Memories

- The main character has to enter her twin sister's memory in order to save her from a coma
    - She needs to find a piece of memory from the sister related to a traumatic experience in order for it to be treated, allowing her to recover from the coma
        - The piece would be represented as a diary
- The memory world is seem as the house they grew up in, but full of books and paintings that are related to past moments
- This world is twisted because of the trauma, so the main character has to face a dark version of their shared memories
    - Personified as monsters that the the main character has to face or hide from
- The main character is able to collect pieces of memory that give her abilities related to past moments that they lived together. Those abilities help her face the monsters and keep exploring
- In order to progress through specific moments, she will have to sacrifice a dear memory that they share. By doing this, neither of the sisters will remember the moment anymore
    - This would impact the house or a specific monster within it
- Being forgotten is represented by parts of her body being replaced by a shadowy silhouette, and she'd lose abilities related to their connection

The general idea is the question if one would sacrifice the relationship with another person in order to save this person.

A Researcher's Will

- The main character is a hacker hired by an organization to break into a security system
- In this world, the main character is able to enter the virtual world with a physical representation (Neuromancer style), so the game is played in a 3rd person perspective
- The security system is based on someone's life, so the player has to explore the environment created by the system to find how to break through security and reach the information hidden in its core
    - During the game, the player finds out that the security system was created by a researcher from the company itself, in order to protect the results that she found
    - The player goes through her memories, seeing how much she sacrificed of her own life for that research
    - Ultimately she killed herself by transferring part of her consciousness to the security system in order to protect the core.
- By playing through the glimpses of her life, the main character acquires abilities related to what was seen, shaping the character's body and giving access to new areas
- When the truth is uncovered, the player is able to reach the core of the system
    - The player is able to choose to break into the core and expose the information or to not do so to preserve the creator's will

- The idea would be to not have the player as the protagonist of the moral descent but to witness the one that happened with the creator of the system, who sacrificed her relationship with family and friends for work
- To enhance this feeling, the main character would only be shown as a silhouette that might be transformed depending on the abilities acquired

The Descending Blues

- The main character is a jazz player whose love for music and wish to improve compelled him to start dealing with the devil
- The character offers his soul in order to be the best musician
- To succeed, he has to do all sorts of deeds from the background
  - Kill someone as if it was an accident, curse a friend who'll fall ill and eventually die from that, spread lies that end up harming people
- In the end, he has to sacrifice his own family or his ability to play jazz

- The game would take place in a jazz bar, with the quests happening in different days.
- Not completing a quest would be a valid outcome. This outcome, however, might make the devil furious, impacting the next quest
- Every quest would be taken as a moral burden