

Player Character: Undead baby [Toyol](#)

Time Travel Mechanics: Entering the houses (years depicted on the house numbers) will be the mode of time travel. Other hints will indicate **time travel**:

- Your mother ages, you do not
- The portraits she is praying to will change
- General decor/aesthetic/architecture will change
- (insert creative ways of indicating time travel here)
- (insert in-depth research of

One of the reasons you discover you are an undead baby:

- As you travel through time, you stay the same age and never grow regardless of the year. The reason is that you can't age because you are diseased.

Maybe a possible game inspiration:

- Little Misfortune, is creepy at times, cute at times and there are moments where you notice that things are weird
  - Playthrough: <https://www.youtube.com/watch?v=RYwra8aymMU>

Genre

Magical Realism

- The Brief Wondrous Life of Oscar Wao
- One Hundred Years of Solitude
- [The House of Spirits](#)

**Historical :**

Opium Wars

- Poppy War Book Series on a fantasy version of the Opium Wars

Before World War 1

Siege of the International Legations

[https://en.wikipedia.org/wiki/Siege\\_of\\_the\\_International\\_Legations](https://en.wikipedia.org/wiki/Siege_of_the_International_Legations)

World War 2

- Nanjing Massacre

Colonization / Occupation

The Movie: [https://en.wikipedia.org/wiki/The\\_Flowers\\_of\\_War](https://en.wikipedia.org/wiki/The_Flowers_of_War)

After World War 2

People's Republic of China 1949

[https://en.wikipedia.org/wiki/Proclamation\\_of\\_the\\_People's\\_Republic\\_of\\_China](https://en.wikipedia.org/wiki/Proclamation_of_the_People's_Republic_of_China)

Vietnam:

- [https://www.youtube.com/watch?v=kdh\\_rcSU41g](https://www.youtube.com/watch?v=kdh_rcSU41g)

Time travel mechanic:

- Notting Hill



- Millenium Actress [https://en.wikipedia.org/wiki/Millennium\\_Actress](https://en.wikipedia.org/wiki/Millennium_Actress)

Possible Plots:

- To make the undead baby ghost you kill someone else(colonizer)'s baby and place their body into a statue.
  - Woman went through a traumatic event (like the Nanjing Massacre/Rape) which makes her desperate for survival
    - Perhaps her baby was killed during the war
  - Woman sneaks into the colonizer's camp by passing as a nursing mother. She kidnaps the general's baby and murders the baby to perform the ritual.
  - The game starts with linear exploration.
  - The end of this linear exploration: The woman is aged and dying.
  - Then players need to go back to the previous houses to find more hints revealing the whole story.
  - If players manage to reveal the story and take certain actions to change the destiny (let the woman get killed) --> All the houses disappear, the woman gets killed with her baby during the Massacre. General's baby was found.
  - If players fail to reveal the story and take certain actions to change the destiny --> the woman kills the Toyol (the player) before she dies.
- Imagining the final scene: The woman says: "I know you are there." The woman tremblingly totters to the picture on the wall (the Toyol is behind it??). "I am not your mother." The woman smashes the statue.

Interaction design (puzzle), audio, visual (everything), background research, level design(program), Narrative (all of us), Interface Design, project manager

Possible collectable items:

- picture of the woman and her baby --> pieces
- Toyol statue
- keys

How to get into the houses, through doors and windows