* Memory 1 – Memory reveals something off in your home

A tray of Personalised mugs on the counter, Lots of different names (Who am I?) some are smashed (MC frustration? Accident?) (Remember Your Name)(Los of personal identity). The puzzle is a very simple picture of your cup with your name broken into different pieces; you have to piece together your name.

* Memory 2 – Realised someone else living with you

Piano in the room, connect the music which plays in the game to someone possible living with you (Some form of harmony in the MC’s life). The puzzle is the image of a record player, this is something which may not make sense, but its reveal comes in the final memory. In which there will be a record player in the wife’s room will cause a sense of reflection in the player, when they piece together the wife’s love of music.

* Memory 3 – Person with you is closely connected to you

Golden anniversary card (someone you been connected to for a long time) (Again dated some time ago) (Keep the player guessing what time things are happening) (The puzzle is the inside of the card, giving you a date, wife’s name, loving message)

* Memory 4 – Revealed to player it’s your wife

Photo of your wife (The photo is messed up in the game, the puzzle screen is the wife’s photo broken up into pieces, only putting them together do you see her.(MC has forgotten what this person looks like, again reference to time passing, MC’s condition affecting him)

* Memory 5 – Find out your wife has passed away

Letter from the doctors notifying the carer of the death of the wife, you find out through a proxy. The date of death is long ago, not too long after the anniversary card date, again the loss of time to the MC aids mental disorientation. In the game it is an envelope with the doctor’s stamp on it, the puzzle screen is to piece together the letter and its information. Putting together the letter while under threat from the carer and time pressure will only further create a sense of shock when the player has time to take in the letter when it has been pieced together.

**Recap on Items from the memories:**

***Memory 1:*** Personalised mugs:

(Game: Lots of mugs, lots of names)

(Puzzle: Broken image of a mug with your name)

***Memory 2:*** Piano:

(Game: Piano)

(Puzzle: Broken picture of a record player)

***Memory 3:*** Golden anniversary card:

(Game: Exterior of card on the counter)

(Puzzle: Broken image of the interior of the card, and its contents)

***Memory 4:*** Photo of your wife:

(Game: framed picture all messed up)

(Puzzle: Broken image of your wife)

***Memory 5:*** Letter from the doctors:

(Game: Official envelope on the counter)

(Puzzle: Broken image of the letter and its contents)

**What furniture should move?**

Given we want to disorient the player to place them inside the shoes of the MC the idea that period passes when the timer reaches zero is something key to getting that response from our players. The period which passes will allow us to move the furniture/Items to mock the everyday occurrence of moving items around your house, not just in the short term, but in the longer term when larger items could move around the house.

The item the player is looking for from the notice board is something which could be moved depending on the size of the furniture and the likelihood of it being moved.

This is all to suggest there is movement/activity in the house when you blank in your memories, either you are moving items, the carer or another person, i.e., the wife.+

***Memory 1:***

Minutes:

-Smaller items/ Barely anything will move to the player

***Memory 2:***

Hours

-Small pieces of furniture might be moved chairs (small movements)

***Memory 3:***

Days

-Small items again might be moved (Larger movements from their starting position)

***Memory 4:***

Months

-Tables start being moved around/ chairs (Can just about figure everything out with some reference to familiar items)

***Memory 5:***

Years

-Everything is moving (Big movement, Big disorientation for the player, like starting a fresh)