**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 A Mind in Fragments

+ Representative of the general idea of the game, associated with the fragmented character and their mind, as well as with the fragments of memory that can be seen within the levels

+ Use of the word “fragments”, that has been a personal favorite to describe our game

+ Sounds serious, but not dangerous

#02 Fragments of Regret

+ Focus on the character’s feeling of regret

+ Again uses “Fragments”

#03 Shattered Mind

+ Evokes a broader aspect of the torn mind and torn character

+ The character’s mind is shattered, and so is their representation in their mind