**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 piece 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

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

#01 ???

+ ???

+ ???

+ ???

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

#01 ???

+ ???

+ ???

+ ???

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

#01 ???

+ ???

+ ???

+ ???

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

#01 ???

+ ???

+ ???

+ ???