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

Guilt

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

**Torso**

Balance

Neglect

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

Shame

MC visited a friend sculptor

Sculptor secretly worked on a statue of MC

MC finds the covered up statue and unveils it

MC can’t face a portrayal of himself, pushed the statue onto the floor

The statue is destroyed, shattered into dozens of fragments