Game Narrative

Characters:

Main Character (MC)

The MC is portrayed as an old man who has trouble remembering any new memories (caused by anterograde amnesia). Players will never see the MC. The MC loves his wife however has to be reminded of her on a daily basis which is usually by her presence, however when his wife goes missing the MC feels like something or someone is missing and is trying to figure out what (which is where the story is set at the first memory).

There is also another character called The Carer. The MC dislikes The Carer and is actually fearful of her (hence why The Carer is portrayed as a mannequin so players know to avoid The Carer).

MC’s Wife

The MC’s wife doesn’t appear in the game and is the long term goal where the MC is trying to remember her. During memories the player will catch glimpses of the MC’s wife during her wedding but nothing else. The wife looked after the MC and would leave notices on the noticeboard for him to read to remind him of tasks and details. In the game the noticeboard will provide hints to what items the MC is looking for to find the memories of each stage.

The MC’s wife likes The Carer and wanted her around to do the cleaning around the house when she couldn’t. The MC’s wife hoped that the MC and The Carer would get along better however due to the MC’s condition he would forget who The Carer was each day. The wife put up notes about The Carer hoping the MC would remember The Carer to be friendly and comforting.

The Carer

The Carer is the final character in the game that is portrayed as a mannequin who, as the player gains more memories, becomes more human-like in detail and character. The Carer will travel around the downstairs area of the house in a circuit starting from the kitchen, going to the living room, then the dining room and back to the kitchen.

The Carer is feared by the MC and vice versa. The Carer will leave the MC alone to walk around the house however will approach him when he is trying to put together a memory. The Carer does this to give him his medicine (which the MC’s Wife gave The Carer the task to do) however this will startle the MC and cause the player to revert back to a previous memory. The Carer only wants to help however the player will see The Carer as someone hindering their goal to complete the puzzle and will avoid her or leave the puzzle early to prevent her from trying to give the MC his medication.

The Carer does get along with the MC’s Wife and was given the duty by her to clean the house and give them their medication (due to their age) as this is shown by notes which will reveal the lore based around The Carer.

Story Sections:

Prologue

Player will start upstairs in the hallway leading to the stairs. All doors will be shut to prevent the player from going in any other room. Player can only go down the stairs which will initiate a cut scene where the MC will fall down the stairs and cut to black.

Setting: The map will be lit by a global light acting as the sun to imply the time of day being early morning. There will be sad music playing in the background as the player goes towards the stairs which will cut out when the player falls down the stairs and cuts to black. There will also be sound of the player falling down the stairs.

First Memory

Player will start at the bottom of the stairs from which they fell down. The player will notice a single light being shined around a noticeboard which the player will be able to read. The noticeboard will give the player hints as to what object to find. The player will be able to look around the house however all upstairs doors and the kitchen door will be shut to prevent the player from entering. The object they must find will be easy to find. Once players find it they must complete a puzzle shaped as a jigsaw to piece the memory together, and once done they unlock the next memory.

Setting: The house will be completely different to the prologue. The house will have no lighting except for the one light at the noticeboard, with some help from global lighting but only shows the silhouettes of objects in the house. The only sounds will be the player’s footsteps when they move or moving puzzle pieces during the puzzle. When players complete the puzzle the screen will fade to white to show they completed the memory.

Second Memory

Players will remain at the same spot as they found the memory however will notice the room around them will change. They will then find that another character is in the game known as The Carer. The Carer will watch the MC when close by, however when the MC is far enough away from them The Carer will loop around the house to show they are ‘cleaning’. The MC will look for the next memory and should use the noticeboard to help them with the next item; however the noticeboard will also contain small bits of information about The Carer to reveal more about the lore of the game. The kitchen door will also be open for the player to search in for memories.

Setting: Downstairs of the house will now have lighting which allows players to see clearer, although still messy. The Carer will now be introduced to the game and will look like a mannequin as a way of saying to avoid it. There will now also be a timer when objects get moved around the house which is displayed as a digital timer in the kitchen, starting at 15 minutes. Players caught by The Carer will be set back to the first memory.

Third Memory

The house will be similar to the second memory, with only subtle changes to the rooms making them cleaner. The Carer will be slightly faster when travelling from room to room. The Carer will also start to look different with more human-like characteristics (such as eyes and mouth).

Setting: The living room and study room will now be cleaner with less mess around. The timer for the objects to be moved around will now be changed to 10 minutes. No new sounds. Players caught by The Carer will be set back to the second memory.

Fourth Memory

One of the bedroom doors upstairs will now open as well which means there’s another room to search. It would make sense for the memory to be in this location to lead into the fifth memory. The timer for objects to change location in every room is now set to 5 minutes which will be the shortest time in the game. The Carer will not go upstairs and will be slightly faster when approaching the MC unless it’s upstairs (If we decide The Carer should go upstairs then The Carer will alter its path to go upstairs into the new room as well).

Setting: The bottom level of the house will now be clean with lights on. Upstairs will still be messy but will have lights on. A radio upstairs in the closed bedroom will now be playing diegetic sound on loop which will be quiet unless the player goes upstairs. Outside will still be dark to show it is night time.

Fifth Memory

The fifth memory will be located upstairs as the final bedroom door opens. The main aim behind the fifth memory is to show that the MC’s wife has passed away recently as this would be shown in her bedroom. The player will be prompted to go upstairs to find this memory. The Carer will not go upstairs and therefore the player will have plenty of time to find the memory (although it’s likely the memory will be easy to find). The puzzle for this memory will be the most difficult to complete however players have neither time limit nor The Carer after them.

Setting: The house is now fully clean, the lights are off and a global light will now light up the house to indicate that it is now the morning. The radio will play diegetic sound which comes from a bedroom and will be louder than before.

Epilogue

The epilogue will mimic what the prologue was at the beginning of the game. Player will start upstairs in the hallway leading to the stairs. All doors will be shut to prevent the player from going in any other room. Player can only go down the stairs which will initiate a cut scene where the MC will fall down the stairs and cut to black. We could also include The Carer coming over to help the MC and calling an ambulance to show The Carer to be a caring figure despite being portrayed as a mannequin.

Setting: The map will be lit by a global light acting as the sun to imply the time of day being early morning. There will be sad music playing in the background as the player goes towards the stairs which will cut out when the player falls down the stairs and cuts to black. There will also be sound of the player falling down the stairs.