonist’s reality shifts to a **space-like mindscape**, where **memories are represented as "memory orbs"** floating within the ethereal space represented by heavenly bodies.

1. **Exploration:** Players navigate the vast, surreal environment, encountering pivotal and supporting orbs scattered throughout the mindscape.
2. **Orb Interaction:** Interact with memory orbs through puzzles, mini-games, and narrative-driven choices.
3. **Emotional Influence:** Decisions made within orbs affect their emotional values, influencing the protagonist's mental state and progression.
4. **Constellation Formation:** Players connect orbs to form constellations, shaping the mindscape and unlocking the final orb.
5. **Climactic Endgame:** A sequence of cutscenes plays from the connected orbs, representing the seven minutes of brain activity before death, concluding the chapter or arc. Across all connected memories, it will analyze how the player leaves the mindscape.

**Core Mechanics**

**Mindscape Environment**

The game is set in a visually dynamic mindscape, represented through multiple layers of gas and stars that reflect the protagonist's emotional state. The map comprises four distinct layers, each serving a specific purpose in conveying the narrative and atmosphere.

**Layer Overview**

|  |  |  |
| --- | --- | --- |
| **Layer** | **Description** | **Emotional Representation** |
| **Layer 1: Primary Gas Perlin Noise** | This layer serves as the foundation of the mindscape, representing the core emotions. It is modified through player interactions, reflecting the overall mood throughout the game. | - Soft, cool colors (e.g., blues or greens) signify detachment or numbness.  - Warm hues (e.g., purples or pinks) indicate growing self-awareness and moments of peace. |
| **Layer 2: Secondary Gas Perlin Noise** | This layer visually represents the current emotional phase, reacting to the memories she interacts with. | - Light, warm colors (e.g., pastel yellows or oranges) represent joy.  - Darker tones (e.g., desaturated blues or violets) signify sorrow. |
| **Layer 3: Tertiary Gas Perlin Noise** | This layer embodies the underlying struggles, including self-doubt and despair. Its color density changes as the player navigates the mindscape. | - Dark colors (e.g., deep purples or muted grays) symbolize the shadow of despair.  - Lighter shades indicate moments of clarity and hope. |
| **Layer 4: Stars** | A non-interactive background layer featuring distant stars, symbolizing memories that are yet to be confronted. This layer creates depth and a sense of vastness in the mindscape. | - Constantly present, the stars represent Lila’s life story and the complexity of her experiences. |

**2. Pivotal and Supporting Orbs:**

* **Pivotal Orbs (Chapter Orbs):**
  + Represent critical moments in the protagonist's life.
  + Must be included in the final constellation to progress the story.
  + Each pivotal orb requires interactions and emotional input from supporting orbs to unlock or evolve.
* **Supporting Orbs:**
  + Smaller memory fragments modify the emotional state of pivotal orbs.
  + Can influence how areas are unlocked, creating branching opportunities for exploration and narrative.
  + Affect the final constellation and its emotional tone.

**2. Orb Interaction Mechanics:**

* Upon entering an orb, players engage in a **memory scene** that blends gameplay and storytelling:
  + **Mini-Games and Puzzles:** Solve abstract challenges tied to the memory’s context (e.g., assembling broken images or guiding fragmented trails).
  + **Narrative Choices:** Critical decisions include:
    - Accepting the memory and finding peace.
    - Forgiving others or oneself.
    - Letting go of painful past events.
    - Holding onto memories as burdens, deepening emotional scars.
  + **Consequences:** Choices influence orb emotions, ripple into connected memories, and shape the constellation.
* Example

1.       **Entering a Memory Orb Scene**:

Upon interacting with a memory orb, the player is enveloped in a glow and transported into a new space scene that visually reflects the memory. Each scene is distinct, characterized by colors and visuals that represent the underlying emotional tone (e.g., soft hues for happy memories, muted or darker shades for painful ones).

2.       **Memory Fragment Exploration**:

Each orb opens into its own micro-environment, offering surreal storytelling assets like floating structures and metaphoric visuals to represent the memory's essence.

Within each memory, several **fragments** appear scattered around the environment. These fragments are interactable objects, sounds, or symbols associated with specific details of the memory. By interacting with these fragments, players can uncover small details, dialogues, or short cutscenes that give depth to the memory.

For example, in a memory about loss, fragments could include a faded photograph, an old journal, or echoes of a loved one's voice.

3.       **Emotional Choices and Interactions**:

Each memory allows the player to make **emotional choices** or take actions that reflect the protagonist’s struggle. These choices subtly influence the protagonist’s mindscape, the state of the memory orb, and, ultimately, the player’s journey back in the main space map.

For example, a memory of lost friendship might offer a choice to “forgive” or “hold onto resentment.” These choices affect the orb's glow and the main map’s color shifts, representing the protagonist’s emotional state.

4.       **Subtle Puzzles**:

Some orbs contain **puzzles** that metaphorically represent the protagonist’s challenges or internal conflicts. Solving these puzzles helps “resolve” certain emotions tied to that memory, bringing a sense of closure or deeper understanding.

A puzzle might involve piecing together a broken photograph or reconstructing a shattered memento, symbolizing efforts to accept or make peace with past experiences.

5.       **Symbolic Characters and Visuals**:

Certain memories might introduce **symbolic characters** who represent parts of the protagonist’s psyche or important people in their life, appearing as spectral figures or ethereal forms. These figures interact with the protagonist in meaningful ways, helping evoke emotions and guide them through the memory’s themes.

For example, a faint figure of a mentor might guide the protagonist in a memory of achievement, while a shadowy form could appear in memories of self-doubt.

6.       **Concluding Each Memory Orb**:

As each memory concludes, the scene fades back to the main map. The orb’s color and glow change, reflecting the player’s choices and interactions, serving as a reminder of the protagonist’s gradual growth and acceptance.

**3. Constellation Formation and Emotional Outcome:**

* **Orb Connection:** Players connect orbs by drawing lines, forming constellations that represent their emotional journey.
* **Constellation Requirements:**
  + Must include pivotal orbs to progress.
  + Supporting orbs modify the emotional tone and contribute to unlocking fogged areas.
* **Visual Feedback:** The constellation alters the mindscape's appearance, symbolizing the protagonist's mental state.

**4. Fogged Sections and Gated Progression:**

* The mindscape is divided into **fogged or locked areas** that are gradually unveiled:
  + **Unlocking Requirements:** Emotional states of pivotal orbs or specific constellation alignments.
  + Gated areas reveal new orbs, story fragments, and interactive elements.

**5. The Final Orb (Narrative Climax):**

* Unlocking the **Final Orb** represents the culmination of the protagonist's journey.
* **Requirements:**
  + All pivotal orbs must be connected in the constellation.
  + Supporting orbs determine the emotional context of the ending.
* **Thematic Payoff:**
  + Players experience an emotional cutscene tied to their choices and constellation.
  + The story aligns with the seven minutes of brain activity before death, leading to a bittersweet or contemplative conclusion. Well, the cutscene will not be exactly 7 minutes but it’ll be it.

**Supporting Mechanics for Immersion:**

* **Environmental Storytelling:**
  + The mindscape changes dynamically based on constellation alignment and orb interactions (e.g., light, color, surreal elements).
* **Customization of the Mindscape:**
  + Certain constellations or decisions alter textures, patterns, or the structure of the space, reflecting the emotional journey.
* **Replayability and Emotional Endings:**
  + Different constellations lead to varied endings, encouraging players to explore all possibilities.