Minute by Minute Game Layout

Minute 1:- Game opens with the player in the hospital in a bed, to instantly start off with trying to invoke the emotion of how small the player is, we're going to have him alone in the room, he has no idea why and where he is, like the character he's playing, the only thing in his room he can interest with is a clipboard left by a doctor, this is where they find out what has happened to them, and will set the player up to be able to exit their room and explore the hospital.

The player now has the ability to move around the hospital in his wheelchair, there is a faintly glowing door showing the player they need to go to the physiotherapist.

Minute 5:- The player reaches the psychologist and begins the first tutorial and begin recovering the first memory. Memories are recovered by playing asteroid, in which you destroy the interference to progress, at certain % of progress the memory becomes more and more clear and reveals the image behind the fog. Unlocks the first few images from the story board of that memory.

Minute 10:- Player is able to more around the hospital once again now with a different door glowing to show them where to go, the player then navigates their way down to the physiotherapist and begins that game to slowly be able to walk again and uncover the other memories of the story board. Physio games listed below

Minute 15:- Player returns to room to sleep

Repeat the above process until the player has uncovered the memories, the games get progressively harder, playing into a hard fun style of learn practise master. Each story board of memories will have a similar 10 minute rotation, with a few minutes here and there for travel between places.

Physio games:

These games will have a level of fog on them that keep the art simple, as there is no need for detail.

Within these games the player is acting out the hint of a memory he just uncovered, so they will start getting clearer as he gets through the level. The main aim of them will be to collect thing within the level so that it makes them clearer and clearer.

1.) Playing with his dog: This will serve as a tutorial on these games and will be simple to collect the items, a dog bowl, a ball, and a lead. Once they’re collected they can progress to the end of the level.

2.) Late for his wedding: This level will start to make things harder for the player, so here the player has to collect a suit, a ring, and get to the church within a time limit, to start to make it harder of the get go.

3.) Dog hit by car: This level is where it will start play with the emotions of the player, here the player will play through a mission in which they will be distracted, once distracted the dog will be hit by a car, this will be sad for the player but there was nothing they could have done to stop it.

4.) Playing with his kids: This level will be trying to bring the players emotions back up, so we can break them again, by giving him a level based around playing with his kids, this will be a hide and seek game, where he has to try and find the kids in an area. Three – four kids

5.) Family Death: This level will be different to the first emotional break, because this one will try and make the player feel like they could have done something, it will be a time based mission where you have get home from work as fast as possible, it will be impossible to make it in the time, but close enough that the player will think they could have made it if they did it perfectly, just like the character feels.