Start: 10:00

End: 12:00

Inform about last meeting✓

Flesh out narrative

Explain side character ✓

Representation of someone from outside (?)

Manifestation of what he likes about himself (?)

Why does it appear now?

No companion at all (?)

Letters and text floating in the world

Letters as elements of level design

Diegetic text (newspapers, diary)

Character without body, just voice (like Glados)

How tell story during gameplay? ✓

**Focus on diegetic / environmental storytelling**

Diegetic text, part of gameplay

Floating words

(Dialogue with companion, relationship slowly builds up, leave out a lot of information)

Gameplay reflects backstory

Explain workings of the world ✓

No real life logic

No real physics

Impossible architecture

Traces of past memories

Subjective perception of environment and past (overdramatized)

HUB is metaphor for MC’s room, stable and safe environment

Areas visualize harmful memories

Missing body parts represent personal flaw of MC

The 3 Wise Monkeys

See no evil

Hear no evil

Speak no evil

White 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

Create body part mechanics ✓

3 body parts

Head -> Legs -> Torso -> Arms

Crazy abilities, not realistic, connected to body part

Head

Roll (+ jump)

Legs

**Wall run (build up speed to run up a wall, when on wall speed starts to decrease, once reaches zero -> drop off the wall)**

Stomp (raise ground level at your current position)  
 Torso

Deforming whole character

**Breathe in / out (extreme push/pull)**

Arms

**Hook shot (extending arm, if you hit something, you’re launched there)**

Pick up objects and carry somewhere

Create body part stories ✓

Legs

Cowardice (running away)

Legs running away

Short parcours

Legs stop in a dead end where you catch them

MC starts fire by accident, does not call firefighters but runs away

Yellow/orange color theme

Torso

Stability / Reliability

MC is boss of a company

Friends with regular employee (outsider, does not deliver)

Decides to fire him for the company

Employee lost his financial and social stability

Callback to consequence (letter, homeless photo)

Blue color theme

Arms

Impulse / Aggression

Homeless person begging MC for money

Gets intrusive

MC pushes homeless person away from himself

Homeless falls on street with traffic

Red/purple color theme

Gender and age of protagonist should be discussed

Leave sex undefined

Create a concept document (GDD)