

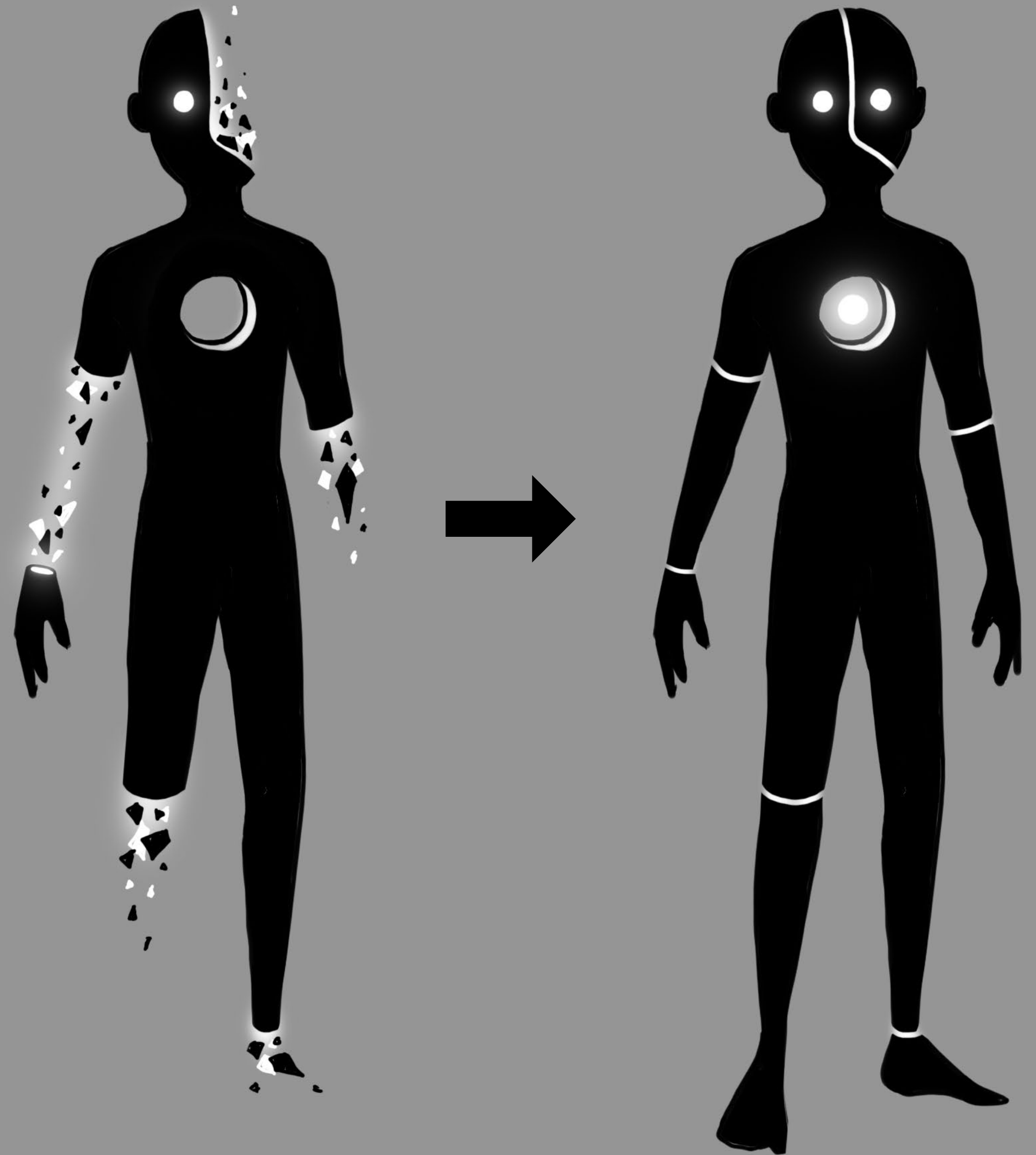


Within

- Young, teenage girl (about 13-14 years old) as protagonist
- Abusive parents (manipulative; mentally and emotionally; could also be physically but I feel it'd be better not to)
- All takes place inside their house; actually just the basement
- Girl is scared of the basement her entire life
 - Basement represents the memories of abuse she chose to ignore and buried deep within her mind
 - Game is basically her venturing down and confronting memories of her abuse. Perhaps the basement wall by the stairs is lined with photographs that will "take her back" to those memories
 - Why would she suddenly decide to go to the basement though? I haven't figured out that yet haha
 - Haven't thought of the gameplay but perhaps her re-living those moments again; being given a choice to make the same or different decisions
 - Perhaps having voice-over of her inner monologue to show her inner struggles and her love for her parents, and why she chose to ignore all these signs of abuse before
- Happy ending: She finds a mirror at the bottom of the stairs, seeing her own reflection and making a decision to leave the house and run away from her abusive parents (a result of choosing a different decision)
- Sad ending: She finds a family picture where all of them are smiling. Then she goes and says: "Everything is okay...I'm still okay.." and still stays in the house with her abusive parents.
- About self love VS love for others

Fragments

- Character is perhaps a victim of self harm and abuse
- Basically about the character's journey to learning to love himself
- Character's body is broken and the game is about finding his fragmented parts and building himself whole again
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 - In-game, the character will be fighting against his inner demons represented by monsters or creatures
 - Each level will have a "boss fight," fighting against the monster representing different emotions (maybe?) or memory that he hates about himself
 - At the end of every boss fight, he recovers the fragments of himself



Inner Demons

- Character tries to save his friend from the pits of depression (represented by some form of shadow monsters or whatever)
- Makes sacrifices in order help his friend. Ends up absorbing the dark shadows himself when he does
- Each monster the character defeats represents the walls the friend built around himself to keep people away

