Chp 0

-Various flashes of shouting, different voices, end with a smiling face that opens up to bite

Chp 1

-main character wakes up

-remembers name and the whole place and bits of pieces, but nothing specific enough to piece past over

-notes his equipment, a sword (and gun?), wonders what he was doing this far out.

-start to explore the world, sees enemies terrorizing people/roaming about, gets overwhelming urge to defeat them(wants to purge them/”deny” them)

-beats enemies with sword, gets vague memories back (that line up with this world)

-people thank him, recognize him as the hero tasked/destined to defeat demon king

-protag reasons that he will get his memories back if he continues slaying enemies

-protag goes on his way

-may find collectible memories along the way

Chp 2

-protag finds himself in new area

-protag unlocks some new mechanic

-protag explores hidden secrets, gets first glimpse of boss and boss mechanic

-more exploration/ exposition by protag

-protag meets boss, defeats boss in a strangely “carthartic” way, elements of anger and madness, gets unique memory

-memory plays of trauma, but near the end, static or cuts out to real world for a bit, gains ability

-protag is confused like, that doesn’t look right, questions the memory

Chp 3

-protag enters next area, enemies and the stage still look mostly the same at the beginning

-level begins to have hall marks that correspond to current possessed memories

-At a certain point, the map itself gets something out of place(contains something from our world)

-protag sees this and his memories fuzzy/corrupt/overlay a bit

-protag questions what world is that, why he is viewing said memories when they shouldn’t mean anything, reaffirms the need to defeat the demon lord to set everything straight

-Level still remains mostly the same, but 1 or 2 enemies look spliced with real world things

-protag questions out loud, and believes that they are strengthened by demon lord

-protag reaches boss, defeats boss, more elements of anger and madness, gets unique memory,

- memory plays of trauma, but around the middle, interlaced with static or cut outs of real world, gains ability

- Protag doesn’t understand, but get angrier, loses his mind a bit, next portal corrupts a bit, repeats the need to defeat demon king

Chp 4

-Level begins to look partially corrupted from the outset, with some parts of the level being interspliced with real world objects/ locations

-some of these memories bring protag pain, doesn’t want to remember or deal with them, especially since there are more “corrupted’ monsters.

-But even so, he wants to get back memories.

-as he deals with them, his inner aggression/anger madness begins to shine through more

- reaches boss, defeats boss, gains ability

-memory is now being constantly interspliced with real world memory

-protag curses stop it, I don’t care about these memories, I want only my own ones

-becomes more unhinged and screams

Chp 5

-having moved to the demon lord’s castle/ domain, the whole world is unraveling

- right now protag is simply going through enemies

-“Ill free this world, ill get my true memories back!” etc

Chp 6A

-reaches enemy boss, defeats boss

-gets “full” memory back,

-keeps on denying it

-Stuck in the abyss

Chp 6B

-reaches enemy boss, defeats boss

-gets “full” memory back,

-when nothing happens after viewing memory, begins to ponder relation to memory

-realises they are their memories, not from here

-out comes trueb boss, you with all the abilities

-exposition

-face and defeat them

Draft 1  
Chapter 0

- “I hate you”

- “Why Don’t you die!”

- “This is payback”

- “You don’t deserve to be born”

- “Go and die somewhere where we cant see you”

- “It’s all your fault!”

Chapter 1

- “hah”

- You wake up on a patch of land

- You recognize that you are currently in X place, but nothing else, why you are here, what you were doing.

- You pat yourself/ inspect yourself.

- You notice your sword at your hip, and pull out to inspect it

o Nothing out of the ordinary

- As you put sword back in scabbard, you her a thunk sound

- It collided with something jutting out from back

- You reach it, ands its some of weapon

- You think it’s a gun, but then retract back

o You wonder why you think it’s a gun, when you have never heard of one before

- For now, you put it back.

- You think you there should be a town nearby or at least somewhere populated, so start walking about (sounds a bit weak for a guy with no memories?)

- After some jump tutorials, etc, you see people being attacked by monsters

- You move to attack them, battle tutorial, etc

- After defeating them, you get some vague memories back of childhood and home (of this world)

- You wonder if these are your memories, seem familiar……

- The people thank you for saving them, and recognize you as the hero sanctioned by the king to defeat the demon king that has been plaguing the land.

