**Group project narrative:**

In our previous meeting we discussed each others research and decided to work with the two words **Liberosis,** the emotional feeling of  "The desire to care less about things" while our other word we chose was **Monachopsis,** which is the emotional feeling of  "The subtle but persistent feeling of being out of place".

**Synopsis of our games narrative**:

The narrative for our game Is that player takes control of an office employee who only a week after being hired is already bored of their 9-5 administration job and wishes to quit, but can't because they need the money to pay their rent (To help create the emotional feeling of Liberosis, the desire to care less about the job). As the player completes mundane office tasks and days go by, slight changes will happened to the office and eventually turning into a nightmarish environment(To help create the emotional feeling of Monachopsis), the player will find that he is working for a business that is run a secret cult, with a stunning plot twist that the entire scenario has been constructed by the players imagination and the business that they work for is just an ordinary office company.

**Notes:**

Connor came up with the idea for the player to be working a everyday mundane office job to help the player experience and feel the emotional feeling of **Liberosis**, while as a group we came up with the idea subtly of changing the games environment to something nightmarish because we want the player to feel uncomfortable and out of place to help promote the emotional feeling of **Monachopsis.**