Mode of storytelling

Focus on diegetic / environmental storytelling

2D images of memories related to key events

Gameplay reflects backstory

Workings of the world

No real life logic

No real physics

Impossible architecture

Traces of past memories

Subjective perception of environment and past (overdramatized)

Areas visualize harmful memories

Missing body parts represent personal flaw of MC

White exit door, unreachable until the very end, see immediately when entering the HUB, once you got all body parts you can go through it, fade to white

Body part stories

**Legs**

Cowardice

Running away physically and from responsibility

MC tossed away his cigarette in a forest

By that, started a fire that reached a hut nearby

MC didn’t call the firefighters but ran away

MC never read the newspapers after that day fearing that the fire might have harmed human beings

**Torso**

Balance

MC got more and more lost in their work

Promotions, awards, and a better office followed

Kickstarting their career, they stopped caring about work and life balance

Suits and business cards replaced music, sport, and art

**Arms**

Destruction

MC invited their friends over for their birthday party

Together they brought a huge present

MC unwraps it in excitement

Gift is a huge statue of themselves

MC is shocked, can’t face it, pushes it away from him

Statue is shattered

Guest leave the house, party is over

Memories

**Legs**

Forest

Hut

Cigarette

Fire

Running legs

Newspaper article (blurry when you approach it, no readable text)

**Torso**

Startup office

Awards

Promotion

Suits

Final office

Football (2 frame decay animation)

Note (2 frame decay animation)

Color palette (2 frame decay animation)

**Arms**

Party hat

Silhouettes of different people

Huge gift (2 frame with unwrapping)

Statue and MC (shocked expression)

Pushing

Destroyed statue

Silhouettes leaving