- Hearing this, you reason that if you defeat the demon king and the monsters, you will be able to get your memories back.

- You talk with the villagers, and continue the level.

- Comment on the levels, monsters

- You reach the boss

o Maybe add intense reaction to boss?

o You beat the boss to half health, but boss enters super mode

o You can continue, or you are forced to use the gun

§ If you use the gun, your memories get clouded over a bit and there is more horror, static etc

o Defeating the boss, you get a significant memory

§ You defeat the boss, but with some elements of madness

§ You don’t understand it, but you don’t feel good about it

§ Memory:

o You feel that it is right/ confused?

o But you press on

Chapter 2

- Transition to a new area

- You note how long it took, some exposition, etc

- You reach an area that seems unable to be climbed normally

- You flail around until you unknowingly use your new ability

- Tutorial for ability

- More traversal

- Eventually come across a bright memory

o Contents of bright memory:

o Comment on it being warm, or comment on the experience

o Tutorial on bright memory

o

- After a while you see the boss for the level

o Another intense reaction

o See boss mechanic

- More exploration

- Meet the boss

o Defeat the boss

o Same carthartic reaction

o memory plays of trauma, but near the end, static or cuts out to real world for a bit, gains ability again

- You are confused,

o That doesn’t look right,

o You question the memory

Chapter 3

- Transition to new area

- After more travelling, see a new enemy

- Reach s certain point where the area has certain hallmarks from your memory

- You are on the belief that you have been here before

- More travelling

- Then you reach a point

o What you see is a

§ Building

§ Car

§ Phone

§ Switch Game Console

o You pick it up

o Your attained memories overlay with real world occurrences

§ Certain parts become replaced with real world occurrences

§ Transition between different realities being made up of static

§ Overlaying of certain items from reality

o You wonder what were those things, where were they from

§ What does it have to do with you and your memories

§ Doesn’t understand, believes it’s all a trick

§ Reassures themselves that beating the demon lord will set everything right

§ Nervous/anxious reassurance

- Continue progressing in level

o But some enemies look spliced with real world thing

o You wonder way aloud, and believed the demon lord strengthened them

- You reach the boss of the level

o Also has some spliced parts

o Get angry and mad for some strange reason

o Express out loud that you will set things right

o A bit o unhingedness

- You beat the boss

o Obtain unique memory

§ Memory plays, but cuts in and out between current reality version and reality version

§ You shout stop, I just want my true past back

§ Ahhhhhhhhhhh

o Get ability

o Get angry

§ Lose mind a bit

· Curses why are you seeing unrelated things

· Goes on a rant of just wanting to get back memories

· Recommits to defeating the demon king

- Portal opens, but has a bit of static

Chapter 4

- Reach the new level

o The level from the onset looks partially “corrupted”

o Environment has parts from reality

o Trees fade in and out as buildings

o Once in a while, the background goes static a bit

- You comment on these things being painful, do not have anything to do with him(don’t want to remember)

- More “corrupted” monsters

- Forge ahead to get back memories

- As you progress, inner aggression and madness shines through more

- Reach boss

- Defeat boss

o New memory constantly cutting in and out with real world memory

o You curse it all to stop

o You demand for your own memories back

o More unhinged and scream

Chapter 5

- Final level: demon lord castle/domain

- Simultaneously word unravels, now even a big glass crack in the sky

- You look dishevelled, with a half crazed look

- You simply rush through the enemies

o While also ranting lies lies and desiring for nothing but your real memories

Draft 2  
Chapter 0

- “I hate you”

- “Why Don’t you die!”

- “This is payback”

- “You don’t deserve to be born”

- “Go and die somewhere where we cant see you”

- “It’s all your fault!”

Chapter 1

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§ You don’t understand it, but you don’t feel good about it

§ Memory:

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o But you press on

Chapter 2

* You reached the demon lord’s castle
* There are 3 floors, each with its own unique boss with a unique memory
* Apply draft 1 parts 2 - 4 to these levels
* Part 5 will now be demon lord’s room