**Title Ideas**

**Current working title**

Fragments

**Lars – Ideas (personal favorites first)**

#01 Deep Down

+ Alliteration -> nice and memorable sound

+ Short and simple

+ Two layers of meaning: Deep in the mind and past memories, feeling down when things are not quite right

#02 Peace by Piece

+ Pun on piece by piece

+ Finding inner peace as the goal of a journey of finding and reassembling pieces

+ Easy to remember and understand the meaning

#03 Shards

+ Short and simple

+ Shards are perfect metaphor for parts of a broken whole

+ Immediate sense of danger / destruction

#04 Egotero

+ Ego = self, tero = torn apart

+ Torn ego on both physical and figurative level

+ Unique, self-coined term -> easy to find on the web

#05 Shattered Self

+ Alliteration -> nice sound

+ Sets the stakes and gives a framework for interpretation

+ Precisely describes the situation at the beginning of the game

#06 Torn

+ Short but actually quite descriptive for the game

+ Allows for interesting visual elements related to the title

+ Protagonist is torn on physical and mental level

#07 Down and Up Again (reference to “There and Back Again” from Lord of the Rings)

+ Immediately conveys the sense of going on a journey

+ You need to go deep into the realm of the mind and memories to pull yourself out of your traumas

+ Representative of the actual player movement in the game -> you start in a deep cave and the exit will be on a higher location

#08 Fragmend

+ Fragment + mend (heal/repair)

+ New word -> easy to find on google

+ Sums up the goal quite well, you’re fragmented and have to repair/reassemble yourself

**Daniel – Ideas (personal favorites first)**

#01 Fragments

+ Relates directly to the game and its objectives

+ Raises interest by being vague

+ Audience already familiar through presentation

#02 Shattered Love

+ Relates to theme of love

+ MC is literally shattered

+ Evokes emotional response

#03 Inner Odyssey

+ Highlights the fact that story happens in the mind

+ Long journey of MC -> Odyssey

+ Prepares player for difficult journey

#04 Fractured Self

+ Fractured -> Character is in pieces

+ Self -> Theme of self-acceptance

+ Good balance of being descriptive and vague at once

**Trix – Ideas (personal favorites first)**

#01 **WHOLE**

+ The main goal of the character is to become “whole” again

+ I can basically just imagine the animation for the logo already. The letters come together and when they finally form the word, a glowing orb suddenly appears in the center of the letter ‘O’, similar to the orb that will appear in the character’s chest

#02 Asunder

+ Definition: into separate parts, into pieces

+ Basically describes the character

+ Perhaps a quote insert in the game trailer or intro?  
*“My life might have begun as a mistake, but I wouldn't let it end as one.”   
― Jodi Meadows,* [***Asunder***](https://www.goodreads.com/work/quotes/18207389)

#03 Broken

+ Basically same as asunder but more common

+ Same animation could work with the ‘O’ with the orb

**Alex – Ideas (personal favorites first)**

#01 ???

+ ???

+ ???

+ ???

**Thiago – Ideas (personal favorites first)**

#01 ???

+ ???

+ ???

+ ???