Story Outline

Each memory is broken down by several parts, each part representing a panel on a storyboard. The player will need all panels of the storyboard to complete and remember each memory.

Memory 1 – Getting Dog

1. Main character goes into a dog home

2. Main character crouches down in front of an ecstatic dog behind a glass door while he smiles

3. Main character shows puppy to girl (the to be wife in the next memory)

4. Girl and main character playing with the puppy together

Memory 2 – Getting Married

1. Main character looks at close up of a ring

2. Main character proposing to girl from memory 1 (hopefully the player will piece together that she was his girlfriend in the previous memory)

3. Bride-to-be writing wedding invitations and main character in background on phone planning

4. Main character fixing tie in front of mirror while wearing a tuxedo

5. Main character and now wife kissing in front of the altar

Memory 3 – Dog’s Death

1. Main character and wife walking with dog in a woods

2. Main character takes dog off its leash

3. Their dog spots another dog

4. Their dog chases the other dog into a nearby road

5. The other dog makes it across the road but their dog gets hit by a passing car

6. Main character with shovel digging a grave in the ground while raining (face totally out of shot) while wife is in the background crying

Memory 4 – Having Kids

1. Wife goes comes home with a shopping bag in hand

2. Wife exits bathroom and screams for main character

3. Wife shows main character the results of a pregnancy test (positive)

4. Main character and wife painting the baby’s room (wife visibly larger bellied) and filling it with boxes and furnishings.

5. Wife rushed to hospital in car by main character, both visibly panicked

6. Wife gives birth to two twins (one baby in wife’s hands in pink blanket and one baby in main character’s hands in blue blanket)

Memory 5 – House Fire

1. Hand pointing at certain date on a calendar, that date circled in red saying “anniversary”

2. Wife sits on a sofa with several lit candles around her in an otherwise quite dark room. A clock on the table says it’s around 6pm (only very small clock – meant to be subtle feature in picture)

3. Main character is depicted leaving work, taking off his hardhat and waving to his fellow builders when it’s already dark out

4. Wife is shown sleeping in sofa. The clock now shows 10pm and the candles have all melted a fair bit in this

5. A candle has fallen over - the flames begin to spread

6. Main character returns to his home to see fire engines and firemen trying to extinguish the last few flames of the still smoking and heavily burnt house. No sign of wife or kids anywhere (main character’s back is shown in this shot)

7. Firemen explaining what happened to main character (wife and kids all suffocated in the fire as they were all asleep and couldn’t escape in time) while main character cries his eyes out

Memory 6 – Suicide Attempt

1. Main character moving tiles around on a roof

2. Main character notices wedding ring on his finger while carrying the tiles

3. Main character’s expression turns particularly sombre

4. Main character looks over the edge of the roof he’s on (players might begin to suspect his injury wasn’t an accident)

5. Main character places down the tiles he’s holding

6. Main character closes eyes

7. Main character leans backwards and begins to fall

***Around panel 4, I’m hoping players will begin to realise the accident they found about at the start that put him in the hospital might not actually have been a work accident. In panels 5 and 6, I want the tension to build up as it begins to confirm their idea and then have the release and payoff in panel 7 when they have their idea confirmed.***