*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**

**Arc 1 | Shattered Skylight**

**Chapter 1 | The Moment of Isolation**

1. Building Ledge Scene (Protagonist on the edge, internal conflict)

**[Visuals]**The protagonist stands on the ledge of a tall building. A distant city stretches out below, bathed in faint, cold moonlight. The night is quiet, with only the sound of wind howling past the protagonist.

Soft, cold moonlight illuminates the protagonist, casting a long shadow. A subtle, warm glow can be seen behind them, suggesting an internal warmth amidst the cold environment.

**[Audio]**Wind howling, soft rustling of the protagonist’s clothing.

Light heartbeat sound in the background, faint and slow.

**[Dialogue]**

*Protagonist (Internal):* “It's so cold.”

(Their voice is quiet, as if speaking to themselves.)

*Protagonist (Internal):* “Yet I oddly feel so warm.”

(A sense of paradox, revealing an internal conflict or emotional warmth.)

*Protagonist (Internal):* “The stars surely look bright.”

(Their gaze shifts to the night sky, stars twinkling in the distance, a brief moment of reflection.)

2. Jumping Scene (The turning point, physical act of jumping)

**[Visuals]**

The protagonist takes a deep breath, stepping forward. The camera pulls back, showing them silhouetted against the vast sky.

Time seems to slow down as the protagonist begins to fall. The city lights below distort, and the world around them starts to shift and fragment.

The protagonist’s body begins to blur at the edges as they fall into the void.

**[Audio]**

The wind intensifies, rushing in the protagonist’s ears as they plummet.

Their heartbeat quickens, growing louder and more erratic.

Faint whispers or echoes of their past can be heard, suggesting memories or regrets.

**[Dialogue]**

*Protagonist (Internal):* “I’m done.”

(This is a soft, internal declaration, not said aloud.)

3. Reality Shift (Transition from reality to the mindscape)

**[Visuals]**

As the protagonist falls, the scene begins to distort further. The world dissolves into water-like liquid, swirling around them.

The protagonist’s descent slows as if they’re swimming through liquid light, a mixture of stars and nebulae merging with fluid, cosmic water.

The camera pans out, showing the protagonist fully engulfed by the surreal space-like mindscape, floating in a vast void surrounded by glowing orbs (representing memories).

**[Audio]**

The sound of rushing water intensifies, blending with a low, echoing hum, suggesting the transition from physical space to a more ethereal realm.

Water-like splashes as the protagonist "plunges," followed by a calm, haunting hum that fills the mindscape.

Soft, distant whispers of past memories, blending with an eerie, yet peaceful, ambient tone.

**[Dialogue]**

*Protagonist (Internal): “Where am I?”*

(Their voice echoes in the emptiness, filled with confusion and uncertainty.)

4. Mindscape Emergence (The protagonist’s first experience in the mindscape)

**[Visuals]**

The protagonist is now fully immersed in the mindscape. They float in a vast, surreal space where glowing memory orbs drift by, each representing fragments of memories.

The mindscape environment is a mix of floating islands, cosmic light, and fragmented structures that symbolize past emotions or stories. The colors are vivid but unnatural, with nebulae swirling in the background.

The protagonist gently moves through this space, feeling weightless, yet burdened by the memories around them.

**[Audio]**

A peaceful, yet haunting ambient music plays, underscoring the ethereal quality of the space.

Soft, echoing whispers from the memory orbs grow louder as the protagonist approaches them, beckoning them to interact.

**[Dialogue]**

*Protagonist (Internal): “Is this… a dream?”*

(They look around, overwhelmed by the surreal surroundings.)

5. Emotional Shift in the Mindscape (The protagonist begins to understand)

**[Visuals]**

As the protagonist floats closer to the first memory orb, the scene around them shifts in tone. The colors of the mindscape darken as the memory orb pulses with energy.

The protagonist moves closer, the orb drawing them in. A faint image of a past memory—perhaps a face or an event—appears within it, distorting as the orb ripples.

The protagonist hesitates but then reaches out to touch the orb, triggering a shift in the environment. A piece of the memory begins to unfold.

**[Audio]**

The sounds of the mindscape change as the memory orb’s energy grows. The music shifts from ambient to a more melancholic, reflective tone as the memory begins to unfold.

The memory plays out in the background as the protagonist’s eyes widen, realizing that this memory is part of their past.

**[Dialogue]**

*Protagonist (Internal): “This is… my past?”*

(A quiet realization hits the protagonist, as they start to understand where they are.)

6. End of Cutscene (Setting the stage for the player’s journey)

**[Visuals]**

The protagonist looks around at the surrounding mindscape, now filled with floating memories, each with its own glowing orb. The camera slowly zooms out, showing the vast, infinite space stretching ahead.

The protagonist stands still for a moment, contemplating the weight of their journey, then begins to move toward the first memory orb.

**[Audio]**

The music slowly fades out, leaving only the ambient sound of the mindscape, a soft hum that hints at the mystery yet to unfold.

**Transition to Gameplay**

*Narrative Prompt: “The first memory awaits. What will you choose to do with it?”*

(The player gains control and can interact with the first memory orb.)