**Concept – Fragments**

* Working title: Fragments
* 3rd person
* 3D environment
* Goal: Collect each missing body part to make yourself whole again
* Theme: Self-discovery, missing self-love, fragmentation, self-acceptance, restoring mental health
* Structure: 1 HUB + 3 areas with a body part in each, always return to the HUB
* Puzzle gameplay using newly discovered body parts and their abilities
* Body parts connected to short stories as the reason why protagonist does not exist themselves
* Game takes place inside the mind of the protagonist
* Storytelling through dialogue with a companion and the visuals of the world
* Length: about 20 – 30 minutes
* Abstract, silhouette-ish, monochromatic character aesthetic
* How deep is your love? Deep exploration of yourself and your memory to find love for yourself